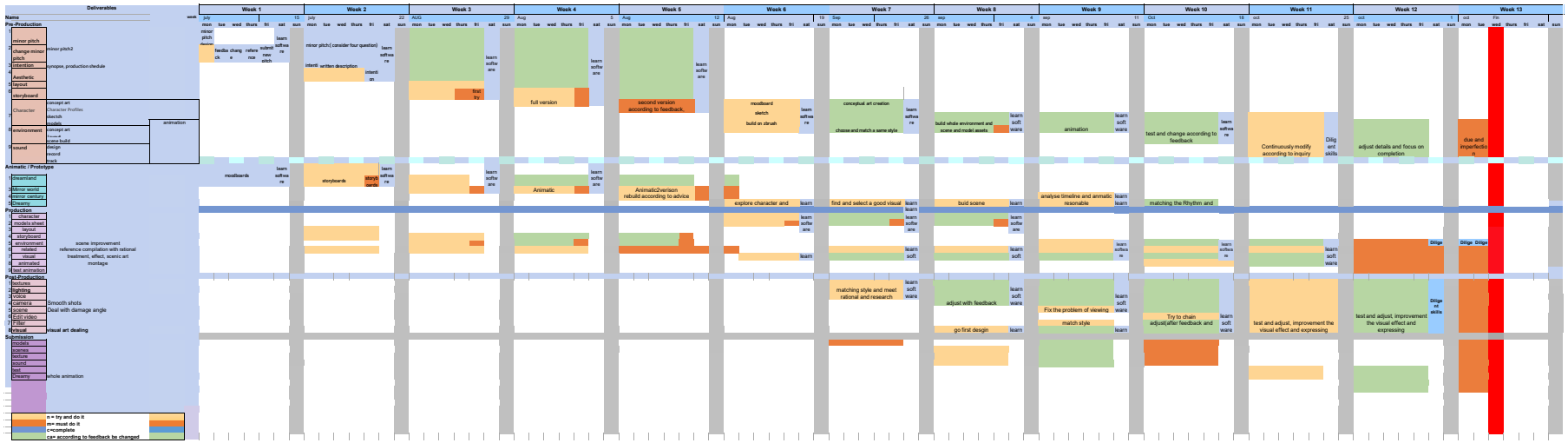
Deliverables
Week 1
Week 2
Week 3
Week 4
Week 5
Week 6
Week 7
Week 8
Week 9
Week 10
Week 11
Week 12
Week 13
Pre-Production
minor pitch
change minor pitch
attention
Aesthetic
layout
storyboard
Character
environment
sound
animation
Animatic / Prototype
Production
Post-Production
Submission
minor pitch2
synopse, production shedule
concept art
Character Profiles
sketch
models
scene build
design
layout
track
moodboards
storyboards
Animatic
full version
first try
written description
second version according to feedback,
Animatic2verison rebuild according to advice
moodboard
sketch
build on zbrush
conceptual art creation
choose and match a same style
explore character and
find and select a good visual
build whole environment and scene and model assets
build scene
animation
analyse timeline and anmatic resonable
Fix the problem of viewing
match style
test and change according to feedback
matching the Rhythm and
Try to chain adjust,after feedback and
Continuously modify according to inquiry
test and adjust, improvement the visual effect and expressing
adjust details and focus on completion
test and adjust, improvement the visual effect and expressing
due and imperfectio n
matching style and meet rational and research
adjust with feedback
go first design
learn softwa re
learn soft ware
Diligent skills
Diligent
scene improvement
reference compilation with rational treatment, effect, scenic art montage
Smooth shots
Deal with damage angle
visual art dealing
whole animation
n = try and do it
m= must do it
c=complete
ca= according to feedback be changed