



Art Work

What we have done:

- Fixed the Helios model
- Rendered a sequence (8 sec)
- Researching the export option in Huidini.
- Combined CG and animation for the sequence.
- Set up the rendering pipeline.

Problems we encountered:

- An exporting error with the clothing simulation.
- Unwrapping the pot effectively for the animation sequence.
- Setting the 3D environment and the render option in Maya for the animation's look and feel. (The animation resolution was low. In the rendering pipeline, we had to put the frames on the 3D pot and to render it again. There was an issue with the process.)

The goal for the next week:

- Finalize one animation scene.
- Decide to use the cloth simulation
- Make references for the scenes.