Scope Schedule and Budget

Proposal:

1. Overview - For this project, I will be completing a fully animated character. The consumer will give the details for what this character shall look like, the colors/textures to be included, and what animation this will be of. Consumer will be given weekly updates to see how the project is going and what needs to be fixed in order to obtain desired result. Consumer needs to expect an extra week if they decide to drastically change work that has already been done, and will owe a fee for doing so, especially if they had already agreed on original sketches given.

2. Deliverables – Here are the things that will be delivered to said client:

- Initial Sketch: This will be based on the description given by the consumer.

- Modeling: Model character based on sketch and to best understanding of consumer’s description.

- UV Mapping: Edit character to be able to read textures.

- Texturing: Add textures and colors.

- Rigging/Weight painting: Character will be given controls to be able to move.

-Animation Sketch: A quick representation of the animation so that the consumer makes sure they are getting what they want.

- Animation: Short animation of client’s choice.

3. Timeline – Here is an estimated schedule of what should be expected and how long the it should take:

Week 1: Initial sketch and modeled character.

Week 2: UV mapped and textured character.

Week 3: Character fully rigged.

Week 4: Character fully animated.

4. Breakout Costs – Here is a layout of all the costs the client will owe:

- Initial Sketch: $30

- Modeling: $250

- UV Mapping: $100

- Texturing: $150

- Rigging/Weight painting: $200

-Animation Sketch: $50

- Animation: $250

Total: $1,030