





Week three saw a lot of progress for Team Anihccam. After a discussion with Franco on January 31st, the team began moving forward with the previsualization of this animated short. This pre-visualization, to be completed by quarters, is a conceptual look at each scene and to experiment with the shot and look of the piece. Rough models will be used in place of our actual models in order to play with lighting, camera placement and movement, stage direction and editing. At this time the full narrative will have been completed and the team will have a better feel for the length and timing of the full piece.

Sewing all the pieces together to form a seamless production of Anihccam del 3000: Costume, dance and storv.

Bringing it all Together

Meetings were also held with the necessary people that will help bring this story to life. After our initial meeting with Ralph Vituccio, he gave us feedback on the storyboard and in particular shots for each scene. He also commented on the length of the piece and worried that it would be too long to complete in the current allotted timeframe. However it was later determined Next Week: that the transformation to humanoid trains would not be animated freeing up some time. In addition, additional hands may come aboard to lighten up the work load.

Venise St. Pierre, the costume designer, was contacted and a meeting held to discuss the path forward. She gave us sample fabric swatches and potential design patterns. However most of the design would be dependent on what the dancers would feel comfortably wearing and performing in. An end of February deliverable date was discussed.

Michele and Peter from Attack Theater met with the team on Friday to discuss potential choreography and their requirements for completing the ballet sequence.

They were enthusiastic to be a part of the Anihccam production however still have questions in regards to the director's vision. A meeting will be held in the future with Franco and Attack Theatre to clear up any concerns.

O February 3, 2012

- Continue work on pre-visualization
- Finalize country sequence and story
- Finish team branding