



## Art Work

### What we have done:

- Finished the Phaethon model
- Re-rendered Horse's scenes ( scene 6,7)
- Researching about cracking the pot in Huidini.
- Making blinking eyes option for Helios and Phaeton.

### Problems we encountered:

- Some bugs with Phaethon rig.
- Stabilizing with moving the reins and the cloth simulation.
- Changing the horse's tail for better look and feel.

### The goal for the next week:

- Discussing about climax scenes for storytelling.
- Completing 80% of the character animation.
- Testing cracking the pot.