Module 11: Project Timeline

Some example timelines:
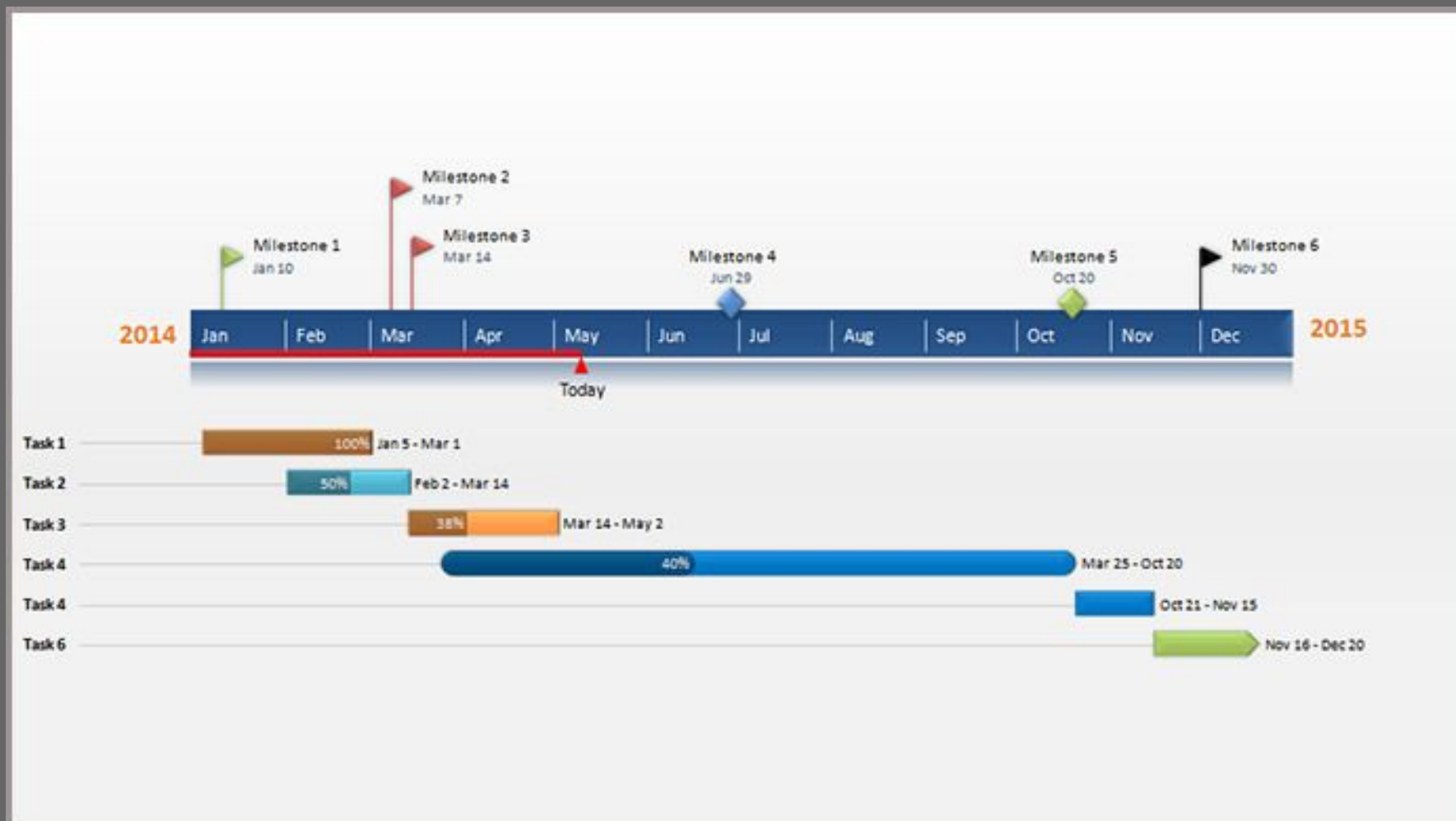
Time Line

2017 Fall — Finish all the texturing and lighting.

2017 Summer — Finish exterior modeling and start texturing and lighting

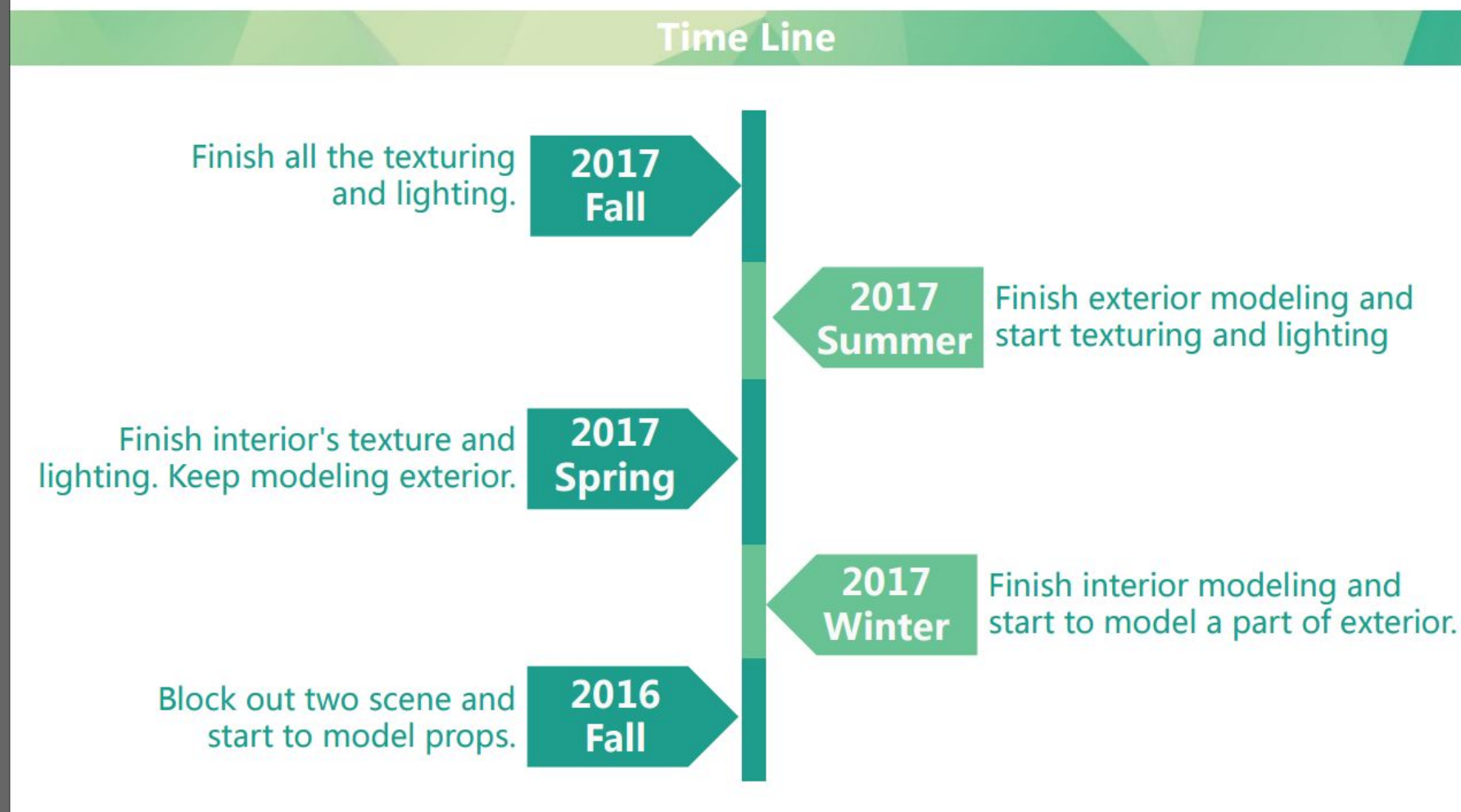**2017 Spring** — Finish interior's texture and lighting. Keep modeling exterior.

2017 Winter — Finish interior modeling and start to model a part of exterior.

2016 Fall — Block out two scene and start to model props.

Timeline

FASCU 632 Ecorche

GAM 612 Concept Art for Videogames

GAM 624 Character & hero props modeling

GLA 712 Genres in Science Fiction and Fantasy

GAM 699-9 Hand painted textures

GAM 840 Modeling

Dynamic Figure sculpting for games

GAM 890 Final thesis preparation

GAM 665 Color and Composition

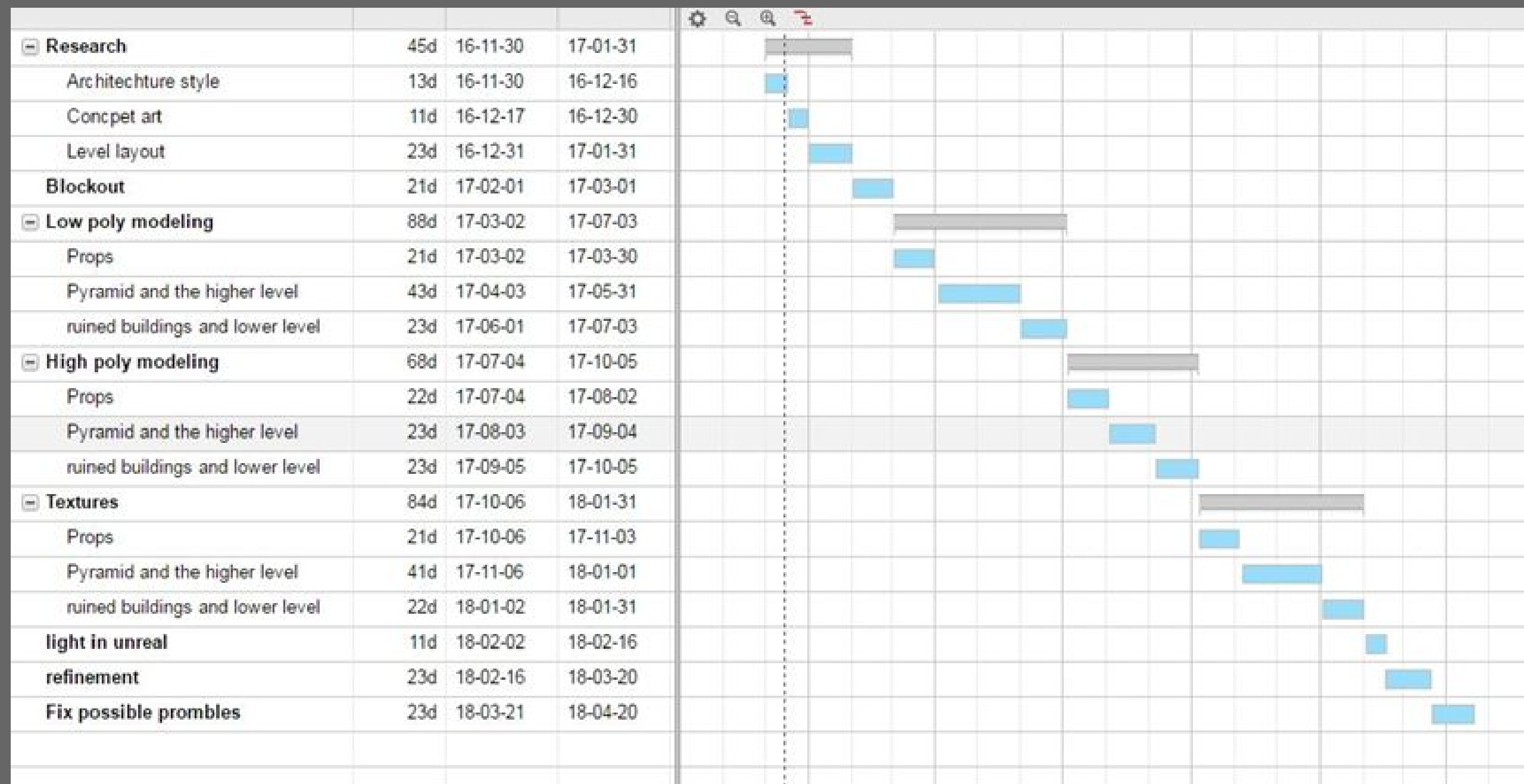**GLA 678** Professional Practices

Spring 2017	Summer 2017	Fall 2017	Spring 2018

Character concepts

Sculpting

Game mesh and textures

Props

Task	Duration	Start	End
Research	45d	16-11-30	17-01-31
Architechture style	13d	16-11-30	16-12-16
Concpet art	11d	16-12-17	16-12-30
Level layout	23d	16-12-31	17-01-31
Blockout	21d	17-02-01	17-03-01
Low poly modeling	88d	17-03-02	17-07-03
Props	21d	17-03-02	17-03-30
Pyramid and the higher level	43d	17-04-03	17-05-31
ruined buildings and lower level	23d	17-06-01	17-07-03
High poly modeling	68d	17-07-04	17-10-05
Props	22d	17-07-04	17-08-02
Pyramid and the higher level	23d	17-08-03	17-09-04
ruined buildings and lower level	23d	17-09-05	17-10-05
Textures	84d	17-10-06	18-01-31
Props	21d	17-10-06	17-11-03
Pyramid and the higher level	41d	17-11-06	18-01-01
ruined buildings and lower level	22d	18-01-02	18-01-31
light in unreal	11d	18-02-02	18-02-16
refinement	23d	18-02-16	18-03-20
Fix possible prombles	23d	18-03-21	18-04-20

3 Reasons to use a timeline:

1. Communication
   This is a visualization for the work to be done. This way there are fewer chances for misunderstanding, especially when it comes to highly complex tasks. Using timelines allow all types of stakeholders (instructors, team members, etc.) to have the same information, set mutually understood expectations, and conduct their efforts according to the desired effort.

2. Resource Planning

   These charts can make clear how various tasks are interrelated and perhaps rely on the completion of another to meet specific objectives. These task relationships revolve around understanding the timing of each task, which then impacts other tasks listed.

3. Monitoring Progress

   By providing a visual overview of milestones and other key dates, these charts are thought to offer a more understandable and memorable method of maintaining timescale-based tasks and deliverables whether tracked on a daily, weekly, monthly or yearly basis. In a glance you can see whether or not a certain task is done, that there is 50% more to do in modeling to do, etc

Resources:

How to create a timeline in Excel (Using Office Timeline)
https://www.officetimeline.com/gantt-chart-excel

Excel Project Timeline - Step by step instructions to make your own Project Timeline (Full-demo using basic Excel. This creates an interactive timeline)
https://www.youtube.com/watch?v=zlSMPxuP92o&t=937s

Gantt Project
https://sourceforge.net/projects/ganttproject/