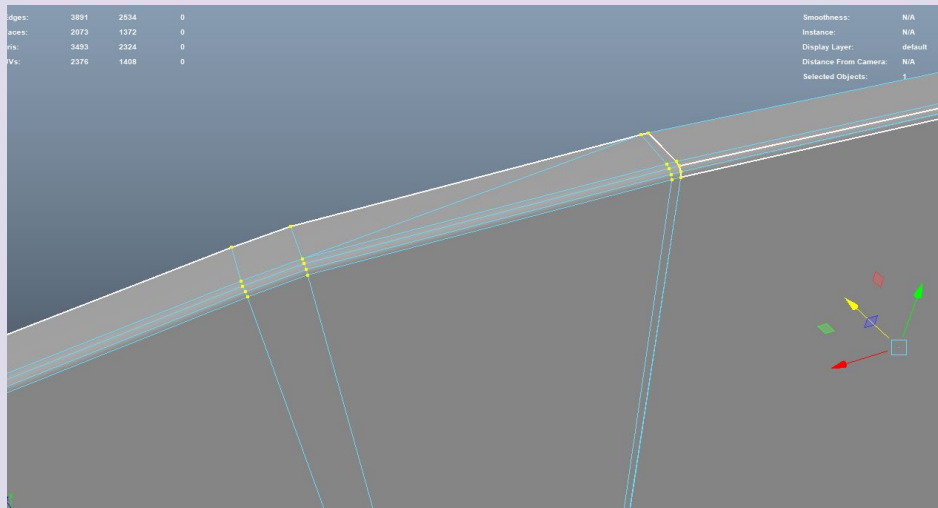


1/17/21

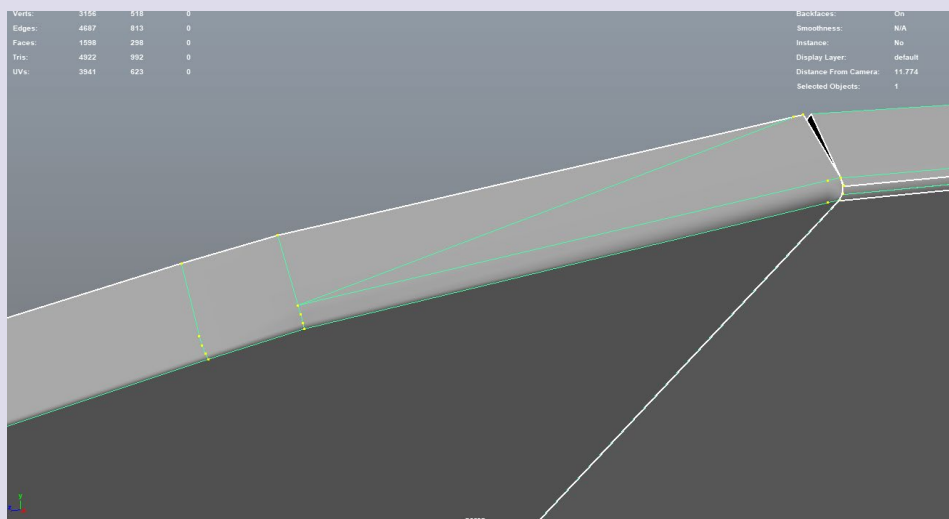
Today I worked for a long time in Maya and was continually communicating with my Director over some things that developed while our model was being rigged overnight.

In Maya I was creating UV's for the box in preparation for texturing. Things were slow going, as progressively, more and more strange things happened to my model. I was working with a new keyboard that day and I think there were stray key inputs, commands that computed without my noticing. Either way, after opening an older iteration of the .ma file, I determined that the version of the model that had made its way to the rigger was clean. This was good news!

But during this UVing process, bad news was coming in. The rig had failed. In the process, some edges had been deleted leaving floating vertexes in their place. The mesh had also been chopped and was not deforming.



The Model before rigging.



The Model after rigging.

1/17/21

This led to my Director and I reaching out for solutions, namely finding a new rigging artist. My Director's roommate was a sophomore technical animation student and told us she would try to rig our box. We told her that we would give her the box model when we knew it was locked down tight, when there would be nothing to worry about going into rigging.

There are really some situations where working simultaneously can set you back with mistakes, losing more time than a step by step approach would. I think that this experience will help me recognize those situations in the future.

I decided that I would begin UVing from the iteration that was known to be clean starting tomorrow and abandon the one that I had been working with all night. This would go to the new rigger only when it was complete with UVs to avoid complication.

I was happy to have saved many iterations of this model for this exact reason.

