

Casey Karl

Project Manager | Rigger

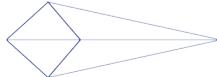
The Place to be - Hybrid Animation Short Project Management

This was the first time I tried my hand at Producing. I enjoyed every single part of the 10 week experience. From getting when everyone in the crew was available to planning out and assigning tasks. The biggest aspect that I learned was when communicating with fellow crewmates, be as crystal clear as possible so nothing is left up to interpretation and to be open to talk with them about it if they don't understand.

	Sunday April 5th	Monday April 6th	Tuesday April 7th	Wednesday April 8th	Thursday April 9th	Friday April 10th	Saturday April 11th
Aaron		8am-11am	8am-11am	8am-2pm	8am-11am		
Adam		8-11:30	8-10:30	8-11:30	8-10:30		
Alex	Busy: 8:30 PM - 12 AM	Class: 2 PM-4:30 PM	Class: 8 AM - 10:30 AM 2 PM-4:30 PM	Class: 2 PM - 4:30 PM	Class: 8 AM - 10:30 AM 2 PM - 4:30 PM	Busy: 11 AM - 3 PM	
Casey	Free 9 a.m. to 9 p.m.	Class 8 a.m. to 1:30 p.m.	Class 8 - 10:30 a.m.	Class 8 a.m. to 1:30 p.m.	Class 8 - 10:30 a.m.	Free 9 a.m. to 9 p.m.	Free 9 a.m. to 9 p.m.
Carson	Free 9 AM-9 PM	Class 8 AM - 10:30 AM AM Class: 2 PM - 4:30 PM	Class 8 AM - 10:30 AM	Class 8 AM - 10:30 AM AM Class: 2 PM - 4:30 PM	Class 8 AM - 10:30 AM	Free 9 AM-9 PM	Busy 2 PM - 10 PM
Claudia	Free whenever unless stated	Class 11-1:30, and from 5-7:30	Class 8-10:30	Class 11-1:30, and from 5-7:30	Class 8-10:30	Available 1:00 pm-6:00pm	Available 1:00-9pm
Cydnee	Free 12pm-12am	Class 5-7:30	Class 8-10:30	Class 5-7:30	Class 8-10:30 free from 5pm-10pm	Not Available	free 10am-8pm
Cyril	free 2pm to 4 pm	class 5:00 pm to 7:00pm	class 8-10:30, 11-1:30	class 5:00 pm to 7:00pm	class 8-10:30, 11-1:30	Busy: 11 AM - 3 PM	N/A
David		Class 11-1:30, and 2-4:30	class 8-10:30	Class 11-1:30, and 2-4:30	class 8-10:30		
Emily	Free all day	Class 11-4:30	Class 8:00-10:30, meeting 11:00-11:45	Class 11:00-4:30	Class 8:00-10:30	Free all day	Free all day
Isabella	Available from 1 PM - 2 AM	Class: 11 AM - 1:30 PM Class: 5 PM - 7:30 PM	Class: 8 AM - 10:30 AM Available from 1 PM - 2 AM	Class: 11 AM - 1:30 PM Class: 5 PM - 7:30 PM	Class: 8 AM - 10:30 AM Available from 1 PM - 2 AM		Available from 12 PM - 2 AM
Kiam	Available from 9 AM - 12 PM	Class: 11 AM-1:30 PM and 2 PM to 4:30 PM	Class: 8 AM-10:30AM	Class: 11 AM-1:30 PM and 2 PM to 4:30 PM	Class: 8 AM-10:30AM	Available from 9 AM - 11PM	Available from 9 AM - 11 PM
Kyle	Free most of the day	Class at 11am-1:30pm	Class at 8am- 10:30am and at 5pm- 7:30pm	Class at 11am-1:30pm	Class at 8am- 10:30am and	Free all day	Free all day
Rian	Free from 11 pm - 5 pm, these weekend	Class: 8:00 am - 10:30 am	Class: 8 AM - 10:30 AM	Class: 8 am - 10:30 am Class: 5 pm - 6 pm	Class: 8 am - 10:30 am Class: 5 pm - 6 pm	Free from 11 pm - 5 pm	Free from 11 pm - 5pm
Robby	Should be available from 2 PM to 1 or 2	Class: 11 AM - 1:30 PM	Class: 8 AM - 10:30 AM; Class: 5 pm - 7:30 PM	Class: 11 AM - 1:30 PM	Class: 8 AM - 10:30 AM; Class: 5 pm - 7:30 PM	Should be available from 2 PM to 1 or 2 AM	Should be available from 2 PM to 1 or 2

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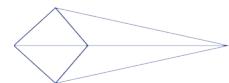
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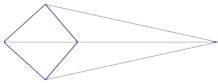
For scheduling the tasks I utilized Google Sheets for the ease of coloring and seeing who is doing what.

Due Date	Concept Dev	Pre-Production	Production 1	Production 2	Post Production	
	4/12	4/26	5/10	5/26	5/28	
						Color Key
Needs Assigning						Needs Assigning
Assigned but not Started						Assigned but not Started
In Progress						In Progress
Done but not approved						Done but not approved
Done and approved						Done and approved
Worried						Worried

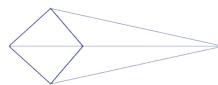
Scroll to the right to see everything



Names	Characters	Enviroments	Storyboards	Concept Dev		Paintings	Building Test	Animatic
	Research	Treatment						
David								
Aaron								
Adam								
Alex			1-2 377x					
Carson	Ogle + Juliette		3-4					
Casey								
Claudia	Carriage					Square		
Cyd			5-6 91x					
Cyril	Gracie + Tomo							
Emily		Lucas	7-8 162x			Theater		
Isabella		Forsyth						
Kiam		General						
Kyle	Driver							
Rian	Horse							
Robby	Bee							
			Schindler					



Names	Models			Layout Shots	Pre-Production			Sound Effects
	Enviroments	Characters	Textures		Rigging	Animation - Blocking	Animation - Spline	
David		Horse, Gracie						
Aaron	Lucas							
Adam				Everyone				
Alex								
Carson								
Casey					Everyone			
Claudia		Carriage						
Cyd								
Cyril								
Emily								
Isabella	Lamp post, Headstone, Fence							
Kiam								
Kyle	Tree	Driver, Ogle						
Rian								
Robby								

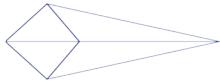


During the start of production, it was simple to keep this document up on another screen to keep it updated as much as possible. After a couple weeks, updating the sheet became a little less frequent but still as up to date as possible

Names	Production 1		Lighting Lighting
	Modeling Textures Finalized	Animation Blocking	
David	Everyone		
Aaron			
Adam		Everyone	
Alex			
Carson	Everyone		
Casey		Everyone	
Claudia			
Cyd	Everyone		
Cyril			
Emily	Everyone		
Isabella			
Kiam			
Kyle		Everyone	
Rian			
Robby			

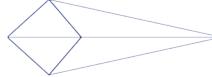
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Names	Animation Shots Done	Production 2			Compositing
		Started	Done	ReDo	
David					
Aaron					
Adam					
Alex					
Carson					
Casey					
Claudia					
Cyd					
Cyril					
Emily					
Isabella					
Kiam					
Kyle					
Rian					
Robby					

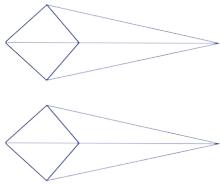
Near the end of the production, it was hard to keep the crew focused on completing the short. After a conversation with the hole crew, it was decided that we would work on the project after the 10 weeks were done. At the time it was a great idea. When the 10 week production was up, it was quickly realized that without a grade as incentive to work on the project, the crew shrank to myself and two others trying to finish the project.



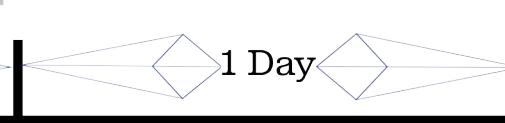
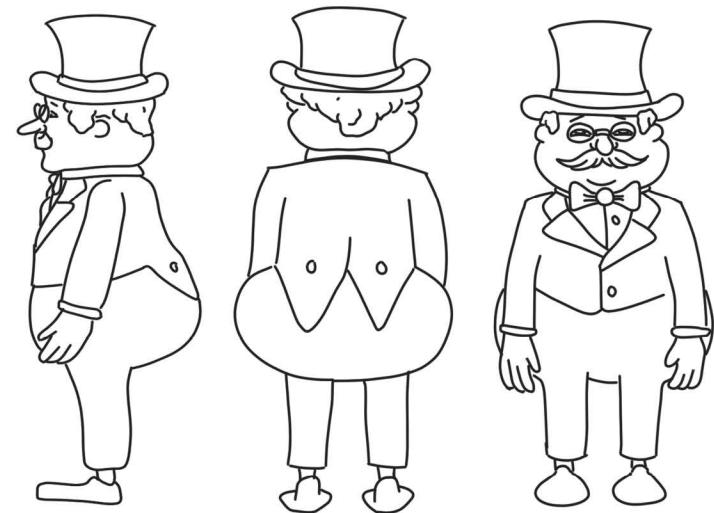
Names	Post	
	Compositing	Editing
David		
Aaron		
Adam		
Alex		
Carson		
Casey		
Claudia		
Cyd		
Cyril		
Emily		
Isabella		
Kiam		
Kyle		
Rian		
Robby		

In the end, the project didn't end up getting finished. This production turned into a catalyst and a giant learning opportunity. A catalyst for the start of my producing career. Learning opportunity for no matter how organized that you might be, you have to be ontop of the communication or things will slip through the cracks and end up not getting finished.

The Place to be - Hybrid Animation Short
Project Management

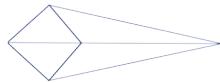


Driver Character
Art by: Kyle Cerbin

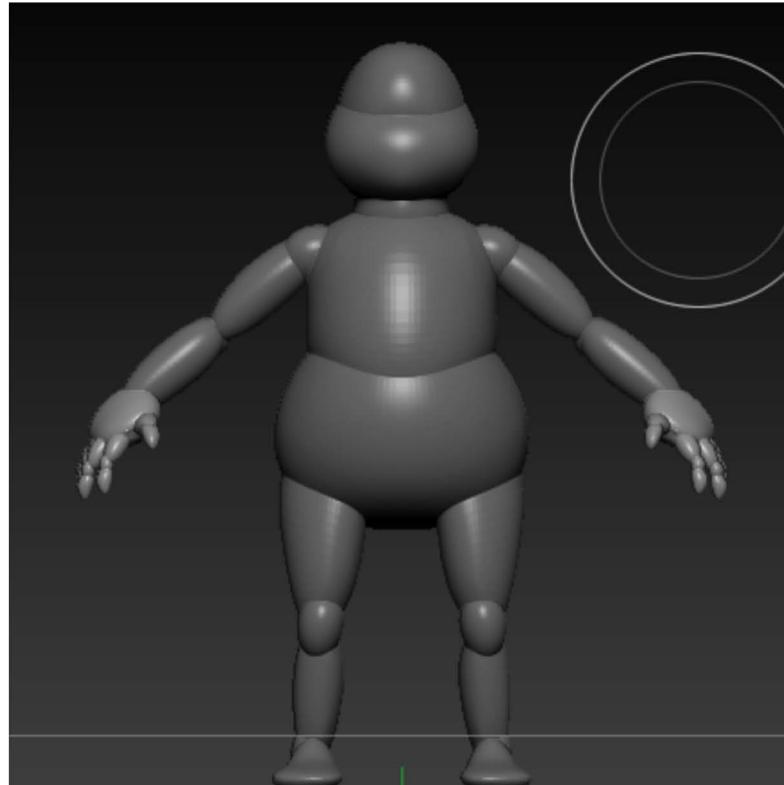


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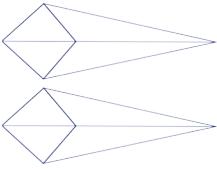


Total Production Time: 18 Days



1 Day

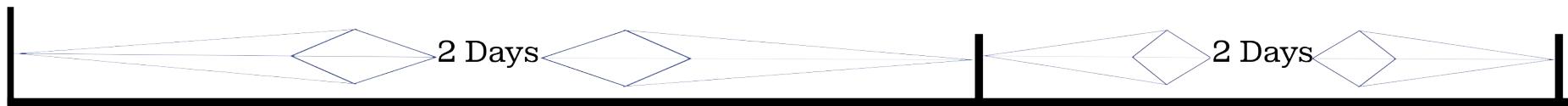
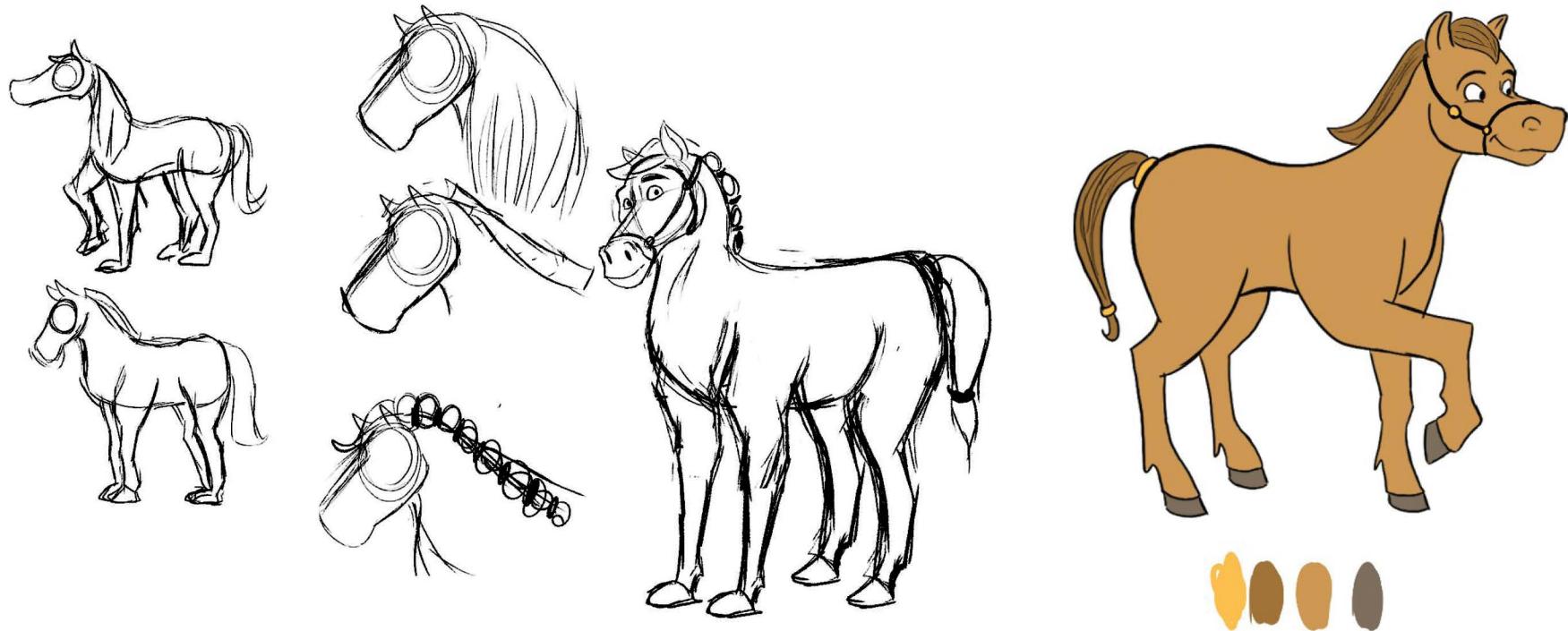
12 Days



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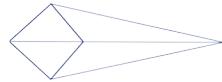
Horse "Odis" Character

Art by: Jimmye Morgan and David Gelfand

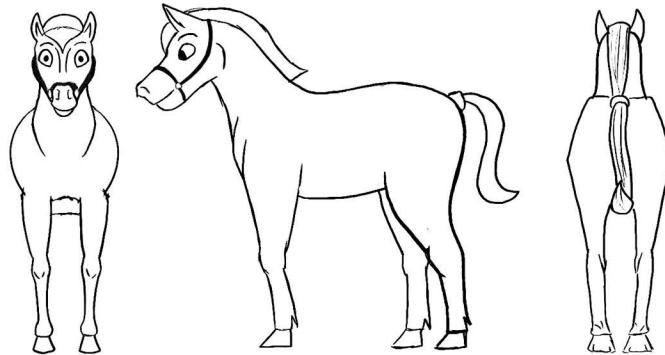


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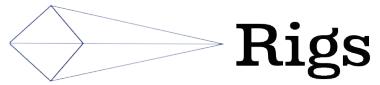
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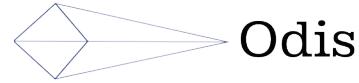
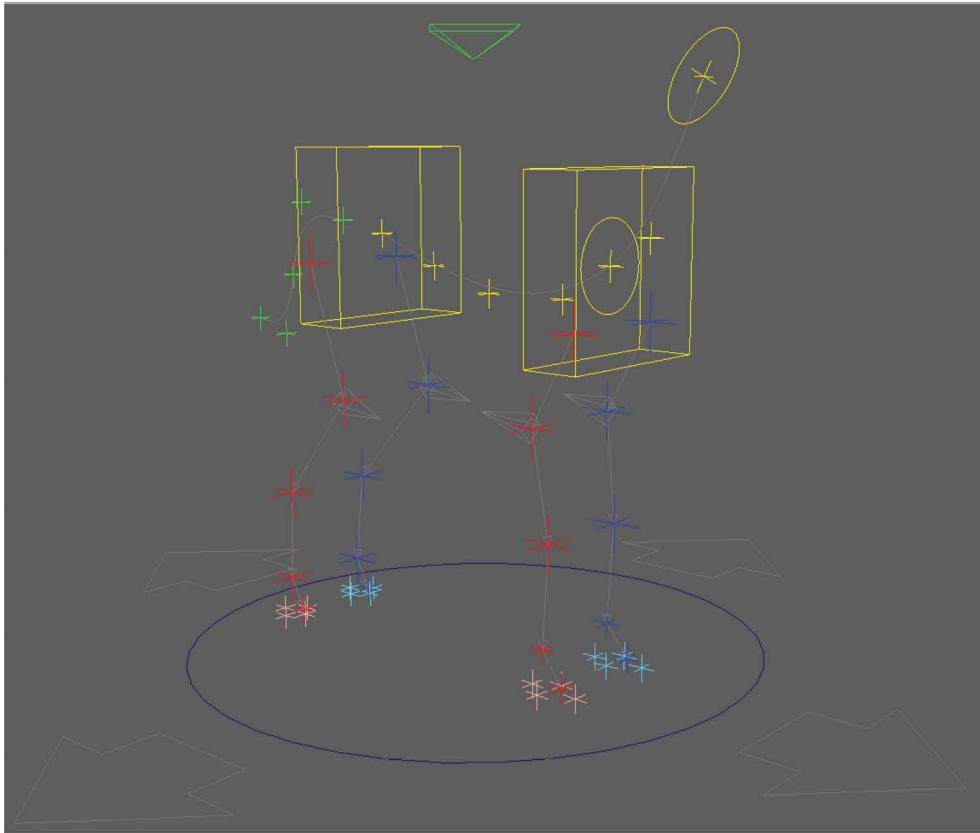
Total Production Time: 25 Days



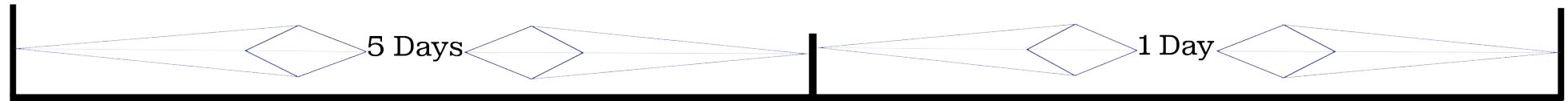
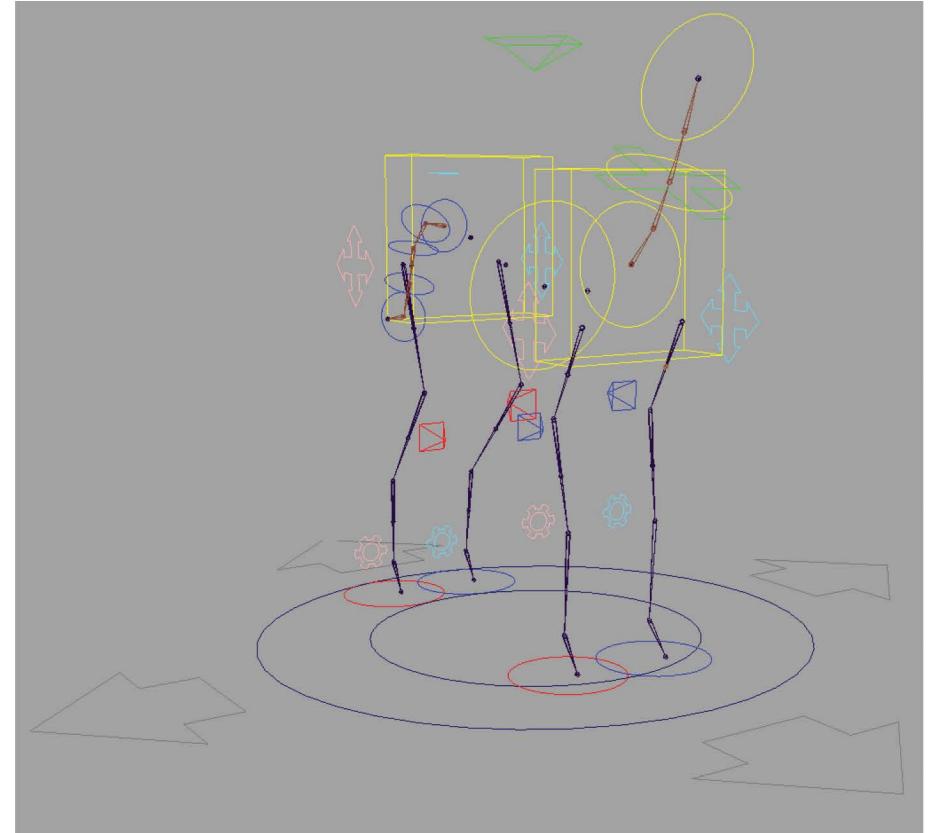
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Rigs



Odis

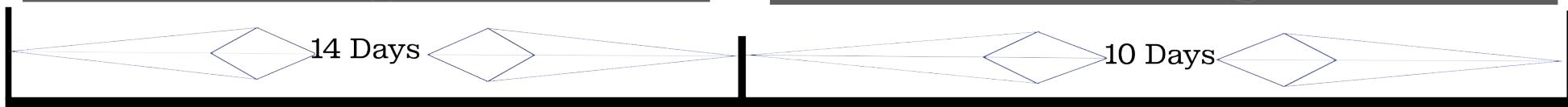
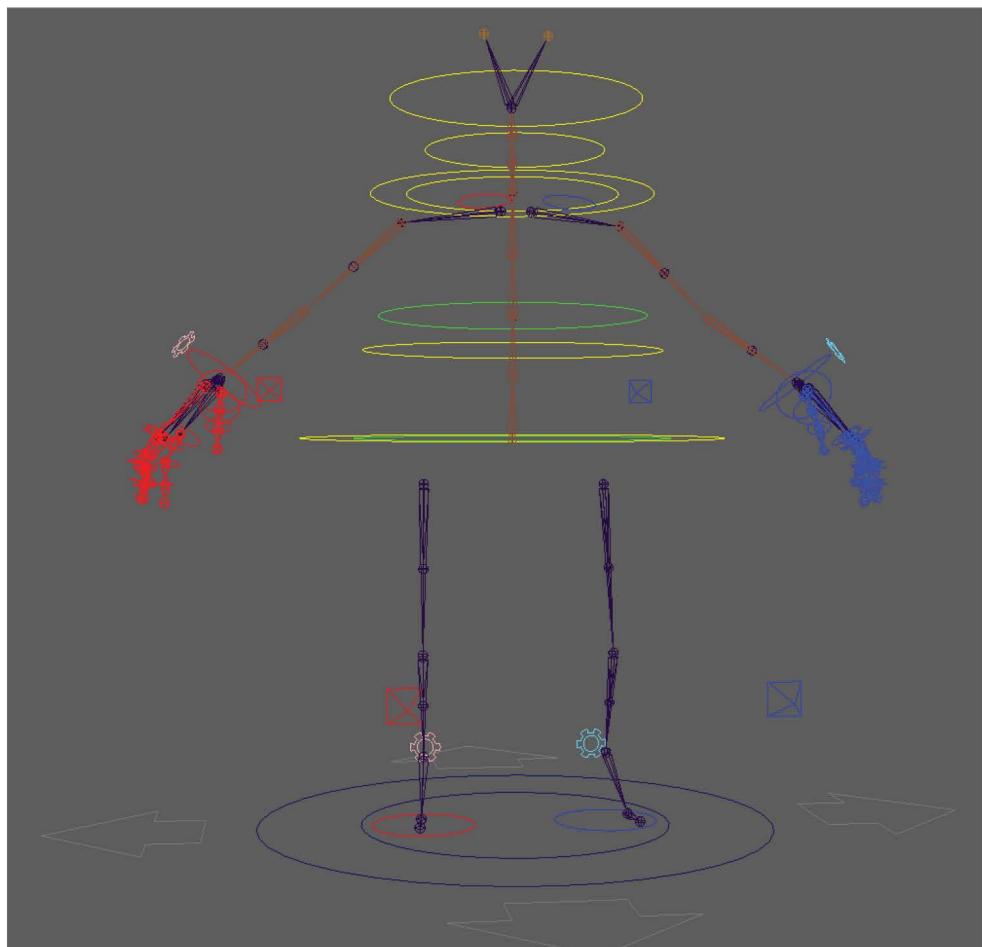
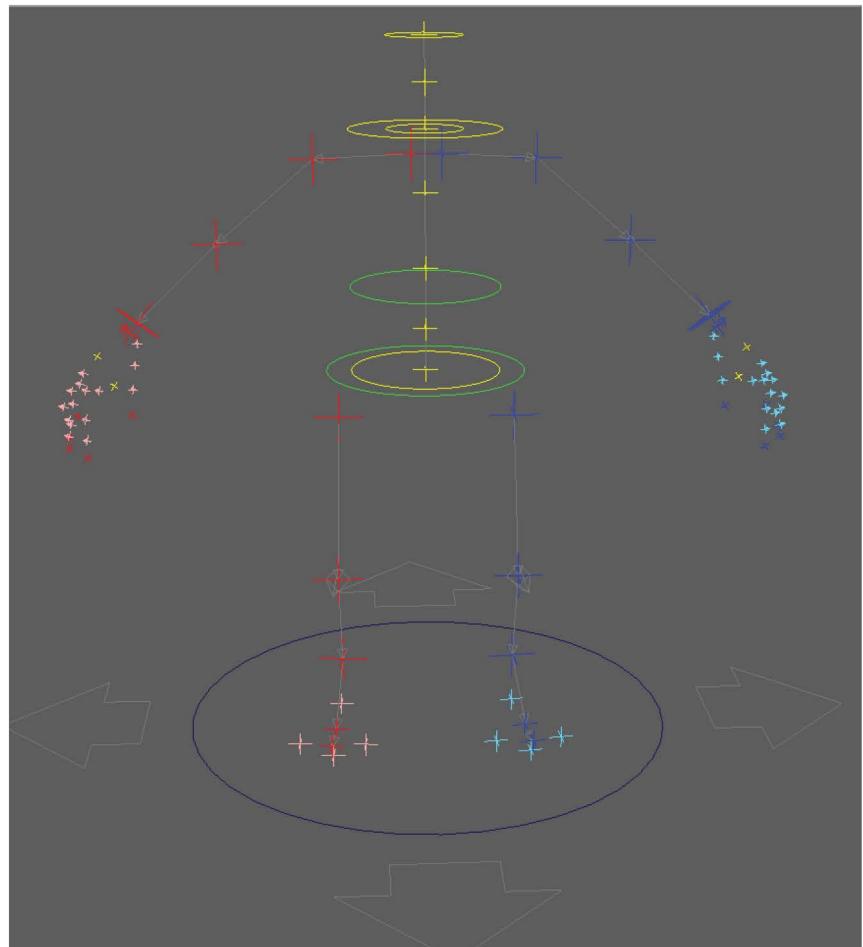


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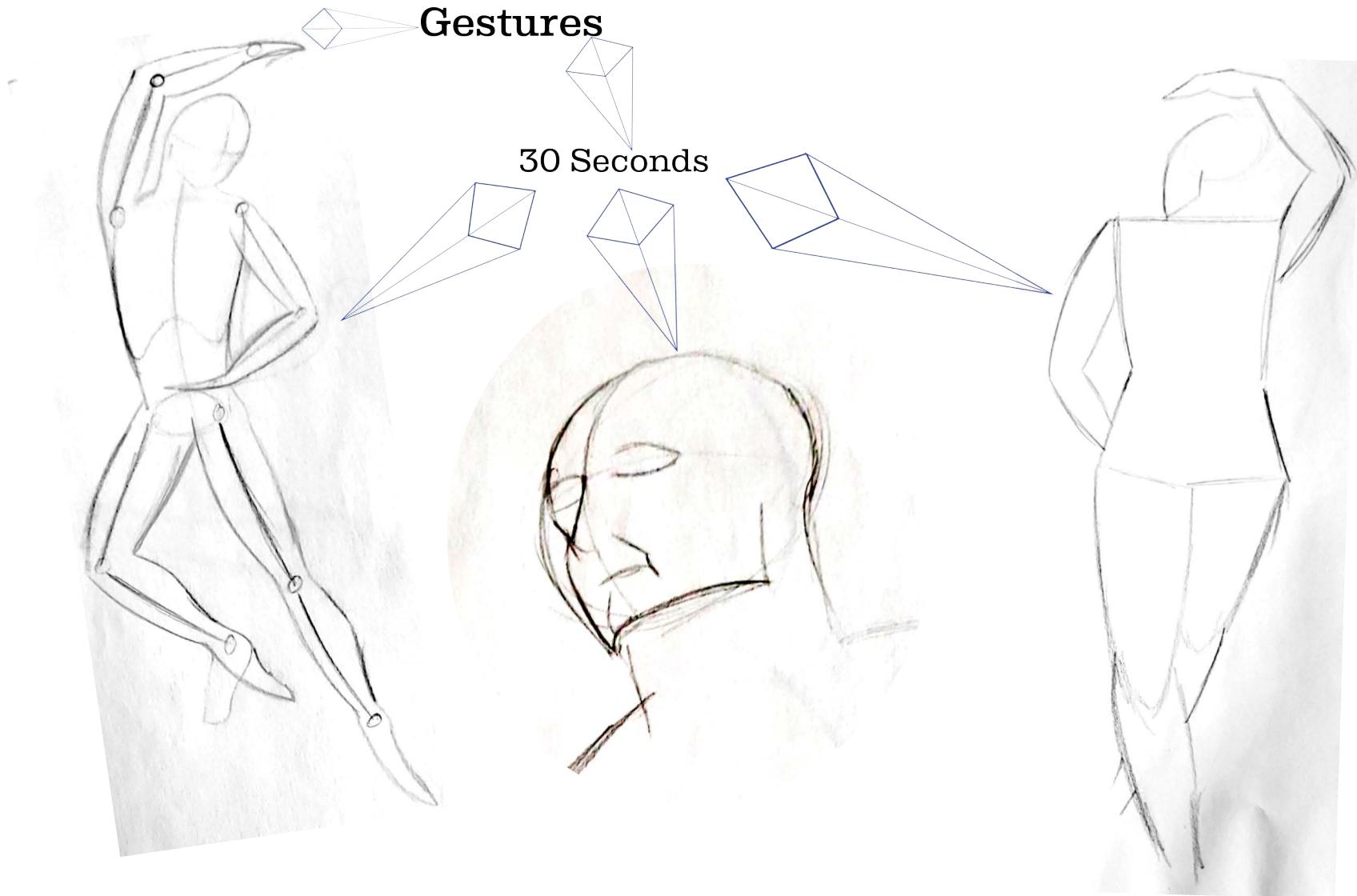
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Driver

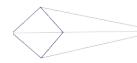


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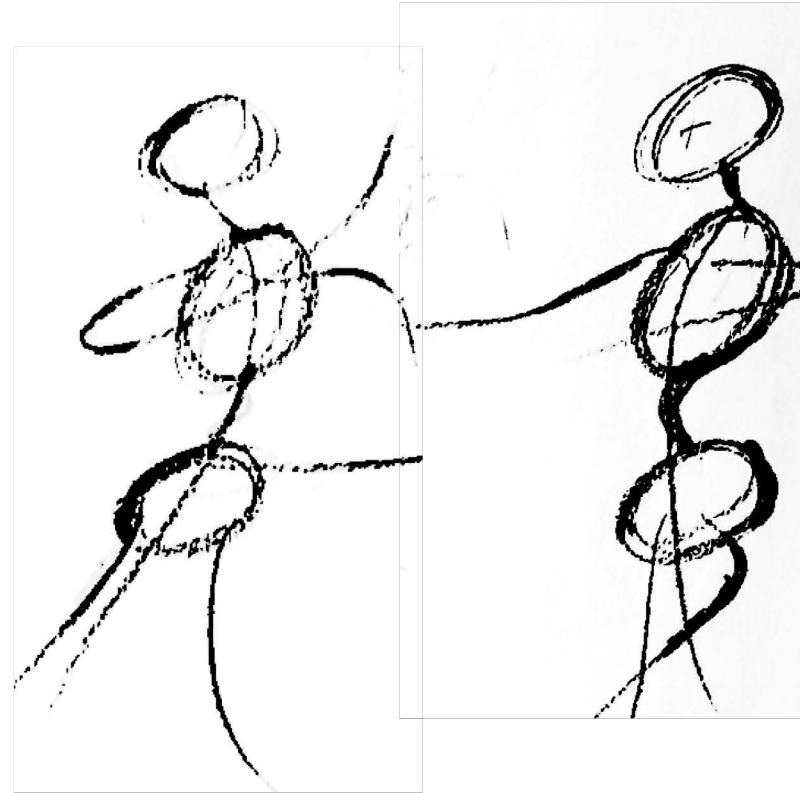
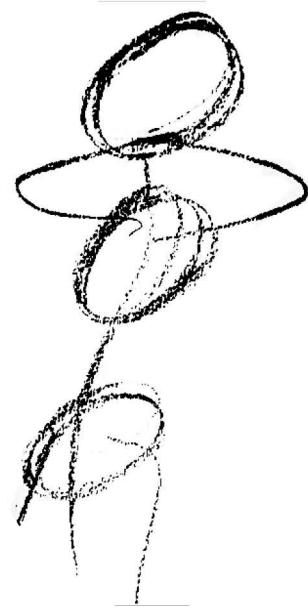


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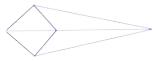
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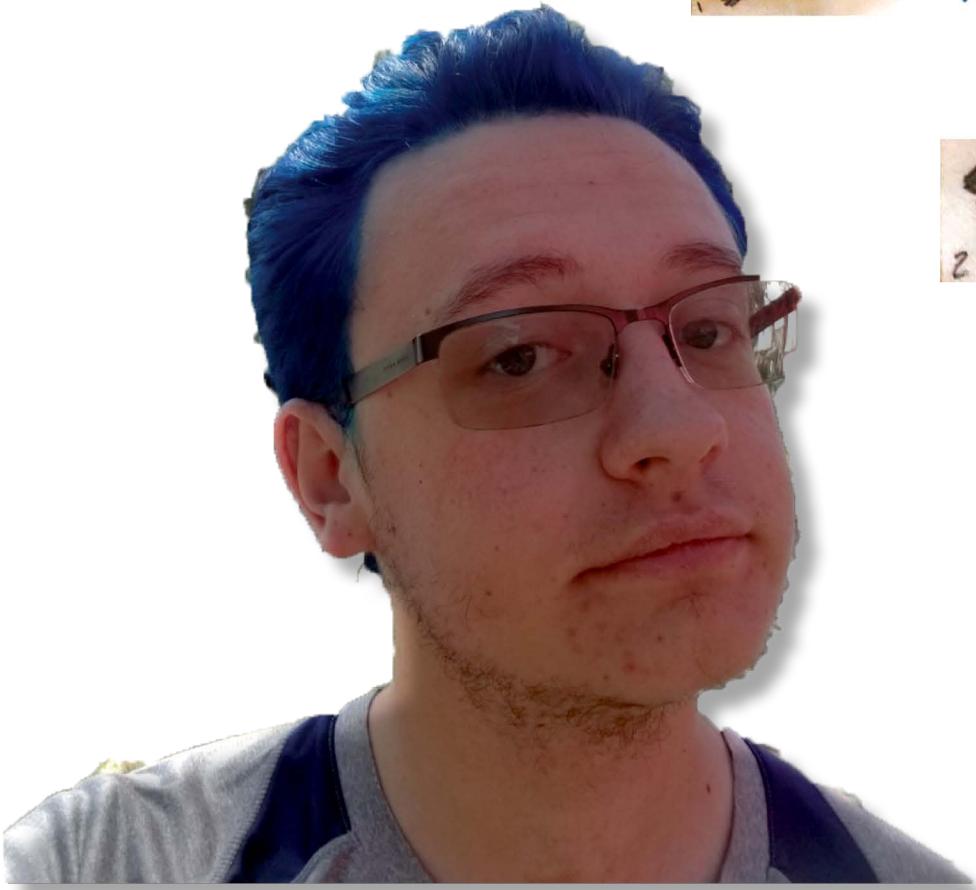
15 Seconds



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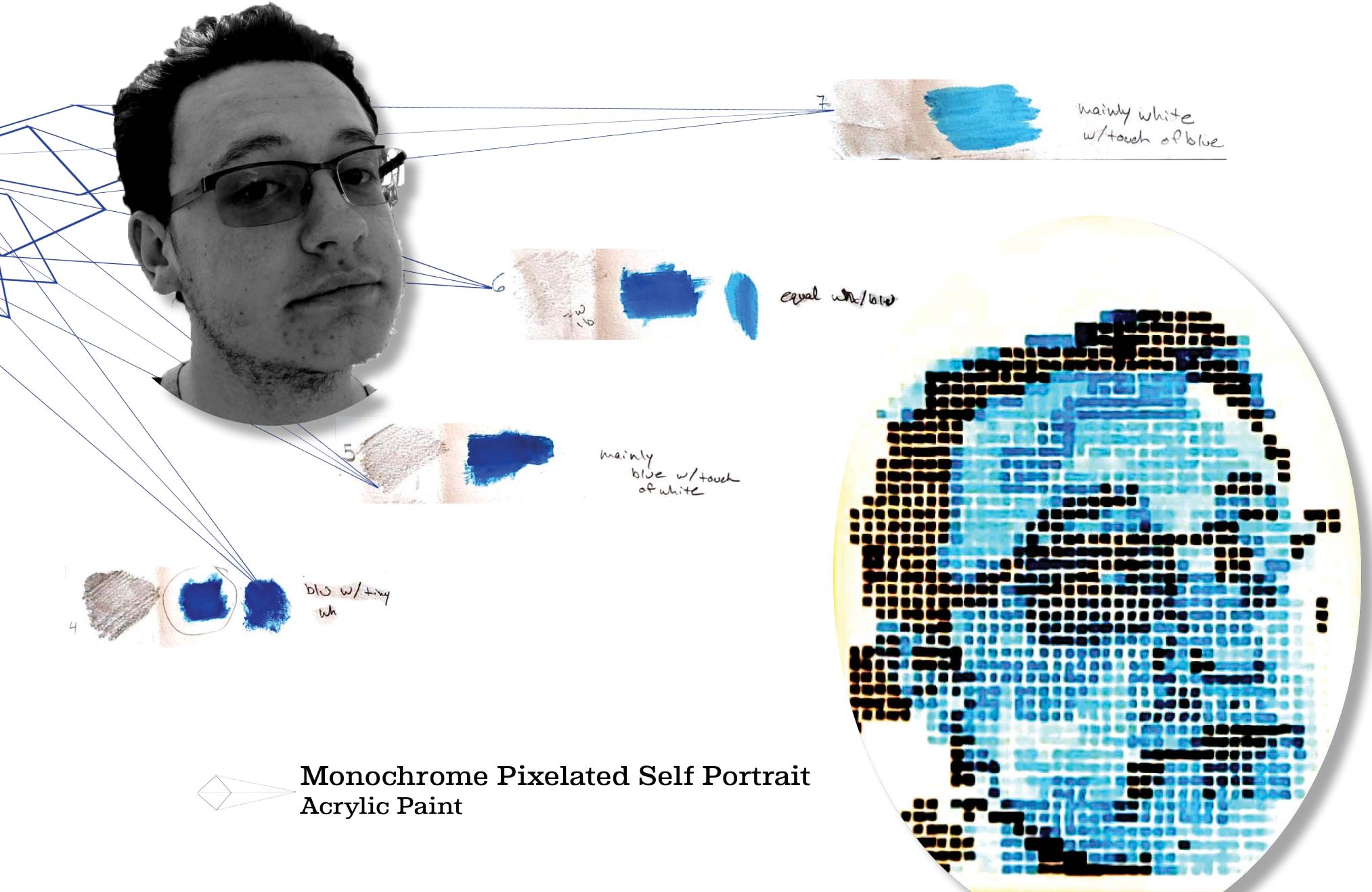
Color Theory



Value Scale

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