I decided to do a lil' Roselynn Solo Sunday adventure for a couple hours! I went for a walk (and a bit of a jog… but I had to stop and tie my shoe). Afterwards, Syema, Kelsey, Nina, and I played around with Maya and SolidWorks! The SolidWorks thing was so fun! I've used it a few times in the past, but this was the first time I actually applied it to something. It’s a nice change of pace to do SolidWorks! I've used the program for almost all of my undergraduate career, and I'd love to continue learning and applying it to new projects.

Today’s speaker at the Luncheon Lecture was Bernard Canniffe. I resonated with him when he emphasized the importance of diplomacy. I think we focus so much on the hard skills, that we sometimes forget how important it is to also be able to communicate and collaborate with others. It's all well and good to be able to produce great designs, but if you can't effectively communicate your ideas, then you're missing a crucial part of the process.

The next course was about the importance of manufacturability analysis of drilled holes. The professor discussed the different factors that need to be taken into account when designing a drilled hole, such as the material being drilled, the diameter of the hole, and the depth of the hole. It was interesting to see how these factors can affect the manufacturability of the design.

Afterwards, the team VR Stress went to their weekly SPIT lab meeting. We had a lot to talk about for our project. This week we decided to focus on the design of the character. We discussed the different options for the character's outfit, and we also talked about the importance of making the character look cool and stylish. Lucas, Bradon, and I will continue to work on our VR dance stress experiment! My second shortest post thus far.

My ultimate achievement in Maya was creating my stick figure! It took a while to get everything in the right position, but I'm really happy with the final result. I'm learning new things about Unity. My goodness, I just realized that I've been doing stuff with Unity for about two years. I can't believe how quickly time flies! I'm excited to continue exploring the possibilities of this software.

I woke up this morning and my eyes were so puffy. It looks like I cried before going to bed (I swear, I'm okay lol). Also, VR Stress team has a functional project! This weekend was a much deserved break!

But I Said Yes to the Belgian Waffle: A Roselynn Solo Adventure! I went for a walk (and a bit of a jog… but I had to stop and tie my shoe). Afterwards, the team VR Stress went to their weekly SPIT lab meeting. We had a lot to talk about for our project. This week we decided to focus on the design of the character. We discussed the different options for the character's outfit, and we also talked about the importance of making the character look cool and stylish. Lucas, Bradon, and I will continue to work on our VR dance stress experiment! My second shortest post thus far.

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