devlog day3

uhhh i slept 20 hrs didnt get much done in the idk hour or 2 that i tried getting thigns to work but i forgot to mention that yesterday this is what happens when u put the script in to the onclick event.

image.png
i tried making a camera fallow my model ingame and get the movement to work ok but I think my problem is that I tried to scale it to real world sizes and I should've just downscaled it by a factor of 100
anyways unity crashed before I could save so I didn't get much done

Im not sure if the default terrain/cube in Unity should be that small or if its really just my model's relative sizes,

I mostly just worked on making my p40 cool off faster, now i can run it at 100% if i give it a minute to cool down in between img generations and have it run sub 80 on longer / bigger gens at 79% power cap (i rly wish it was 80 but 81+ is only ok on sub-2-minute gens)
rayonism is apparently An early form of abstract art characterized by interacting linear forms derived from rays of light.
I'm p sure it's just that my models are too big, nice to know.

50% is 4.5s/it and 4.47/4.71
79 is 4.06s/it   4.12/4.25
and 100 is 4.05s/ 4.03- 4.18
it so I guess it's not being pushed to max or the efficiency drops at higher power draws
it'll hover at 67c
 a single hi-rez fix 1480x720 to 2960x1440=> is about 20 mins :/ but img 2 img/upscale is only a minute or 2

maybe later ill actually get a working camera+model combo to replicate ggz's 2d 120deg topdown-ish camera angle with locked movement
I created a selector thing for a loadout and i was thinking maybe there's 12 parts per uppermiddle and lower half of the body, for custom character outfits + a larger possible number of abilities and skills to use, also a larger number of potential aspects later, maybe ill lower the customization for some areas or increase idkfull.png
the center circle would highlight the part of the body that is selected, and the links to the circles would show that that circle is selected at that moment.

image.pngthis would be to the left of the circle to show which part of the body is selected

and the weapons loadout would be in a different menu ig

something like this

image.pngyou could use earrings for one slot, and or say you wanted kaneki's ghoul mask that would take up all except the ones for earrings hat/hairclips/ one eye slot day 1 for the jr programming thing is the rest of devlog day3 to learn wtf i need to do for the 3d aspect.
maybe day4+ will just be me doing jrprogramming courses