

Interactive Digital Art and Design SE608

Weekly Meeting Log

Week Starting:	17/9/2025 TO 24/9/2025			
Meeting Details	START TIME	12:00	END TIME	12:43
Student Name:	Matej Martinek			

Description of work completed since previous meeting
Notes : Also record project backlog, use notes page as required
Research on terrain generation in game development – voxel based, Marching cubes, Mesh altered by Perlin Noise or other methods...

Tasks to be completed this week	
Notes: record any additional tasks on notes page as required.	
1	Hello world end to end interop between unity and blender
2	Define this technical artist end-to-end process
3	Demonstration ready end-to-end process
4	Timetable for working on the project.
5	Look at advertised roles for technical artists and ensure that my project is directed towards those requirements (as much as possible) Identify any gaps and discuss with supervisor at next meeting
6	

Supervisor Comments
Supervisor raised concerns about not having a scheduled calendar yet, which i will address Supervisor also raised concerns that I didn't have a weekly log prepared for the meeting, which I will address for future meetings We've worked out a basic architecture which is framed around the role of a technical artist

	Student	Supervisor
Signature		
Date		

Interactive Digital Art and Design SE608

Weekly Meeting Log

NOTES:

