



Stardust Newsletter

Week 1

solely to fulfill the wishes of children with life-threatening illnesses. They invite these children and their families from all around the world to experience a memorable, joyful, cost-free visit to the Central Florida attraction.

Our project goal is to create a fun animated short film based on the story of how Clayton and Merry (the main characters on the park) met each other. This animation will be displayed on the park for the kids and their families during visits.



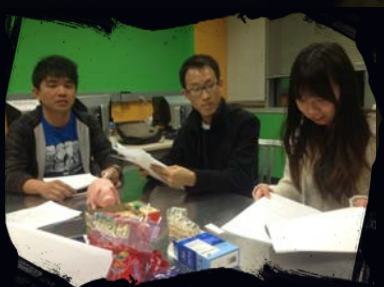
This week (January 14th - 18th)

After meeting, we all shared our experiences and expectations in order to get the best out of this project. We showed our portfolios, talked about our backgrounds and expressed how we hope to contribute to the project.

We have started this project with a client approved story, and have been reading it to understand what kind of visuals and sound effects are required. Also, we have been reading often to figure out the characters, their personalities and their interactions. Inspired by an element from the story we chose our team name: Stardust.

Based on the script, we have also created a first draft of the storyboards. These storyboards are being used to create an animatic that will help us estimate the length of the animation in order get a good, organized start to the production phase.

We also defined milestones within our pipeline: concept art, storyboards, animatic, voice recording, sound design, music, camera animation, modeling, unwrapping, texturing, rigging, character animation, VFX, lighting and rendering and finally compositing and editing.



Next week (January 21st - 25th)

The team will receive control of the render farm; we will choose our art style and will do some final changes on the script. After that we will be able to start working on the animatic.