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DATE
OCTOBER 18, 2021

ROUND
TWO

PAGE
8

ACTIVATION PLAN

ANIMATIONS

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ROUND
TWO

PAGE
9

BURNIE ANIMATION

IDLE STATE

WHAT'S HERE:

This is the **animation pass** for Idle, to be used when Burnie first is placed by the user.

WHAT'S NOT:

The following notes are already being worked on:

- Reducing head turn to be more subtle. Less of a head turn, and more like a sense of Burnie is looking just slightly off to the left and right, casually waiting.
- Reducing sheen on jersey
- Final lighting

WASSERMAN FEEDBACK:

- Add subtle blinking
- Bring hands in a little so his neutral stance isn't so wide - make his arm positions more casual