

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 idk

[full.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.png](#)this 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.png](#) you 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

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