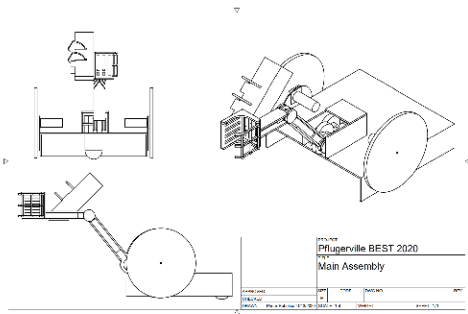


Over the week of 12/7 to 12/11, I have divided my time between robotics, blender, homework, missing assignments, and video editing.



First and foremost, because it is the week of state competition, I have been spending as much time as possible after school with the robotics team. Refining the cad of the robot, re-rendering the model in blender with higher quality and more details, and attempting to complete the autonomous portion of the competition under a time-crunch. Together, everything has been very stressful, but with only the driving and autonomous portions left, our team is seeming to be in a good spot.

The dedication of so much time to robotics hasn't left a lot of time for other projects, unfortunately, so I haven't progressed as much on other projects as I might have hoped.

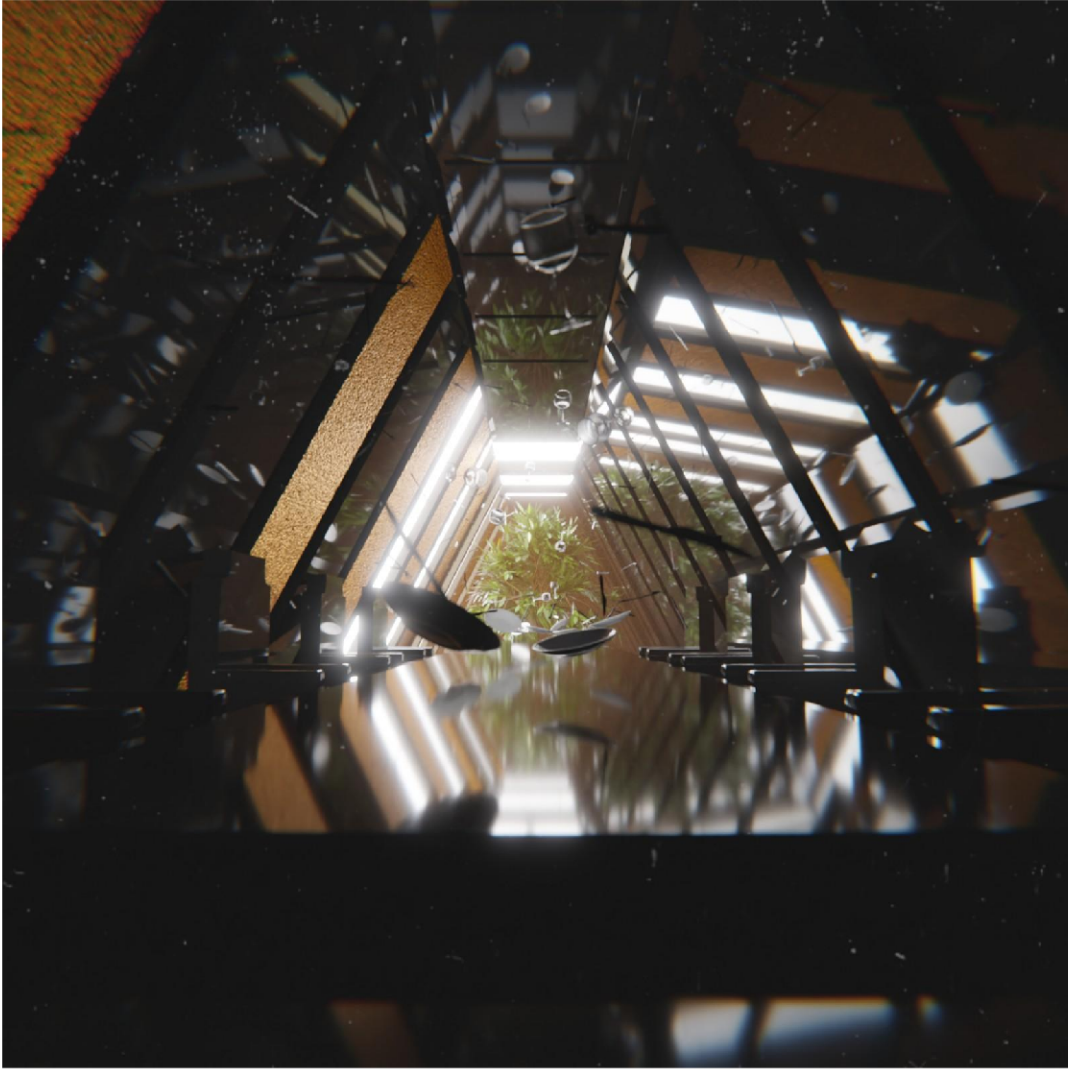
Similarly, as midterms approach and grades are due, I have also spent a considerable amount of time studying and completing late assignments. I anticipate spending most of the weekend on those same things. (Thankfully the holiday break is on the horizon!)

That being said, I have dedicated what little time I have left to working in blender and editing down stream footage. A Tech Theatre assignment presented me the opportunity to learn fabric sewing in blender, which led to the two mannequins you can see here. For a first ever attempt, I think that they didn't turn out that bad. I've had far worse first attempts at things before, that's for sure. Over the weekend before this week, I also made some time to work on a personal blender project, which is now the first item on [my Artstation portfolio](#). It's a recreation of a surreal rendering from [@maxhayart](#) on instagram, who makes incredible surreal renderings in blender and photoshop. It has also been a week of blender practice, that's for sure.



To cap it all off, my latest gaming video is out on my channel, "[The Sus Among Us](#)", with thumbnail art done by Mateo. The video itself kind of meh in my opinion, but I need as much editing practice as I can get. While on a roll after that video, I also began editing my next Zelda video using old footage, which is roughly a third done at this point.

Other than that, it's been a crazy couple of weeks, and I look forward to the break, especially because I don't have to worry about the stress of travelling this year.



The surreal blender render I mentioned



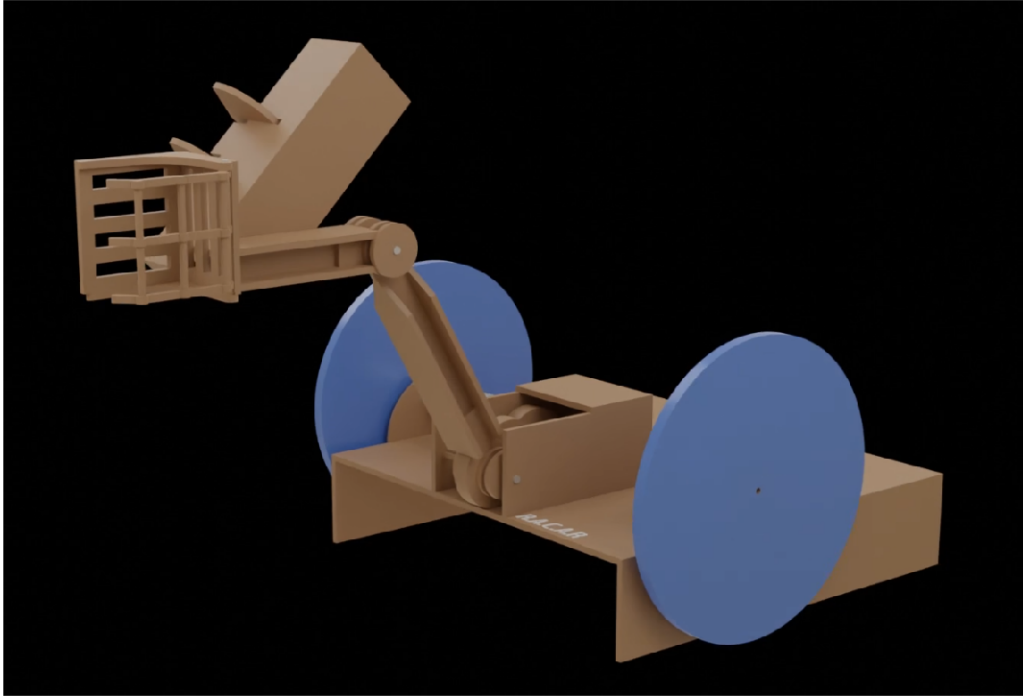
Another project I completed for tech theatre the week before, a set design.

Latest Videos:

The Sus Among Us
There's an imposter among us, but everyone is sus. Edited down from a live stream on ZindswiniLIVE, formatted to fit your screen.

The Smoothest Edit in the Book - Rust EP 1
Again, this video is from ages ago but how

The current state of my website, with the latest thumbnail



The blender robotics render I mentioned at the beginning