# Skyline II Newsletter - Week 8





## Art Work

#### What we have done:

- Animation scene 2~8
- Rendered scene 17, 22
- Changed rendering style
- Halves presentation

#### Problems we encountered:

 Mental Ray doesn't support multi-layed specular light

### The goal for the next week:

- Finish shatter composition on scene 2
- Finish rendering scenes from 1 to 9