| Development | Normalization | Prototyping | Pre-Production | Production | Post-Production | Meta-Production | Version 1nOnly |

Global categorization of art patterns can be split into basic departments of a film company, video game company, etc.

```
## Product Pipeline
- *The pipeline illustrates steps taken in order to create a piece of work*.
```

```
- 1 Development
    - *The development department is responsible for acquiring scripts and developing story ideas*
    - Deliverable - Script, Game Design Document, Series Sourcebook
- 2 Concept
    - *Using the development deliverable, refines concepts, mechanics, ideas, and visuals. *
    - Deliverable - Business Plan, Strategy, Pitch
- 3 Prototyping
    - *Proof-of-Concept prototypes to test and validate media patterns and concepts*
    - Deliverable - Proof-of-Concept, Validation Document, Audience Review
- 4 Pre-Production
    - *Using all information created thru first 3 steps, develops a production plan that includes secured financing*
    - Deliverable - Production plan
- 5 Production
    - *Filming/Production Process*
    - Deliverable - Filming of raw footage created according to production plan
- 6 Post-Production
    - *Assembly of raw footages into final products*
    - Deliverable - Beta-Cut
- 7 Content Polish
    - *Polishing game's content, visuals, audio, and user experience*
    - Deliverable - Access-Cut
- 8 Gold Master
    - *Stable and finalized state meeting all quality standards*
    - Deliverable - Master Cut
- 9 Marketing and Distribution
    - *Marketing Strategy and Promotional Materials*
    - Deliverable - Marketing Strategy
```

rentry.co/ententpipeline