Rigging

* It does not work as Expected
* It took more time
* No not yet
* Yes we will, but not in the current form
* The mesh needs to be remade. We are currently experimenting with easy ways for this

Models

* Yes they do
* More
* Yes, but not enough models yet
* Yes we will
* We need more different models, and textures

Github

* Yes it works wonderfully
* About the same
* Yes we are very satisfied
* We are already using it
* Sometimes we update the gitignore file.

3D model of main character

They work as expected.   
We didn’t have much experience with blender, so we didn’t know how long something would take.   
I am satisfied, but they can always be improved. It is a balance between quantity and quality.

## Blender procedural house

The prototype does what it is expected to do. With a click on the button it randomly creates a building with a random size and all windows and doors on the right places.

Because none of us knew how to work with blender it took a lot of time to create this model, however it was also a good training to now work faster with blender and know more of its options. Just this model took me more about 15 hours to make.

We are satisfied with the result. It does exactly what it is supposed to do.

This model was originally made to procedurally generate a city in unity. Because this was not what the assignment meant with procedurally generating a city, the model is now only used to create a hotel, police station and a hospital. These buildings will be the same in all generated cities, because they are important for the gameplay.

To create the hotel, police station and hospital, the bear procedural house needs to be textured in different ways and it will have different signs.

## Textures and bump mapping

We now know how to add textures using UV maps. We also created normal maps with CrazyBump and added this extra layer to create a more realistic texture.

It did take more time than expected, because it is hard to work with UV maps on objects with a complicated geometry. Most tutorials also work with a different version of Blender that has a different node system. Because of this it took a while to figure out how it worked. We also had problems with importing textured models into Unity.

Now it is working I am satisfied with the results. The textures look realistic. We will definitely use the textures in our final game and might improve the secularity a bit if we have the time.