

**Gantt Chart: Animation Schedule - IDS 252 Spring 15**

	TuTh	TuTh	TuTh	Spring Break	TuTh	TuTh	TuTh	TuTh	TuTh	TuTh
	3-Mar	10-Mar	17-Mar	25-Mar	31-Mar	7-Apr	14-Apr	21-Apr	28-Apr	5-May
<b>Story</b>	Lab 7: Thur:Begin Story Dev	Tue: Story Text due.								
<b>Storyboard</b>		Thu: Revised stories. Pitch storyboards. Stories/groups selected.								
<b>Storyreel &amp; Shot List</b>			Lab 8: Tues: Revised stories. Pitch storyreel. Thur: pitch revised reel. Complete shot/task list.							
<b>Concept &amp; Reference Character Models</b>			Thu: Show concept/ref		Thu: Show final models.					
<b>Prop &amp; Scene Modeling</b>			Show draft characters		Thu: Show final environment.					
<b>Status Reports</b>			Tue: complete status report		Tue: complete status report	Tue: complete status report	Tue: complete status report	Tue: complete status report	Tue: complete status report	Tue: complete status report
<b>Animatics</b>					Set up scene files for animatics with environment and characters. Begin Animatics	Tue: Animatics due.				
<b>Animation</b>						Begin Animation.	Tue: Review Animation Progress	Tue: Animation w/o light/tex due - <b>no timing changes after this!</b>		
<b>Shading</b>								Tue: Review shading		
<b>Lighting</b>								Tue: Review lighting		
<b>Post- processing</b>										
<b>Music</b>						Thur, 7pm Ford 202: Pitch stories & give musicians animatics.		Tue: give musicians animation w/o light/tex	Continue to update musicians. Remember - no timing changes!	Tue: give musicians finished animation
<b>Editor</b>										Tue: Final animation due
<b>Team Leader</b>										
<b>Back-up</b>										
<b>Presentation</b>										Thu: May 7, 6-9pm, Final Presentations