

Meeting recordings

02/12/2026

Kickoff

<https://www.youtube.com/embed/oPdw8LWtVWk>

Setting up SourceGit and cloning the repositories

<https://www.youtube.com/embed/krEfktH3d8w>

02/13/2026

Game pitches

<https://www.youtube.com/embed/OFIEcBz9J2c>

02/15/2026

Pipeline meeting

<https://www.youtube.com/embed/7V2Dipfoxxc>

Art assets meeting

https://www.youtube.com/embed/2bpS1HnPZ_w

Block Mesh Demo

<https://www.youtube.com/embed/h2FaiMOkaOk>

Impromptu Design Meeting

<https://www.youtube.com/embed/cFTnMv-aPJE>

02/17/2026

Code and In-game Content Kickoff

<https://www.youtube.com/embed/GJGw5ONUJH0>

02/19/2026

Weekly Check-in Pick License

<https://www.youtube.com/embed/XepXgMN0Juo>

Sculpting Demo

<https://www.youtube.com/embed/X6Vezet6fgk>

02/25/2026

Tanuki retopology and bake demo

https://www.youtube.com/embed/C1_fVUENRgQ

02/26/2026

Weekly Check-in / Re-scoping / Pipeline Demo

<https://www.youtube.com/embed/Gbgtz6i5W4Y>

Fixing asset imports in dev

<https://www.youtube.com/embed/ZNr2XqfbGR4>

Art asset workflow recap / apple demo

<https://www.youtube.com/embed/X7hSuflcO-E>

03/03/2026

Low res / retopology and UV workflow

<https://www.youtube.com/embed/HRLMJ27NdyM>

Mesh Map baking workflow

<https://www.youtube.com/embed/897YNVJnNIU>

03/05/2026

Weekly Check-in / Show and Tell

<https://www.youtube.com/embed/KsEJeJd3DT8>

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