**Studio 6 PDR Planning Worksheet**

Learning outcome 1

Critically evaluate and apply a range of processes to unfamiliar and complex problems;

**Objectives:**

1. Capture project requirements using an appropriate development methodology and tool/platform.
2. Contribute meaningfully to the project codebase.

Learning outcome 2

Engage in advanced study in specialist areas;

**Objectives:**

1. Evaluate problems and technologies related to the project, undertake independent research where necessary, and be able to justify all decisions in a principled manner.

Learning outcome 3

Demonstrate responsibility for leadership within a project group.

**Objectives:**

1. Communicate within a team in order to maintain sustainable productivity.
2. Use industry-standard communication and project management tools in a professional manner.
3. Document all aspects of the project, including user documentation and technical documentation.

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| Name: Nabeel |
| Date of scheduled PDR meeting: **Practice** / Final |
| Discussed with: Hamza |
| What are your personal goals and objectives in addition to the course objectives?  In hope of having a skill that I have learned this semester that I *could* apply towardsexperiences outside of polytechnic. I have also set a personal goal to be able is to be able to create a model without the need of guidance. |
| What has gone well? What are your strengths?  Communication had improved as the term progressed, which led to me have a positive workflow. I also found myself to enjoy documenting the work I was doing.  Happily, I was able to find the donut tutorial, through-out the tutorial I discovered various techniques and shortcuts that has helped me understand the fundamental of 3D design |
| What could have gone better and how?  Motivation at the biggening of the semester was low to start with, which was an issue that I faced when I was pulled up for it.  Taking notes could have gone better, as it was my source on reflecting about the work I was doing. |
| What are the next steps to take? What is your plan for further self-development?  Creating scheduled tasks and for when they should be completed is my next step to complete my project, as I find myself working on the project when I have completed my other paper’s projects/tasks.  I plan to have a stricter timeline so that I can further develop the skills I am currently learning due it being a skill that is wanted in real-life scenarios. |
| What barriers exist? How do you plan to deal with them?  Learning about blender was difficult at start, trying to find a good tutorial was difficult to start with, as many tutorials skipped important notes/shortcuts that I picked up through watch different tutorials.  Also working from home has been a barrier for me, due to me not being in a learning environment my motivation hasn’t been the best. |
| What is not clear or is uncertain?  I found myself not too sure on what I wanted to achieve for an end goal as I was going of what google told me what I could achieve from a skill I was trying to learn, the more time I invested into learning and being guided the uncertainties that arose quickly went away. |

What evidence do you plan to use to demonstrate your completion of the objectives?

*(For the practice PDR you will have only completed some of the objectives. Just bring evidence of those ones)*

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| Using texture paint instead of having to manually select vertices to change the colour of the donut  Used texture painting nodes to easily change the colours to my liking |
| Learned about the basics of geometry notes and how I could use maths instead of using design to create and edit objects |
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