

## ATEC 6V95: MFA Advanced Project Workshop Proposal and Plan

**Project Title:** “Dear Hallie” 3D Short Animated Film

**Project Goal:**

Recruit and lead a team of 10-20 UTD ATEC students/alumni to create a 3D animated short film while contributing to various stages of the development process. The project’s process will be documented online at: <https://dearhalliefilm.wordpress.com/> (“Tree House Ln” was the working title.) The film’s genre is melodrama.

Short Story Pitch: “Dear Hallie” is about a young girl’s starting discovery and resulting determination to complete a father-daughter project in remembrance of her deceased father.

Long Story Pitch: “Dear Hallie” is about a young girl’s starting discovery and resulting determination to complete a father-daughter outer space themed tree house building project in remembrance of her deceased astronaut father.

Project Roles	
Creative Director (major)	3D Environment Modeling/Texturing Artist (major)
Producer/Recruiter (major)	Sets and Layout Artist (major)
Story Writer (major)	Animator (minor)
Storyboard Artist (minor)	Lighting/VFX Artist (minor)
Audio/Engineering (minor)	Renderer/Compositor (minor)
Blog Documentation (major)	Video Editor (major)

**MFA courses taken at U.T. Dallas that are relevant to this project:**

Relevant Courses		
Semester	Course	Contribution
Spring 2014	ATEC 6351 – Digital Arts: Portfolio Production with Midori Kitagawa	Update Tree House Model/Texture from Undergraduate Capstone
Spring 2014	ATEC 6398 – Independent Research in Arts and Technology with Eric Farrar	Pre-Production for “Tree House Ln”
Fall 2014	HUAS 6339 – Painting/Digital Imaging/Video with John Pomara	Model/Texture Edmond’s Office
Spring 2015	HUAS 6339 – Painting/Digital Imaging/Video with John Pomara	Model/Texture the House Exterior and neighborhood street

Other relevant courses taken in my undergraduate and graduate years include:

- Pre-production / Storyboarding
- Modeling and Texturing 1
- Lighting and Composition 1
- Pre-visualization and Cinematography
- Rigging 1
- Animation 1 & 2
- Producing for Animation (Graduate)
- Motion Capture (Graduate)

As you can see from above, I have a comprehensive understanding of the 3D animation process and believe that I am qualified to direct a team and create a 3D short animated film.

**Programs/Tools to be used:**

Programs/Tools Used for "Tree House Ln"		
Phases	Steps	Programs/Tools
Pre-Production	Script Writing	Microsoft Word
	Concept and Storyboarding	Adobe Photoshop
	2D Animatic	Adobe After Effects
Production	Environment and Character Modeling	Autodesk Maya, Autodesk Mudbox, ZBrush
	UV Unwrapping	Autodesk Maya, Road Kill
	Shading and Texturing	Autodesk Maya, Adobe PS, Crazy Bump
	Rigging	Autodesk Maya
	Layout	Autodesk Maya
	3D Animatic	Adobe After Effects
	Animation	Autodesk Maya
Post-Production	Lighting	Autodesk Maya
	Rendering	Arnold
	Compositing and VFX	Nuke
	Audio Engineering	Audition, Reaper, Logic Pro X, FL Studio
	Video Editing and Color Correction/Grading	Adobe After Effects

**Personal Objectives:**

- Create an insightful film that radiates, captivates, and inspires viewers.
- Gain experience in various animated film processes.
- Create polished portfolio content (Main focus is environment art/layout)
- Gain leadership/directing/producing experience.
- Expand professional network.

**Project Milestones & Timeline:**

A detailed production schedule Gantt chart (Excel Document) is located in the Box folder at:

<https://utdallas.box.com/mfa-thesis-film> Password: Starr

*"Dear Hallie" will be complete by Wednesday, April 27, 2016.*