



Final Update!

Dicey



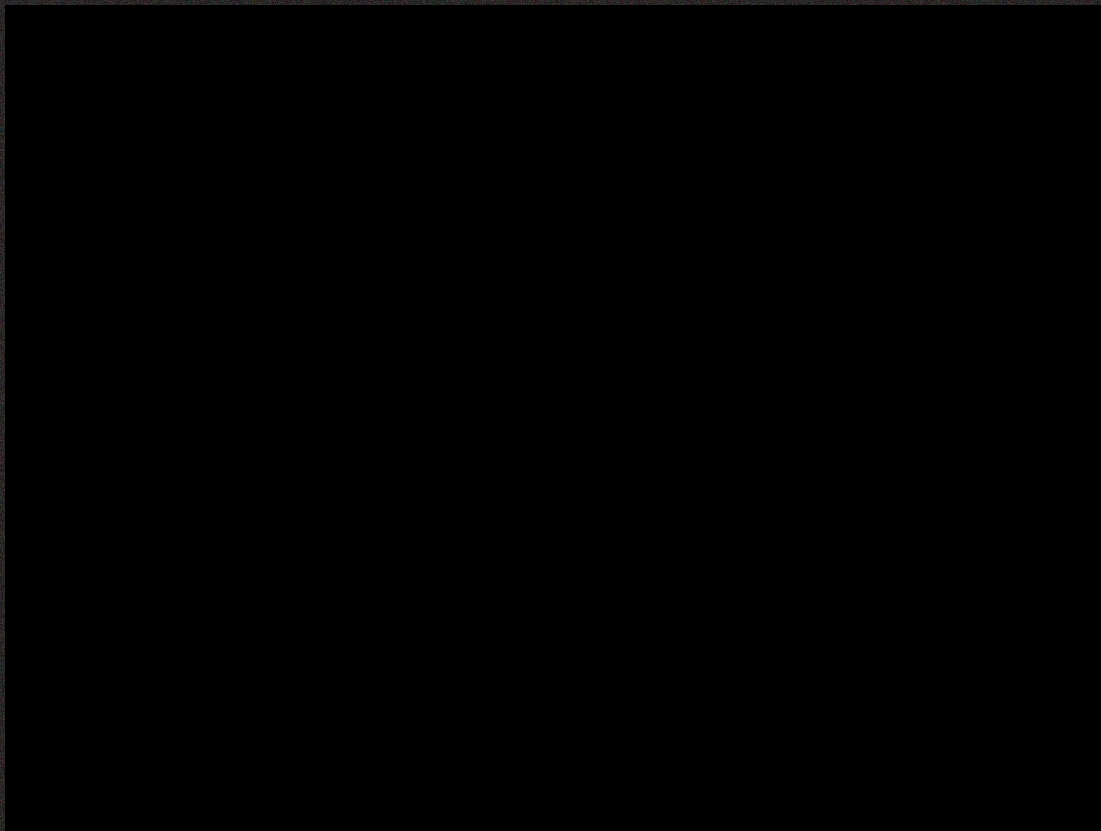
DUNGEON

ASSETS

+ Character Model- Kori - Texture



+ Character Model-Tori



+ Character Model- Chloë-Texture



+ Character Model- Eoin



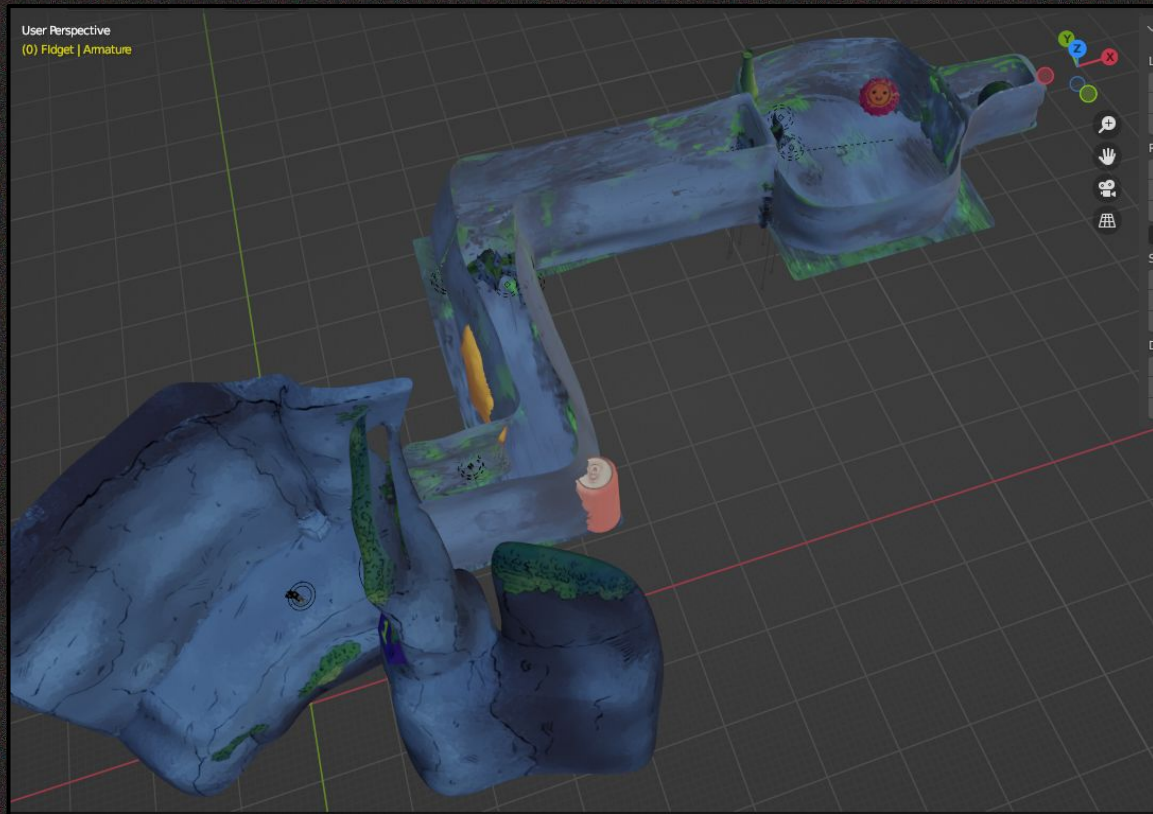
+ Dungeon Model

Cliff Face

Originally this came with a Normal Map, but it ended up negatively affecting the mesh and the distorting the lighting, so for now it has been removed (it will either be remade or left removed).



+ Dungeon Model



+ Prop Models



+ Prop Models



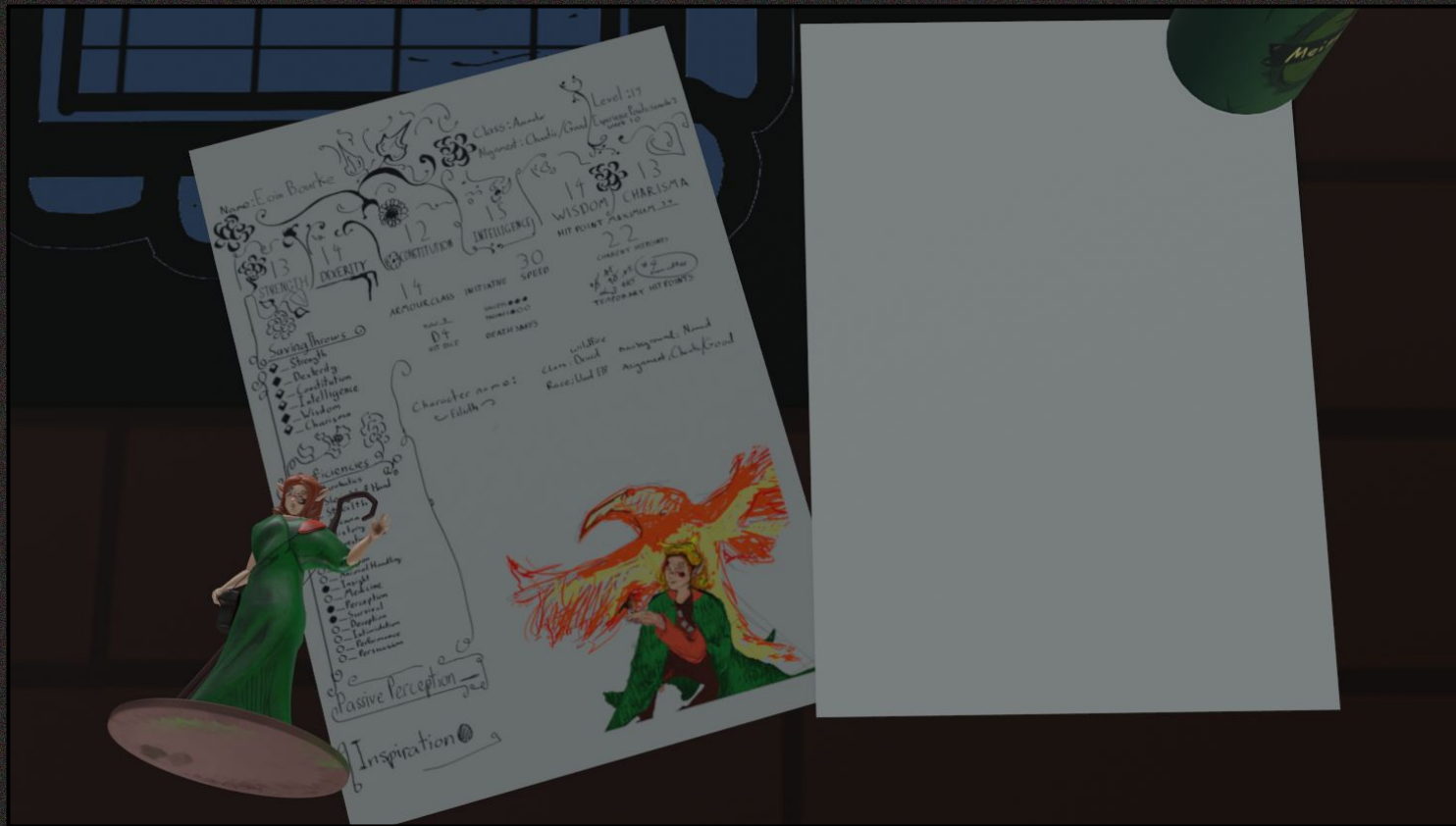
+ On0 Table Model



+ Credits



+ Credits



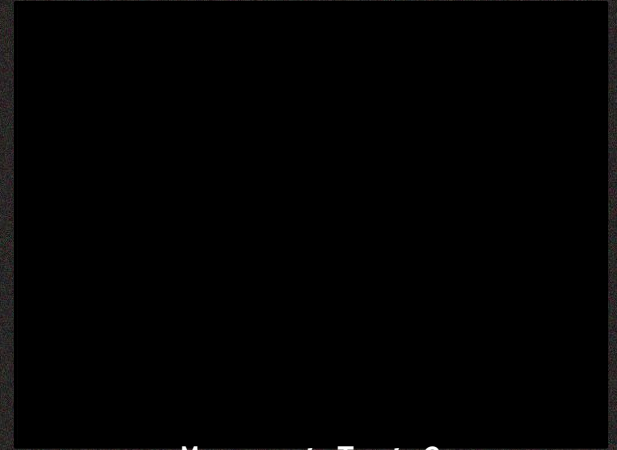
Animation

+ Animation Test

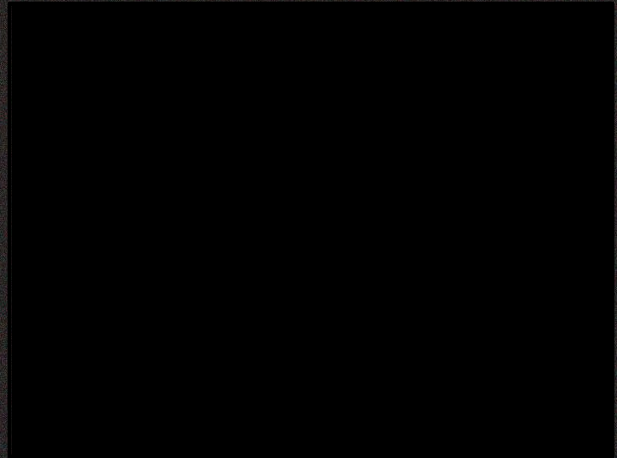
First Scene Test



Movement Test 1



Movement Test 2



+ Problems & Solutions

Sharing Files:

We decided to split up the animation into sections, and then informed people when we would work on a file, as well as when we had finished on it.

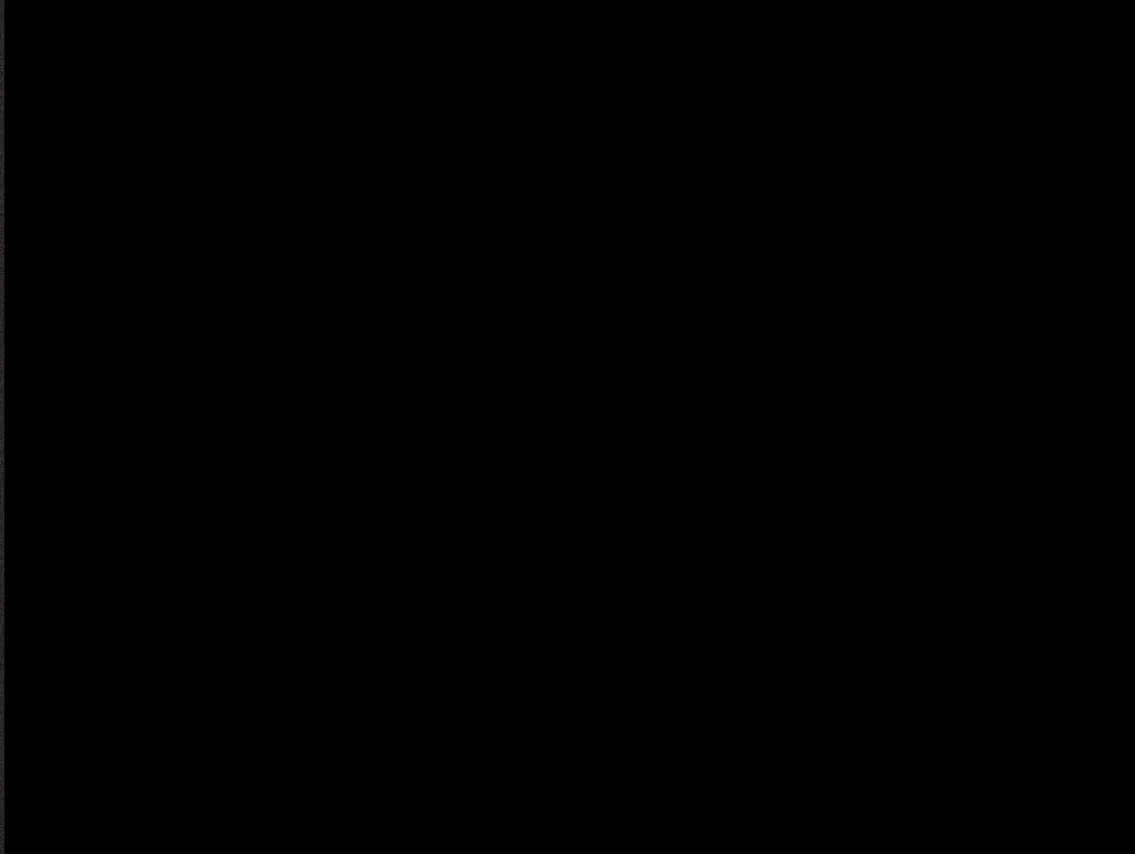
Group Members at Different Points:

With some members being a bit behind, we went and blocked out the movement for different shots. This meant when they were ready they knew exactly where their character would start and stop. With other members being able to give them support when issues would arise.

Losing a Member:

We haven't really heard from one of our group members, so we had to adapt to try and take on any of her tasks as well as adjusting some shots without her character.

+ Final Animation-WIP



Thank you for listening!

