	PROJECT MANAGEMENT	VOLUNTEER SCHEDULE	FUNDRAISING	Cylinder1	Cylinder2	Cylinder3	Cylinder4	Cylinder5	Cylinder6	Cylinder7	Cylinder8	Cylinder9	Cylinder10	Cylinder11	Cylinder12	Cylind
	Proposal due!		Submit FIREFLY art grant proposal of bringing 5													
Jan 29	use for half scale model.		cylinders to Vermont Regional burn.													
Feb 5	Have half-scale model of one cylinder built.	Coordinate with committed fabrication site (Bluebird Graphic Solutions in Woburn) for cutting/building day.														
t a	Stress-test and 1/2 scale example installation. Have patteries installed, and powering some test lighting and sound effects. Searching for components most likely to fail.	Bring scale model to friend's personal shop, work day.														
Feb 19	Have necessary edits and adjustments made to the CAD / CNC production files.	Consult with CAD knowledgable volunteers (such as Hani), sharpen design.														
Feb 26	improve upon 1/2 scale model further, with replacement parts from design edits.	Coordinate and recut at Bluebird Shop, work at Blake's shop, if necessary.														
f	Proposal is accepted. Notify contributing artists, abricators, and previously committed team. Place order for materials, and send CAD / CNC production files to Bluebird fabrication shop. Schedule a day for cuts and pickup. Rent storage space and fabrication space in Artisan's Asylum.	Purchase Artisan's asylum membership. Rent storage space, make early vehicle rental reservations. Make public call on Boston Burner Community, Blunderwood Portable, Windchest, or other Honoraria team email lists for volunteers. Schedule first volunteer production day for following week.														
Mar 11	Cylinder1 begins production.	First volunteer production day. Artisan's asylum.														
Mar 15	Art Installation Questionaire due															
Mar 16	"Kickoff Meeting". Recieve, Review, and Sign Contract from BMOrg. Due March 31st.		Launch Patreon/Crowdfunding site for Revolutionary Labyrinth													
r	Troubleshoot Cylinder1. If any adjustments are needed at full scale, fix them this week. If none, begin assembly line of pieces manufacturing for Cylinder2, Cylinder3.	Volunteer Production Day, work at shop.	Plan Fundraiser event in Boston area, book locations													
		Call up all artists this week. Email them templates and ask for a written description of their intended		Installation												
	Deliver Cylinder1 to Artist1	installation.		begins												
Mar 31	Signed Contract for BMOrg due on this day.				Installation											
Apr 1	Deliver Cylinder2 to Artist2	Volunteer Production day. Artisan's Asylum.			begins											
Apr 8	Deliver Cylinder3 to Artist3.			PM Check in call/visit		Installatio n begins										
Apr 15	Deliver Cylinder4 to Artist4	Volunteer Production day. Artisan's Asylum.			Check in Call/Visit		Installatio n begins									
				PM Check in call, Do												
Apr 22 /	Deliver Cylinder5 to Artist5			they need		Check in Call/Visit		Installation								
	Deliver Cylinders to Artists  Deliver Cylinder6 to Artist6. Consult with Artist 1 and			more time?		Call/Visit		begins								
	pickup cylinder 1 to bring to storage, stage for truck- oad readiness.			Pickup 1	Check in call		Check in Call/Visit		Installation begins							
May 6	Deliver Cylinder7 to Artist7. Pick up 2 for storage.				Pickup 2	Check in call		Check in Call/Visit		Installation begins						
May 13	Deliver Cylinder8 to Artist8. Pick up 3 for storage.		Fundraiser Event!			Pickup 3	Check in call		Check in Call/Visit		Installation begins					
May 20	Deliver Cylinder9 to Artist9. Pick up 4 for storage.						Pickup 4	Check in call		Check in Call/Visit		Installation begins				
May 27	Deliver Cylinder10 to Artist10. Pick up 5 for storage.							Pickup 5	Check in call		Check in Call/Visit		Installation begins			
Jun 1	Art Support Services (ASS) Resource Request due											Check in Call/Visit				
Jun 3	Deliver Cylinder11 to Artist11. Pick up 6 for storage.								Pickup 6	Check in call			Check in Call/Visit	Installation begins		
Jun 10	Deliver Cylinder12 to Artist12. Pick up 7 for storage.	Volunteer Production day. Artisan's Asylum.								Pickup 7	Check in call				Installation begins	
Jun 17	Deliver Cylinder13 to Artist13. Pick up 8 for storage.	Volunteer Production day. Artisan's Asylum.	Fundraiser Event 3 for showing off how far we've come and covering other important unmet expenses								Pickup 8	Check in call				Inst beg
Jun 24	Pick up 9 for storage, as well as other Cylinder#s that may have needed extra time.	Volunteer Production day. Artisan's Asylum. Cylinders should be complete at this point.										Pickup 9				
Jul 1	Crew members finalized, names for tickets and early arrivals submitted	Build Crew team meeting														
t i	No fabrication this week. Bring 5 completed Cylinders o Firefly (Vermont burning man regional). Test nstallation, install, power sytem, and cylinder-to- cylinder interaction on small grid scale.												possibly no fabrication	possibly no fabrication	possibly no fabrication	pos fab
F	Return Cylinders 1-5, and Pick up 10, to storage	Build Crew and Volunteer production day in Storage Space with completed cylinders for adding LEDs to exterior											Pickup 10			
-	Pick up 11 for playa-ready storage. Have a cleaning day to get any matter from Firefly terrain off of the 5 cylinders.	Troubleshooting and testing LEDs and power with														

	Pick up 13th and final cylinder. Move all cylinders, disassembled into quadrants and labeled ALCs, to storage space before truck load. Run down checklist of components per cylinder, print multiple copies of assembly instructions for each installation and put one in each ALC. Label by color and name, ziptle associated ALCs together, as well as build crew camp supplies, generator and tools, and other materials needed on plaga. WEEK LONG PROJECT	Large volunteer pull for pre-truck load!							Final pickup
Aug 1	TRUCK LOAD. Transportation from Boston to BRC	Huge volunteer pull for TRUCK LOAD!							
Aug 5	Crew meeting. Prepping crew for playa, last minute organizational tasks.	Crew meeting is followed by volunteer appreciation party!							
Aug 12									
Aug 19	Crew flies to Reno.								
Aug 26	Build week and installation.								
Aug 30	Build finished by sunrise. Burning Man Festival								
Sep 2									
Sep 7	Strike Art Project and LNT begins. Disassemble and repack installation components into labeled boxes for return to boston. Load shipping container back at the Boston Hive neighborhood.								
Sep 9	Crew regroup in Reno. Container with project + village and camp gear ships back to Boston.								
Sep 16	Truck Unload in Boston, cleaning and storing labyrinth.								
Sep 23									
Sep 30	Documentation and Final Report	Thank you notes for volunteers are made and mailed lo	Thank you notes and fundraiser backer rewards are sh	nipped out.					
Oct 15	Final report and high-resolution images due								