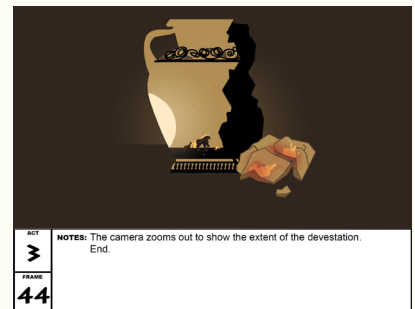
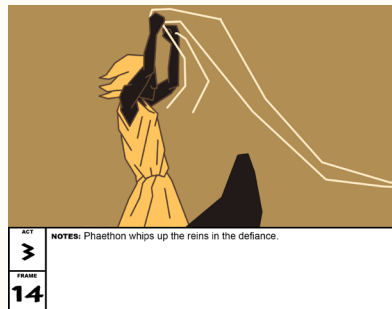
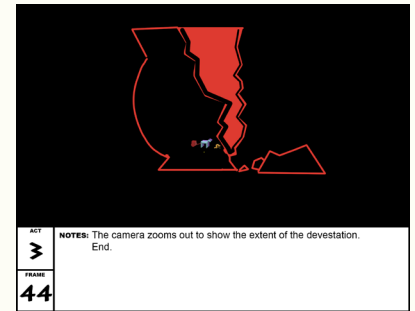
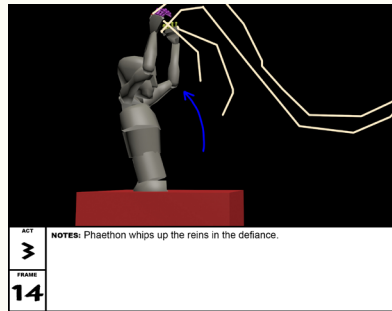
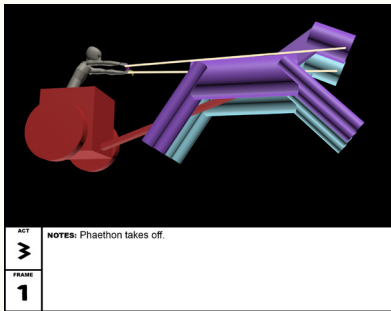


Skyline Newsletter - Week12



What we have done:

- We changed the story to only have one pot
- We continued with our quicker iteration process
- We included the advisors in on our story process
- We divided up the work differently
- As a team, we came up with the story and acted it out
- As we acted it out, we drew it on post it notes
- Megan handled the 3D blocking
- Chong drew over the blocking when it was over
- We redid the pipeline test.

Problems we encountered:

- Our meeting with Dave Bossert was ill prepared
- We were able to learn from that and actually move forward
- Ultimately, our meeting with Dreamworks Animation was much better.
- We got many suggestions from faculty, and instead of trying to filter, we tried to please everyone.
- This got in the way of our process.
- We decided to listen to suggestions, but realize that not everything will work out all the time.

The goal for the next week:

- We need to polish the animatic and work on timing
- We need to add sound to the animatic
- We need to prepare for soft opening
- Finish the animatic
- Finish the promo vids
- Update the website
- Make character sheets