



Works

What we have done:

- Finished 16 years old Phae modeling and move on rigging
- Prepare for the half presentation
- Finish 51 seconds animation
- Did weekly render and test the animation on the pot

Problem we encountered:

- Need eye blinking for Helios and Phaethon
- Iteration on the close shot pot background texture

The goal for the next week:

- Finalizing the Phaethon model
- Test on animated texture for simulating the eye blinking