SKYLINE

Works

What we have done:

- Continued Rigging 3 years-old Phae
- Fixed the bug for cloth simulation in Houdini
- Finalizing the animation part in scene 9
- Did weekly render and test the animation on the pot

Problem we encountered:

- For cloth simulation, the Helios cape needs to move more realistic
- The initial character pose is different in each scene, the cloth simulation need to reset every time. This may be solved by set an extra frame in each scene to keep the initial poses same.

The goal for the next week:

- Begin work on the scene 1
- Model the mom model
- Begin simulation test for shattering