Safe Spot Art Deliverables
================
Art Style Boards – color and aesthetic

Theme boards

Story Board

Story Board Animatic

Test Animation for EDG 3-D model

Assets:

Tile map for white iceberg

Tile map for blue iceberg

3-D model of polar bear rigged

Design Document

Project Documentation- research videos and

List of Purchasable assets for ocean water, polar bear, fish

Polar bear Sprite sheet for prototype animation

Oceanus art for media materials- website, Poster, Halfsheet etc.

In Progress / Pass to Next team
==================
(These Items may be addressed by current team if time allows. Not guaranteed to be completed by August 4th)

Testing with camera and prototype Safe Spot program to finalize aesthetic and camera positioning

Assets:

Polar Bear- animation including- standing on ice, swimming, hop on ice, turning head, and swimming in direction

Ice sheet animation- for ice at beginning of experience

Snow sheet animation- for snow at beginning of experience

Splash animation – for people (3 Versions) and polar bears (1 version),

The next team's goals
================
Completion of Animation Assets:

Polar Bear- animation including- standing on ice, swimming, hop on ice, turning head, and swimming in direction

Ice sheet animation- for ice at beginning of experience

Snow sheet animation- for snow at beginning of experience

Splash animation – for people (3 Versions) and polar bears (1 version),

Adjustments for Art assets per requirements for integration into Unity

Play testing

Magic Window Art Deliverables
================

Story Board

Story Board Animatic

Project Documentation- research videos and

List of Purchasable assets for ocean water, fish

Oceanus art for media materials- website, Poster, Halfsheet etc.

The next team's goals
================
Determine if Magic Window experience will be built

Build or acquire assets

Build Animation Assets

-Pan