

Skyline Newsletter - Week 3



This week, we delved deeper into the tale and created a storyboard and visual script of what we were thinking about. We got feedback from our faculty and have started to refine the process. We will have a meeting on Monday with faculty to discuss our new ideas.



Our artists also worked on the poster and logo design. We have one we like a lot and we are looking forward to critiques next week. We also took our team photo this week as well, and we had a lot of fun making it.

Next week we will get more feedback on our story and solidify how we want to tell it. On Monday we will get faculty feedback and continue from there.

Tasks

What we have done:

- The rough Storyboard.
- Define the main color.
- Sketch for the main character.
- Logo design
- Poster design
- Character concept for father and son

Problems we encountered:

- Still thinking about the ending problem.
- How to iterate between the script and storyboard.
- How to show our story visually.

The goal for the next week:

- Go further to find more details in the story.
- Develop our version-2 storyboard based on some keyframes we drew.
- figure out the 'pottery' issues.