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○ February 17, 2012



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DAM DEL 3000

REIMAGINING ITALIAN FUTURISM IN THE 21ST CENTURY

Anihccam *del 3000*

A Shot by shot analysis gave the team a better understanding for timing and scheduling

Quarters

Week 5 was big for Team Anihccam. Hard at work to create concept art and models for the previsualization, the team focused on having a finalized shot by shot storyboard for quarters. With this complete, an asset list was created and a schedule made. Each shot was assigned to a team member so that modelling and art work could commence. Shots were assigned based on amount of work, key elements, and the time it would take to complete. Highly demanding shots are to be completed first because rendering times increase.

The completed previsualization was shown to the director, Franco for approval and guidance. As of now the duration of the piece is 9:15 minutes, however Franco suggested that the original length of 15 minutes could be easily achieved. In addition, captivating the dynamism of the locomotives should also be worked on. Incorporating speed and motion to make a fully immersive experience.

Increasing the length of time, was of the biggest concern for the team. If they are to complete the



animated movie within the timeframe, a 15 minute length time will not be possible. This is taking into consideration all aspects of the pipeline, and the amount of work required per person. The interest curve also needs to be relooked at if this is to occur. A meeting with Franco and Don will be held this Tuesday to discuss the path forward and feedback gained from quarters.

Quarters were held on Friday and was key in gaining feedback from the faculty and staff. Some of the biggest concerns were the large scope and coordinating all the people involved, in particular scheduling using the VICON system on main campus. The question of why the team was using MOCAP for the dance sequence was also brought forward. If timing is a big issue why not use other forms of animation? However due to the length of the dance sequence, and the experience that the dancers can bring to the characters, using MOCAP is still the best path forward. Faculty did find the concept and story fascinating and believe that a visually stunning world is possible.

The team realizes the many challenges still ahead, but is excited to bring this story into an animated world!

Plans for next week:

1. Test the VICON system with dancers
2. Discuss the storyboard with Franco and Don
3. Continue work on models and artwork