Administrivia

- Scripts due on Thursday (celtx)
  - Use handin or bring to class
  - Include your team organization
- Animatics (using storyboards or whatever you want) due Thursday Apr 1
- Updated HW2 movies accepted until Mar 30
- Questions?
Team Organization

- Director is in charge
  - We are producers, so really in charge 😊
- Everyone needs to have at least one, well defined, role on the team
- At least two organizational models possible
  - Specialization
  - Scene-based
Specialization Organizational Model

- Each person has a specific job (such as)
  - Hammer sets/props
  - Hammer actor blocking
  - Models/animation
  - Textures
  - Special effects
  - Faceposer dialog
  - Faceposer facial animation
  - Faceposer choreography
  - Sound/music
  - Post editing
  - etc.
Scene-based Organizational Model

- Each person is responsible for one or more scenes
- Director must have a good idea of the difficulty of each scene and the skills of each person to hand out the correct
- Hard to partition less than a scene
- Requires coordination of assets
- Still may some specialists, such as need a post processing editor and a sound/music person
## Comparison

<table>
<thead>
<tr>
<th></th>
<th>Specialization</th>
<th>Scene-based</th>
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</thead>
<tbody>
<tr>
<td>Skills</td>
<td>Expert</td>
<td>Generalist</td>
</tr>
<tr>
<td>Consistency &amp; Quality</td>
<td>Easy</td>
<td>Director must enforce</td>
</tr>
<tr>
<td>Pipeline</td>
<td>Required (Key)</td>
<td>Just collect scenes</td>
</tr>
<tr>
<td>Flake out</td>
<td>Kills whole movie</td>
<td>Kills a scene or two</td>
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</tbody>
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What Should You Choose?

- It really is your decision
- But in our experience, teams that do specialization seem to do the best job
- Specialization requires some major planning by the Director
  - Try to maintain fair workloads
  - Match film deadlines with each person’s schedules
  - Watch for flake outs
Next

- Today - each team meet with teaching staff to discuss progress on scripts and any issues so far