Work Completed: The bedroom environment was almost completed this past week. Room size changed a little bit to give a richer feel to the design. It would be monotonous to have the doorways in the same spot every single time. Objects such as the bed and window were added to the room. Color scheme was thought about and some choices have been made. Making full surfaces was interesting. If a wall is made and then a doorway is drawn in over that wall, the door frame can be seen. You can’t color in the doorway though, because the bottom line belongs to the wall, not the door layer. Therefore, you need to create an entire closed rectangle to be able to fill in the doorway. Lesson, if you put things on different layers, the lines cannot communicate with each other to create closed surfaces. This is actually a nice design to prevent cross talk between the layers. Another important note is that the order of layers in the layer menu determines which layer is see as “on top” of the others. So if
the door layer is below the wall layer in the menu, the wall will be seen where the door should be. If the door layer is moved above the wall layer, the door will “sit” on top of the wall and appear normal.

**Future Work:** Place textures on walls and floors and ceilings. This is a simple process and will make a large impact on the look and feel of the environments. Character animation should begin soon as well. An email to the client should be placed to determine what objects they would like to see in the environments.

**Project Review:** There was a lull this week as we had already made major leaps and bounds in the previous weeks. I feel as though my FLASH designing has been slow overall and that it needs to be more consistent. Rooms should be completed quicker because of the experience designing the other ones.

**Hours Worked:** 12