**Pre-production Teams CSE 458 Fall 2009**

This year in cse458 we will be assigning you each pre-production tasks for the capstone film you will be producing. As discussed in class, the work you’ll be doing is considered as part of a pass/fail grade for a total of 10% of your final grade this quarter. You will need to turn in something for each assignment but it doesn’t need to be perfect. Much of the work assigned this quarter is intended to be iterative by nature so you will have a chance to improve your work over time. Please think of this as an opportunity to learn about the area you’ve been assigned to. The staff hopes that our class pre-production work be a learning experience for you. We hope that the assigned tasks a will give you experience working with the staff in the areas you’ve been placed.

Below is a list of tasks specific to your group. The rest of the staff and I will be working with you directly to clarify your tasks and requests may change from week to week as we review your work. We will try our best to be sensitive to your technical Maya workload.

The Film’s Working Title is **The Nebbish**

\*\* Groups are listed in order of the Pre-Production Pipeline

**1. Concept Art** - Brian B

Email Alias:

Weekly Review Meeting time/day

Mission: Weeks 3-10

Week 3:

Collect Visual Research and Visual Reference. Create Element List. Assist Site Design and Location Selection based on visual research and visual reference.

Week 4:

Create **Family Tree**, **Model Sheets**, Set. Prop and Character Design

Weeks 5-9:

Iterate and Review as needed.

What you will need: Loads of visual reference. Style review and consistency.

Keep in mind: Schedules change frequently so stay tuned.

Jessica \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Sarah \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Brice\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**2. Editing** - Rob (Robert)

Email Alias:

Weekly Review Meeting tome/day:

Mission: Weeks 3-10

Week 3:  Review current Nebbish story reel. Propose three problems to be fixed and how you might fix them. Then work on solutions.

Week 4:  Review ideas for fixes. Begin initial Nebbish **Beatsheet**

Week 5:  Review initial Beatsheet, discuss and iterate

Week 6:  Review Beatsheet. Begin initial Sequence and Shot list.

Week 7:  Review initial shot list discuss and iterate.

Week 8:  Review **Sequence and Shot List**, begin **Story Bible** (collect materials) and iterate the Beat Sheet, Sequence List and Shot List, and Nebbish Storyreel in tandem if needed.

Week9:   Iterate Beatsheet, Sequence List, Shot List, and **Storyreel**

Week10: Complete Story Bible ready for printing

What you will need: Feedback from the director and the staff – an eye on your story at all times.

Element List. Concept Art would be helpful. Site and location information.

Keep in mind: Schedules can change so stay tuned.

Sunny\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

David\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Mario\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**3. Modeling** - Nick (Jason, Brian)

Email alias:

Weekly Review Meeting time/day:

Mission: Weeks 3-10

Sculptures for some Characters and Props. Simple Prop Models in Maya

Week 3:

Characters and Props Assigned based on concept art available.

Week 4 – 10:

Review of progress and iterate.

What you will need:

Concept Art, Reference and complete model sheets for some of the Nebbish site and props. Architectural drawing/plans and elevation would be important if available**. Clay armatures** for sculpting characters and the site. Individual assignments will be determined by the staff.

Keep in mind: Schedules may change depending on what’s available from the concept art group so stay tuned.

Hannah \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Mark \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Larry\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Sheri\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**4. Shading/Texture** - Jason (Brian)

Email Alias:

Weekly Review Meeting, time/day:

Mission: Weeks 3-10

**Mood Reel**

Week 3: meeting: What Shaders do and how they fit in the pipeline. Create reference the old fashioned way.

Week 4: meeting: Review **Color Scripts** and **Mood Reels**. These reference reels are important to shading. Make Photoshop tests

Week 5: meeting: Review Elements List. Start to develop **color and texture palettes**. Create more reference the old fashioned way and include color, and texture reference for Nebbish.

Week 6: meeting: Introduction to the Lighting Lab. Assign simple lighting test setups.

Week 7: meeting: Under and above water challenges in the Nebbish reel. Create below and above water simulated lighting environment.

Week 8: meeting: Discuss Mood Reel in depth. Start creating a Mood Reel for Nebbish.

Week 9 meeting: Review Mood Reel. Proper textures for Mood Reels. Review and iterate.

Week10 open.

What you will need: Access to the Lighting Lab and objects and sketchbooks for reference. Nebbish Storyreel. Elements List.

Keep in mind: This is a starting point. Schedules could change.

Eddy\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Kimberly\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Jan\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Devin\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**5. Effects/Lighting** - Rob (Jason, Robert)

Email Alias:

Weekly Review Meeting time/day:

Mission: Weeks 3-10

Week 3:  Collect lighting reference the old fashioned way.

Week 4:  Introduce the Lighting Lab

Week 5:  Produce simulated underwater set/lighting tests in light room

Week 6:  Produce simulated boardwalk lighting tests in light room

Week 7:  Begin work on a Lighting Reel for Nebbish.

Week 8:  Continue Work on the **Lighting Reel** for Nebbish. Collect visual effects reference the old fashioned way.

Week 9, 10:  Create **EFX reel** from collected reference. Iterate if possible.

What you will need: Nebbish storyreel. Color Script. Color Gels. Correct objects.

Keep in mind: Schedules could change from week to week so stay tuned.

Michael\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Nathan\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Matthew\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_  
  
**6. Rigging** – Nick (Jason)

Email Alias:

Weekly Review Meeting time/day:

Mission: Weeks 3-10

Week 3 meeting: Explain reference importance, general intro to what rigging is.

Week 4: Show example of acting reference for rigging. Create reference for nebbish actions

Week 5 meeting: Review reference. Review **motion reference** for fish in animated shorts. Collect motion reference for fish.

Week 6 meeting: Review fish reference. Review bird motion in animated shorts and in live action reference. Collect bird motion reference.

Week 7 meeting: Review bird reference. Show box rigs for Nebbish and discuss what they are and how to use them for our short. Discuss the importance of proper model proportions, and why reference is so important. Create a box rig for one of the characters.

Week 8 meeting: Review **box rigs** and more challenging rig ideas. Make useful controls on rigs and limit control for characters in some cases.

Week 9 meeting: Review work. Make a **box model** that has more advanced controls.

Week 10: Open

Keep in mind: This schedule could change. Stay Tuned.

Stephen \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Sean\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_