



## Art Work

### What we have done:

- Done the cloth simulation for scene 48, 49, 50
- Finished the Shatter scene and solved the UV mapping issue
- Modeled the museum environment and set up the lighting for the ending scene
- Finished the Animation draft before soft

### Problems we encountered:

- UV stretch around the ear of pot
- Helios "Slideing" when he moves
- Motif shattered process needs to polish further

### The goal for the next week:

- Based on the feedback from faculty, list the change according to priority.
- Keep working on the ending part
- Polish the animation and cloth simulation for scene 3-9 ,10, 14