Month & Week	Story	Animatic	Character	Enviro.	Lighting	Blocking	Animation	Rendering	Post
August	Preproduction	Concept development							
Week 1 — 28th-2nd	Brain Storm		Design	Design					
September	Modeling/Character/Environment								
Week 2 — 3rd-9th	Story Board		3D Modeling						
Week 3 — 10th-16th			3D Modeling						
Week 4 — 17th-23rd	Finalized	Working	3D Modeling	Blocking					
Week 5 — 24th-30th		Finalized	Retopology	Blocking					
October				deside render setting					
Week 6 — 1st-7th			Rigging	Modeling					
Week 7 — 8th-14th			Rigging	Modeling					
Week 8 — 15th-21st			Texturing	Modeling	Lighting	Blocking			
Week 9 — 22nd-28th			Finalized	Modeling	Lighting	Blocking			
Week 10 — 29th-4th				Finalized	Finalized	Blocking	Animation		
November	POST-PRO	start	nalize animation						
Week 11 — 5th-11th						Finalized	Animation		
Week 12 — 12th-18th							Animation		
Week 13 — 19th-25th							Animation		
Week 14 — 26th-4th							Finalized	Rendering	Editing
December									
Week 15 — 5th-11th								Finalized	Finalized
Week 16 — 12th-18th									