

Schedule or Calendar

Feb 16th – Complete Storyboard Layout Plan

Feb 26th – Open the Openlab Portfolio

Feb 22nd – Complete Sound List

Mar 9th – Complete Photoshop/Illustrator Designs

Mar 16th – Complete character 3D model

Mar 31st – Apr 1st – Unity Tutorials

Apr 6th – Apr 9th – Unity Tutorials

Apr 13th – Complete 3D characters and midway into animation story

Apr 20th - 27th – Coding

May 2nd – Exporting & Testing

May 11th – Completion of Project

May 13th – Poster Setup & Openlab Portfolio completion

Required Resources

Access to the Unity software and a list of default sounds:

- Wind
- Airplane Crash
- Foot steps
- Movement
- Moan
- Clap
- Smash

Budget

3D Pen - \$90

Unity - \$35 per Month

Proposed Table of Contents / Portfolio Outline

- Introduction
- Storyboard
- Sound List

- Outside
 - Human Sounds
 - Objects
- Designs
 - Photoshop
 - Illustrator
 - Sketch
- Models
 - 3D Pen Modeling
- Testing
 - Finding Bugs
- Conclusion
- Bibliography

Culmination Project Agreement

If you approve the above proposal:

Student Signature: _____ Date: _____

Advisor Signature: _____ Date: _____