

STEP 2

PRE PRO GUIDE

DIPLOMA OF
INFORMATICS
SCHOOL OF
APPLIED
SCIENCE
TELKOM
UNIVERSITY



Telkom
University

01

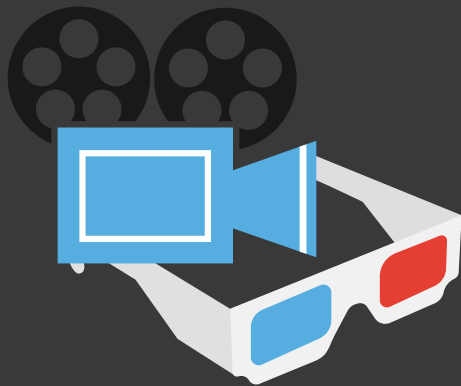
“

PRE-PRODUCTION IS THAT
STAGE WHERE YOU PLAN,
PROCURE, ARRANGE,
ORGANIZE, DISCUSS,
FINALIZE, REHEARSE, SCOUT,
NEGOTIATE, SCHEDULE,
BUDGET, CAST, MANAGE,
MEET, RIG AND PREPARE
BEFORE PRODUCTION BEGIN.

“

FAIL TO PLAN = PLAN TO FAIL”

02



LINEAR MULTIMEDIA

3D FILM & PROJECTION
MAPPING

LINEAR MULTIMEDIA PRE-PRO COMPONENTS

03



BIBLE



ANIMATIC



TEST SHOT

04

B I B L E

- Title
- Script (naskah)
- Storyboard
- Visual development / concept art (character & environment)
- Sound and Music (list kebutuhan sound mulai dari narasi, dialog, BGM, atau SFX)
- Project Timeline (breakdown kegiatan dan pembagian tugas)
- Tech review (tools apa saja [hardware/software] yang akan digunakan)

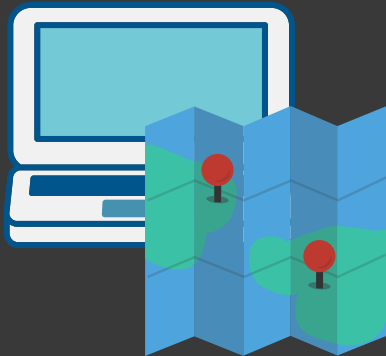
05

A N I M A T I C

A story reel (place holder with correct timing) generated from story board.

T E S T S H O T

5-10 seconds video test sebagai *proof of concept*.



NON-LINEAR MULTIMEDIA

2D/3D MULTIMEDIA APP,
AR, VR, & DSC

NON LINEAR MULTIMEDIA PRE-PRO COMPONENTS



DESIGN
DOCUMENT



PROTOYPE

DESIGN DOCUMENT

- Title
- Script/naskah materi (teks, foto, tabel, diagram, etc)
- Features
- Flow diagram
- Concept Art
- Sound and Music
- Project Timeline
- Tech review

PROTOTYPE

Main feature test with proxy assets/place holder

DESIGN DOCUMENT

Title

Story synopsis

Characters

Level/environment design

Gameplay

Sound and Music

Project Timeline

Tech review

PROTOTYPE

Game play test with place holder/proxy assets

LET'S DO
IT!