| Num semaine actuelle | | 16 | | | | | | | | | | | Num se | maine | | | | | _ |
|------------------------|---|-------------------------------|------------------------|------------|------------|----|----------|-----|-----|-----|-----|------|------------|-------|------|-------|----------|-------------|----------|
| | | Logiciels | Durée (en semaines) | Date début | Date fin | 49 | 50 51 52 | 1 2 | 3 4 | 5 6 | 7 | 8 9 | 10 11 | 12 1 | 3 14 | 15 16 | 17 18 19 | 20 21 22 23 | 24 25 26 |
| Pré-production | _ | | 10 | 01/12/2024 | 09/02/2025 | | | | | | | | | | | | | | |
| | Réaliser les moodboards | PureRef | | | | х | х | | | | | | | | | | | | |
| | Réaliser le scenario | InDesign InDesign | | | | х | × | | | | | | | | | | | | |
| | Réaliser le synopsis | InDesign | | | | x | | | | | | | | | | | | | |
| | Réaliser le pitch | InDesign | | | | | X | | | | | | | | | | | | |
| | Réaliser la note d'intention et contextes | InDesign | | | | х | ххх | хх | | | | | | | | | | | |
| | Réaliser le storyboard | Photoshop | | | | | x | x x | хх | x x | x > | | | | | | | | |
| | • | InDesign | | | | | | | | | | | | | | | | | |
| | Réaliser l'animatique Réaliser le découpage technique | AfterEffect Excel | | | | x | x | | | X X | | | | | | | | | |
| | Réaliser chara design grand-mère | Photoshop | | | | | x | | ^ ^ | ^ ^ | ^ / | . ^ | | | | | | | |
| | Réaliser chara design Celia | Photoshop | | | | | x x x | | | | | | | | | | | | |
| | Réaliser chara design Alice | Photoshop | | | | | х х х | | | | | | | | | | | | |
| | Réaliser turn around grand-mère | Photoshop | | | | x | х х х | х х | | | | | | | | | | | |
| | Réaliser turn around Celia | Photoshop | | | | | x x x | | | | | | | | | | | | |
| | Réaliser turn around Alice Réaliser concepts-arts décors | Photoshop Photoshop | | | | | ххх | x x | v | | | | | | | | | | |
| | Réaliser le layout et répérages | Blender | | | | | | x x | | | | | | | | | | | |
| | Réaliser la pipeline de production | 2.01001 | | | | | ^ | | | |) | х | х | | | | | | |
| | Réaliser le dossier de pré-production | InDesign | | | | | | х | х х | х х | | | хх | | | | | | |
| Production | | | 14 | 09/02/2025 | 18/05/2025 | | | | | | | | | | | | | | |
| | Modélisation HP Grand-mère | Blender | | | | | | х х | | | | | | | | | | | |
| | Modélisation LP Grand-mère | Blender | | | | | | х х | | | | , ., | | | | | | | |
| | Texturing Grand-mère Rigging Grand-mère (création squelette) | Substance Painter Blender | | | | | | U | v . | хх | | | X X | | | | | | |
| | Rigging Grand-mère (création squelette) Skining Grand-mère | Blender Blender | | | | | | X | x X | x x | | | x x x x | x x | | | | | |
| | Expressions Grand-mère | Blender | | | | | | | | | ^ ′ | . ^ | | XX | | x x | | | |
| | Modélisation HP Celia | Blender | | | | | | х | х | | | | | | | | | | |
| | Modélisation LP Celia | Blender | | | | | | | х | | | | | | | | | | |
| | Texturing Celia | Substance Painter | | | | | | | | | x) | | х х | | | | | | |
| | Rigging Celia (création squelette) | Blender | | | | | | | Х | х х | | X | х х | х х | | | | | |
| | Skining Celia Expressions Celia | Blender Blender | | | | | | | | | x > | | x x x x | | | | | | |
| | Modélisation HP Alice | Blender | | | | | | v | х | | х) | Х | х х | x x | | | | | |
| | Modélisation LP Alice | Blender | | | | | | | X | | | | | | | | | | |
| | Texturing Alice | Substance Painter | | | | | | | | | x > | x x | х х | х х | | | | | |
| | Rigging Alice (création squelette | Blender | | | | | | | х х | х х | | | х х | | | | | | |
| | Skining Alice | Blender | | | | | | | | | x > | X | х х | х х | | | | | |
| | Expressions Alice | Blender Blender | | | | | | | v | v v | | | | | | | | | |
| | Blocking décors Modélisation décor scène ext | Blender | | | | | | | х | х х | х) | | х х | | | | | | |
| | | Substance Designer | | | | | | | | | | ^ | ^ ^ | | | | | | |
| | Texturing scène ext | Blender | | | | | | | | | | | | х х | X | | | | |
| | Props scène ext (model/texturing) | Blender | | | | | | | | | | | | х х | Х | х х | | | |
| | Lighting scène ext | Blender | | | | | | | | | | | | | | х х | | | |
| | Modélisation décor scène 1 | Blender | | | | | | | | | | х | х х | х х | | | | | |
| | Texturing scène 1 | Substance Designer Blender | | | | | | | | | | | | х х | Х | х х | | | |
| | Props scène 1 (model/texturing) | Blender | | | | | | | | | | | | x x | x | х х | | | |
| | Lighting scène 1 | Blender | | | | | | | | | | | | , | | | | | |
| | Modélisations décor scène 2 | Blender | | | | | | | | | | х | х х | х х | | | | | |
| | Texturing scène 2 | Substance Designer | | | | | | | | | | | | х х | x | | | | |
| | | Blender | | | | | | | | | | | | | | v | | | |
| | Props scène 2 (model/texturing) Lighting scène 2 | Blender Blender | | | | | | | | | | | | X X | | X X | | | |
| | Animation scène ext | Blender | | | | | | | | | | | | | ^ | X X | | | |
| | Animation scène 1 | Blender | | | | | | | | | | | | | | х х | | | |
| | Animation scène 2 | Blender | | | | | | | | | | | | | | х х | | | |
| | Rendu scène ext | Blender (Cycles) | | | | | | | | | | | | | | | | | |
| | Rendu scène 1 Rendu scène 2 | Blender (Cycles) | | | | | | | | | | | | | | | | | |
| Post-production | neriud scene z | Blender (Cycles) | | 18/05/2025 | 15/06/2025 | | | | | | | | | | | | | | |
| r ost production | VFX Scène 1 | | | 10/03/2023 | 13/00/2023 | | | | | | | | | | | Х | | | |
| | VFX Scène 2 | | | | | | | | | | | | | | | Х | | | |
| | Compositing scène ext | | | | | | | | | | | | | | | | | | |
| | Compositing scène 1 | | | | | | | | | | | | | | | | | | |
| | Compositing scène 2 | | | | | | | | | | | | | | | V | | | |
| | Montage scène ext Montage scène 1 | | | | | | | | | | | | | | | X | | | |
| | Montage scene 1 Montage scène 2 | | | | | | | | | | | | | | | X | | | |
| | Montage final | | | | | | | | | | | | | | | | | | |
| | Réaliser le dossier de production | | | | | | | | | | | | | | Х | х х | | | |
| | | | | | | | | | | | | | | | | | | | |
| | | | | | | | | | | | | | | | | | | | |
| Préparation soutenance | | | 1 | 15/06/2025 | 22/06/2025 | | | | | | | | | | | | | | |