Project Bittersweet Production Planning

List of Assumptions

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# 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.

UPDATE: As of 14 Nov 2012, Cogsworks has budgeted $60 towards food for Friday weeklies.

# Model Packet Dimensions

In creating model packets for Cocoa and Chips, make sure that your content fills a 7” x 9.5” box on each page. Above the content, write the name of the type of content (turnarounds, construction, expressions, etc.). Write the project name in the upper-right (Bittersweet), and the character name centered on the same line.

To ensure compliance with this format, please use the template found at the location below on the GitHub:

Bittersweet/Pre-Production/Characters/BTS\_charPacketTemplate.png

A Photoshop file with the same name can also be found in the Characters directory for your convenient.

# Naming Conventions and Saving Habits

A strong naming convention is essential to maintaining production organization. The guidelines so far are outlined here, along with habits to keep when modifying files.

Specific conventions are outlined in the Name Element Glossary, under department headings.

## General:

Files should be named in this general format:

**BTS\_shortName\_assetType\_###\_v##\_ai\_APP.ext**

Now, piece by piece:

BTS

Short for “Bittersweet,” this is the project prefix. Using this prefix keeps Bittersweet-related files separate from your personal files and other projects. This prefix should always be in UPPER CASE.

\_shortName

A short name describing the subject of the file. This should be one or two words, no more than three, describing what the file is. For example, drawings of Cookie should use “cookie” as the short name. Drawings of the park should use “park,” and so on.

Medium information is not held in the short name: just the subject. That’s contained in:

\_assetType

This part contains information about the sort of asset the file contains. A turn-around for a character may use “turns” for this section. Or a color comp might use “colorComp.” This section should not include information already implied by the file extension.

\_###

If the asset is part of a sequence, record its position in the sequence here as a three-digit number. Single or double-digit numbers should be preceded by ‘0’s. “1” should be written “001” and “10” “010.”

**WARNING:** DO **NOT** EVER ACTUALLY USE THE “#” SIGN IN A FILE NAME. It will confuse the computer. Replace all “#” signs with a numerical digit between 0 and 9.

\_v##

The version number of the file. Always “save as” and increment the version number when modifying an asset.

**WARNING:** DO **NOT** EVER ACTUALLY USE THE “#” SIGN IN A FILE NAME. It will confuse the computer. Replace all “#” signs with a numerical digit between 0 and 9.

\_ai

“ai” stands for “Artist Initial.” Record your first and last initial when you create or modify a file, in addition to incrementing the version number. This allows us to track conflicting versions of a file if they arise.

\_APP

This suffix is appended to approved files. Do not use on working versions, and do not save an approved version without the go-ahead from the Director.

.ext

The file extension. The programs you use will automatically append the file extension. If the program allows you to hide the file extension, unhide it.

## File Saving Hygiene

Follow these steps when modifying a file:

#1: Save a copy to your desktop first.

Don’t modify the file in the Github directory. Save a copy, and work with that.

But first…

#2: Rename the file before changing it.

INCREASE the version by one and append your initials, or replace the current initials with yours.

#3: Work locally.

Keep working on the local file while you’re fiddling with it.

#4: RE-copy the file to the Bittersweet folder when done.

It’s a good idea to keep a local archive of your work, just in case.

#5: Commit and sync your changes.

Make sure your explain them, and don’t forget to synchronize them when done!

## Naming Conventions: Do’s and Don’ts

#1: DON’T use spaces

Don’t use spaces in project filenames. They can confuse the computer, and otherwise muck up the works.

On the other hand…

#2: DO\_use\_underscores

Underscores are good ways of separating naming elements in a human-readable way while keeping the machine happy.

Also…

#3: useCamelHumpNotation

If you have to use several words in a naming element, use camelHump notation. Keep the first word lowercase, then capitalize the next word, without using spaces or underscores to separate the words visually.

#4: Don’t use @#$%ing! «SP3CI@L» CH@R@CT3RZ~~~!!!!!

They’re hard to read. Also, they make the machine think you’re insulting its mother. And that’s just not nice.

# Name Element Glossary

Organized by department for your reference.

## Storyboards:

|  |  |
| --- | --- |
| **What You’re Trying to Say** | **What You Write** |
| Storyboard | boards |
| Color Comps | colorComp |
| Nth (7th?) panel in sequence | **007**  (before version number) |

## Character Specific:

|  |  |
| --- | --- |
| **What You’re Trying to Say** | **What You Write** |
| Chip | chip |
| Cocoa | cocoa |
| Turnaround | turns |
| Construction | constr |
| Size Comparison | sizes |
| Color Model | colors |