

wk7	wk8	wk9
create schedule	select stanzas	continue with LiD character design
	select scenes of script	choose locations and create world per scene look from Script
	list details of assets to be created from scenes	create other dialogue if necessary
	decide Design look create style sheet	
	begin character design of Life-in-Death	

<b>wk10</b>	<b>wk11</b>	<b>wk12</b>
create Mariner character model	animate characters and place holders	create environments
create plce holders for other assets	try a few animatics for timing	create vfx trials

<b>wk13</b>
post prod clean up