



## Art Work

### What we have done:

- Continued Modeling Phae
- Rigged Helios
- Chose a scene to animate
- Worked on cloth and fire
- Textured the pot
- Found our horse model
- Animated as much horse as we could.

### Problems we encountered:

- Houdini Maya Plug in does not work as expected
- Need to find workarounds
- Render early
- Rigging issues due to initial model

### The goal for the next week:

- Prepare the presentation for 1/4 walkaround.