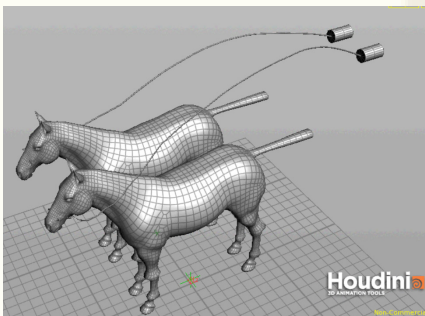


Skyline Newsletter - Week 2



This week, we figured out what we as a group were capable of and conducted a bunch of technical tests. We dove into block animation as well as modeling and some physical simulations. In the meanwhile Goae got organized and began to plot out the semester. We tried a bunch of different software to facilitate in the project management process. In addition to all this, we are trying to outsource some tasks such as rigging and our soundtrack. We contacted many people and hope to make our final selections next week.

Works



Problem we encountered:

We figured out some issues with our animatic while blocking out the camera angles in Maya. We hope to fix this on Monday. We are also trying to figure out our time sinks and become more organized.

The goal for the next week:

- Next week, we hope to have a solid animatic, figure out our semester schedule and see where our gaps are.