

★ Art Director - Michelle Duffy

- Concepts
- Asset Tracking
- Artistic Consistency
- Communication
- Lighting
- Modelling
- Textures
- Camera Shots

★ Creative Director - Kat Lamont

- Logo Design
- Mood
- Color Scheme
- Communication
- Lighting
- Music
- Modelling
- Textures
- Camera Shots

★ Technical Director/Concept Lead - Ryan Martin

- Concepts
- Grey Box
- Combining Assets
- Effects Advisor
- Communication
- Version Control
- Lighting
- Lead Modeller
- Textures
- Camera Shots
- Visual Director/Editing

★ Production - Akhil Narayan

- Lead Modeller
- Textures
- Communication
- Design

09/23/2013 - 9/30/2013

- ☐ Role Assignments
- ☐ Concept development
- ☐ Walkthrough design

9/30/2013 - 10/7/2013

- ☐ Grey Box
- ☐ Camera Movement
- ☐ Start main structure models
- ☐ Create prop list
- ☐ Scaling reference
- ☐ Soundtrack and music
- ☐ Mood boards
- ☐

10/7/2013 - 10/14/2013

- ☐ Prop modelling
- ☐ Terrain modelling/texturing
- ☐ Camera Movement
- ☐

10/14/2013 - 10/21/2013

- ☐ Structure texturing
- ☐ Prop Texturing
- ☐ Light placement
- ☐ Camera Movement

10/21/2013 - 10/28/2013

- ☐ Test Camera Batch Renders
- ☐ Place props in environment
- ☐ Finish all texturing
- ☐ Finish all lighting
- ☐ Sync Soundtrack

10/24/2013 - 11/03/2013

- ☐ Batch Render
- ☐ After Effects