

DEADLINES

Clarification: finish what is on the table before the Tuesday of that week (eg: so liana finishes the block-out of the child before Tuesday 22/03 of week 06).

Week 06: 21/03

- Presentation of first drafts/monster designs/ blockout animations.
- Presentation of planning. Who's doing what and when? Which assets are needed? What effects need to be created.

Liana	Block-out child
Tim	Block-out mom
Anse	Block-out simulation
Matteo	Research materials
Anne	Catch up with your courses/work on 3d scenes (if you have time)

Week 07: 28/03

- Milestone 1: Present the shot that you're working on (class presentation)

Liana	Block-out child with basic details
Tim	Block-out mom with basic details
Anse	Block-out simulation
Matteo	Research materials
Anne	Make 3d scenes and match cameras

Week 08: 04/04 (Easter Holiday)

Liana	Child done
Tim	Mom done
Anse	Sim
Matteo	Research materials
Anne	Make 3d scenes and match cameras

Week 09: 11/04 (Easter Holiday)

Liana	Started rigging
Tim	Started rigging
Anse	Sim/help with rig
Matteo	Optimization + unwrap of child done, start on mom
Anne	Lighting

Week 10: 18/04 (Crea Week)

Liana	Rig done child, mother in progress
Tim	Rig done child, mother in progress
Anse	Rig done child, mother in progress
Matteo	Retopo and unwrap done of both characters
Anne	Lighting

Week 11: 25/04

Upload intermediate files so Anne can start on the composite

Liana	Animation block- out
Tim	Animation block- out
Anse	Finish mother rig
Matteo	Materials
Anne	Started on basic comps

Week 12: 02/05

Upload intermediate files/animations so Anne can work on the composite

Liana	Animation block- out
Tim	Animation block- out
Anse	Simulation in correct places according to animation
Matteo	Materials
Anne	Basic comp for 2 shots (can be still frames at first)

Week 13: 09/05

Upload intermediate files/animations so Anne can work on the composite

Liana	Animation block- out
Tim	Animation block- out
Anse	Simulation in correct places according to animation
Matteo	Materials
Anne	Basic comp for other shots (can be still frames at first)

Week 14: 16/05 (last class/feedback)

Have a first render for feedback

Liana	Animation final, there is time for tweaks after this week
Tim	Animation final, there is time for tweaks after this week
Anse	Sim final, there is time for tweaks after this week
Matteo	Materials
Anne	Intermediate comp of all shots