# Skyline Newsletter - Week11



**What we have done:**

- Came up with a new iteration process
- We blocked out the frames in 3D, then started to draw it
- That was still too slow, so we came up with a new process
- We would act it out and doodle in
- We continued on the pipeline testing
- We created a 'Mom' character sheet

**Problems we encountered:**

- Iteration process is STILL too slow, so we had to rethink our process
- We cannot seem to get past the first act
- The storytelling is holding up the pipeline

**The goal for the next week:**

- Finish the animatic with all frames done
- Finish a new pipeline test