Art Work

What we have done:

- Finished the Helios model
- Added artificial lines on the texture of the Helios model
- Cloth simulation testing on the model
- Fire effects on the horse
- Finished 3D animatic

Problems we encountered:

- The priority of cloth simulation comes first rather than shatter effect
- We need a new horse model

The goal for the next week:

- Prepare the presentation for ¼ walkaround.
- Finalize the rigging of Helios
- Prerendering our gold-spike scene
- Cloth simulation
- The sun effect