



## Works

### What we have done:

- Implemented shader
- Modeled Helios
- Modeled and textured Chariot
- Specific test on fractures
- 3D animatics of Act 2/3

### Problem we encountered:

- The lines on the model did not work quite well with the shader

### The goal for the next week:

- Finalize the model of Helios
- Finalize the shader
- Lock down the fracture looks