Project Bittersweet Production Planning

List of Assumptions

# Film Parameters

|  |  |
| --- | --- |
| **Name:** | *Bittersweet* |
| **Est. Delivery Date:** | 31 March, 2013 |
| **Format:** | 1080p |
| **Aspect:** | 16x9, square pixels |
| **TRT:** | 45 seconds |
| **Frame Rate:** | 24p |
|  |  |
| **Technique:** | Digital Ink and Paint |
| **Color:** | Full color |
| **Color Depth:** | **TBA** |

## Complexity Analysis

A full Complexity Analysis has yet to be undertaken. This should be a priority as the boards are completed. Rough estimates are given below.

|  |  |
| --- | --- |
| **Style/Art Direction:** | TBA |
| **Average Characters/Shot:** | Approx. 1.75 |
| **No. of Shots:** | Approx. 20 |
| **Average Shot Length:** | Approx. 2.2 seconds (29 frames) |
| **Animation Quality:** | One’s and Two’s |

# Production Methodology

The necessary Production Methodology to create Bittersweet is still under development. A fairly generalized 2d digital methodology would be:

1. Provide layout for animators. (Pencils, blocking.)
2. Key animation
3. In-betweens
4. Clean-up
5. Ink and Paint
6. Background Painting (In parallel.)

Completed shots would be fed into a compositor to be assembled. If fixes are required, fixing will be assigned. After compositing, the result will be exported and edited in an NLE.

It is difficult to nail down the details, given the incomplete nature of the boards and subsequent complexity analysis. The small number of personnel on the team is a substantial consideration at the moment, and may affect overall workflow.

Efforts should be made immediately to test the software pipeline, and to acquire the necessary programs.

In general, I recommend establishing a production backlog, or a *stack*, of tasks necessary to complete the project. Tasks will be assigned in accordance with their importance, urgency and ability to be addressed. Tasks will be added as they arise, returned when incomplete, and added to a list of Completed Tasks when finished. The Co-Producer will be responsible for developing this system.

The Github interface seems to have features that permit such a system.

# Schedule

The project is due March 31st. More production planning and breakdowns are required to establish a more detailed schedule. Changing parameters may require that this date be moved.

A few suggested milestones in the near-term:

Nov 5: Complete 1st draft of storyboard.

Nov 7: Preliminary complexity analysis. Style and Art direction decisions, tentative content analysis.

Nov 12: Final boards, barring tweaks.

Nov 14: Final complexity analysis.

Nov 19: Full production plan delivered. Begin production.

# Crew Plan

At present, production crew is limited, and many are in need of training. It will be necessary to recruit additional crew, however this may require that segments of the final product be completed to a reasonable level of finish. This should be considered in establishing the production plan and methodology.

# Reference and Research

As the boards and art design are completed, it will be necessary to record reference for the entire film. In addition, the crew responsible for art direction should research similar productions and art styles, and construct a moodboard for reference and inspiration.

# Budget

Cogsworks is in possession of $236.30 in their ASB account. This is insufficient to acquire functional copies of ToonBoom Animate, which the director has expressed interest in using for the animation. Additional assistance from the school or ASB may be required to complete the project.

# Naming Conventions

## Storyboards:

Storyboards will be named as such:

"BTS\_SB\_###\_[AI]"

BTS - Bittersweet

SB - Storyboard

### - Triple digit sequence number (like 001)

[AI] - Artist Initial (like KT)

ex: BTS\_SB\_001\_KT

## Character Specific:

Character Specific Files will be named as such:

"[Char]\_[Type]\_###\_[AI]"

[Char] - Character (like Ch = Chip)

[Type] - Type of file (like TA = TurnAround)

### - Triple digit sequence number, if applicable (like 001)

[AI] - Artist Initial (like KT)

ex: Co\_ES\_002\_CW

## Miscellaneous:

General Naming Conventions will be named as such:

"[Descpt]\_###\_v##\_[AI]"

[Descpt] - Short descriptive phrase (like designComp) notice the captialHump.

[Type] - Type of file (like TA = TurnAround)

### - Triple digit sequence number, if applicable (like 001)

v## - Version number, if applicable (like v01)

[AI] - Artist Initial (like KT)

ex: sizeComp\_v02\_RM