

Task List – Draft 01

Matt Stalker

Previz Tasks

- storyboards
- animatic
- color palettes
- styles frames
- reference materials
- screen tests
- camera tests
- animation tests
- proof of concept DVD
- gather research sources
- thesis research
- thesis paper
- stylebook
- thesis statement
- synopsis
- screenplay
- script breakout
- visual script
- floorplan
- lighting plan
- proof of concept breakdown
- pre-pro journal
- appendix
- verbal execution plan
- Gantt chart
- production task list
- midterm review
- final review

Pre-Production Tasks

- assemble crew
- reserve time/space
- assemble equipment
- prop list
- gather props/talk to Pennypacker
- craft services
- arrange transportation
- costumes
- makeup
- shooting boards
- directors notes
- talk to Iseley/Laskodi/Foster
- talk to Milkis
- budget
- paint studio
- paint foamcore
- paint sticks
- list/studio consumables

Prop List

- bed
- dresser
- nightstand
- lamp/bedside
- clock
- rug
- xmas lights
- engineer cap
- santa cap
- merry xmas sign
- tinsel?
- bedspread/sheets
- pillow/pillowcase
- pajamas/kid size
- toy train/floor
- electric train
- nutcracker
- “kids toys” background
- lamp/desk
- desk
- gateman
- chair
- skates
- bike
- “room stylings”
- tutu
- kids ballet shoes
- ballerina wand

Production List

- create set
- light set
- check focus
- survey information
- check greenscreen for “keyability”
- check light
- check continuity
- test roll, bars tone
- check Adobe OnLocation
- don’t work the kid too hard
- keep it moving
- crew instructions list

Post-Production tasks

- shot 00
 - o title design
 - o title animation
- shot 01
 - o 3d walls
 - model
 - texture
 - light
 - render
 - o compositing
 - o color grading
- shot 02
 - o 3d walls render
 - o compositing
 - o color grading
- shot 03
 - o 3d signs
 - model
 - texture
 - light
 - render
 - o 3d walls render
 - o compositing
 - o color grading
- shot 04
 - o 3d wall render
 - o compositing
 - o color grading
- shot 05
 - o design effect
 - o compositing
 - o color grading
- shot 06
 - o 3d walls, signs render
 - o design effect
 - o compositing
 - o color grading
- shot 06a
- see shot 06
- shot 07
 - o 3d wall render
 - o compositing
 - o color grading

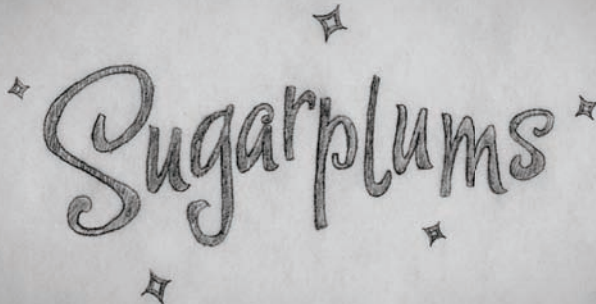
Post-Production Tasks

- shot 08
 - o see shot 06
- shot 08a
 - o see shot 6, 8
- shot 09
 - o compositing
 - o color grading
- shot 09a
 - o see shot 9
- shot 09b
 - o compositing
- shot 10
 - o compositing
 - o color grading
- shot 11
 - o compositing
 - o color grading
- shot 12
 - o see shot 10
- shot 12a
 - o compositing
 - o color grading
- shot 12b
 - o compositing
 - o color grading
- shot 13
 - o see shot 11
- shot 14
 - o see shots 10, 12, 12a, 12b
 - o color grading
- shot 14a
 - o see shot 14
- shot 14b
 - o see shot 14
 - o compositing
- shot 14c
 - o see shot 14
- shot 15
 - o 3d walls render
 - o compositing
 - o color grading

Post Production Tasks

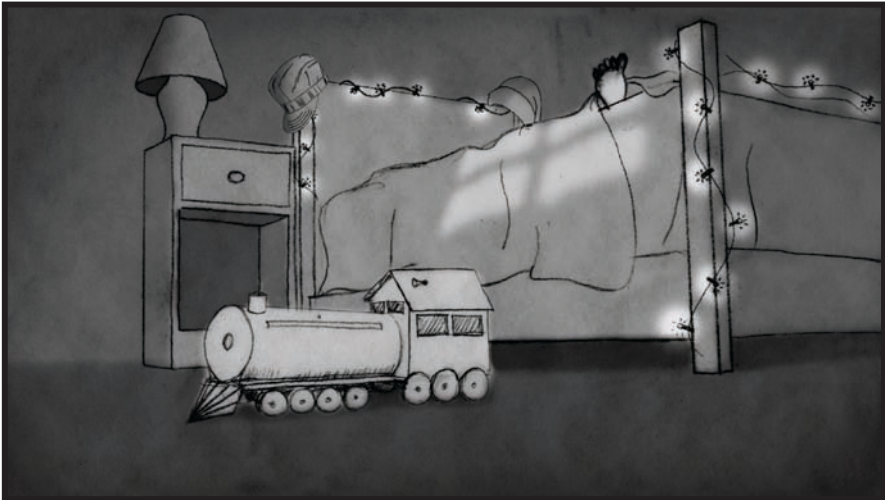
- shot 15a
 - o see shot 15

“Sugarplums”	
project title	
Matt Stalker	03.29.09
producer	date

A hand-drawn title "Sugarplums" in a cursive, sketchy font. The word is centered and surrounded by several small, four-pointed stars. The background is a light gray, textured surface.

Sc. 01	Sh. 00	v. 01	☒ 24fps	☐ 25fps	☐ 30fps	
scene no.	shot no.	version				duration (frames)
tasks, job descriptions			time estimated		time needed	
title design			4.0			
title animation			4.0			
			8.0			
date shot finished			total estimated		total needed	

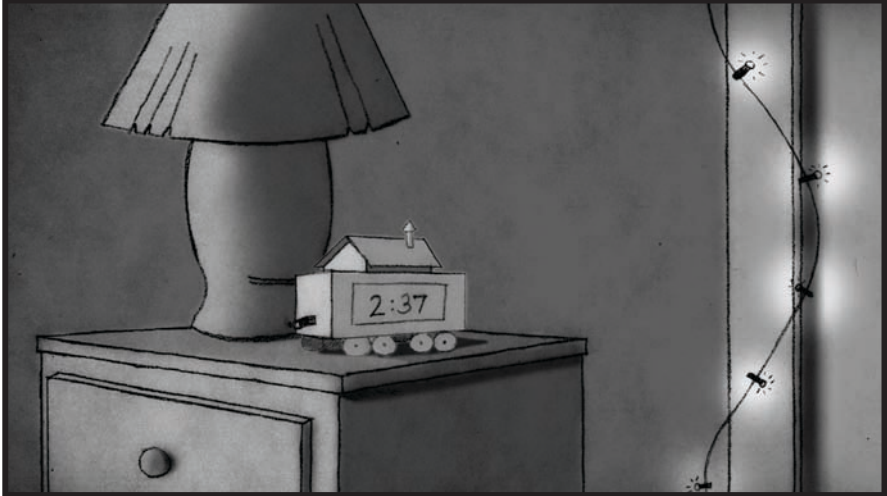
"Sugarplums"	
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Sc. 01	Sh. 01	v. 01	☒	☐	☐	
scene no.	shot no.	version	24fps	25fps	30fps	duration (frames)
tasks, job descriptions			time estimated		time needed	
3d walls - model, texture, light, render			4.0			
compositing - matte creation, walls, light strings glow			2.0			
color grading			2.0			
studio prepro - acquire props, secure time, paint studio green, assemble crew			16.0			
studio - setup, filming			2.0			
			26.0			
total estimated					total needed	

date shot finished	
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Sc. 01	Sh. 02	v. 01	☒	☐	☐	
scene no.	shot no.	version	24fps	25fps	30fps	duration (frames)
tasks, job descriptions			time estimated		time needed	
3d walls - render			0.5			
compositing - matte creation, clock number, lights glow			1.5			
color grading			2.0			
studio - setup, filming			1.0			
			5.0			
date shot finished			total estimated		total needed	

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Sc. 01	Sh. 03	v. 01	☒ 24fps	☐ 25fps	☐ 30fps	
scene no.	shot no.	version	duration (frames)			
tasks, job descriptions			time estimated		time needed	
3d signs - model, texture, light, render			2.0			
3d walls - render			0.5			
studio - setup, filming			2.0			
compositing - matte creation, walls, signs, lights, moonlight			2.0			
color grading			2.0			
			8.5			
date shot finished			total estimated		total needed	

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Sc. 01	Sh. 04	v. 01	☒	☐	☐	
scene no.	shot no.	version	24fps	25fps	30fps	duration (frames)
tasks, job descriptions			time estimated		time needed	
3d wall - render			0.5			
compositing - matte creation, moonlight, lights glow			2.0			
color grading			2.0			
studio - setup, filming			1.0			
			5.5			
date shot finished			total estimated		total needed	

"Sugarplums"

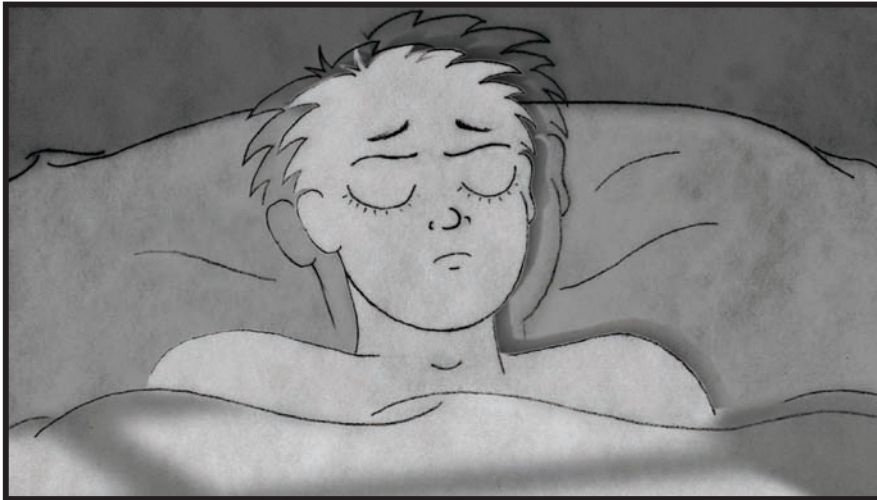
project title

Matt Stalker

producer

03.29.09

date



Sc. 01	Sh. 05	v. 01	☒ 24fps	☐ 25fps	☐ 30fps	
scene no.	shot no.	version				duration (frames)
tasks, job descriptions			time estimated		time needed	
studio - setup, filming			1.0			
design effect			4.0			
compositing - effect, moonlight, skin cleanup			2.0			
color grading			2.0			
			9.0			
date shot finished			total estimated		total needed	

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Sc. 01	Sh. 06	Sc. 01	☒ 24fps	☐ 25fps	☐ 30fps	
scene no.	shot no.	version				duration (frames)
tasks, job descriptions			time estimated		time needed	
3d walls, signs - render			0.5			
design effect			8.0			
compositing - matte creation, effect integration, effect animation, moonlights, lights glow			6.0			
color grading			2.0			
studio #1 - setup, filming			2.0			
studio #2 preproduction - secure time, assemble crew, paint studio, transport props			4.0			
studio #2 - setup, filming			4.0			
			26.5			
date shot finished			total estimated		total needed	

1.9 VISUAL SCRIPT

"Sugarplums"	
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Sc. 01	Sh. 07	v. 01	☒	☐	☐	
scene no.	shot no.	version	24fps	25fps	30fps	duration (frames)
tasks, job descriptions			time estimated		time needed	
3d wall - render			0.5			
compositing - matte creation, plate integration, effect animation, lights glow, moonlight			4.0			
studio #1 - setup, filming			1.5			
studio #2 - setup, filming			2.0			
color grading			2.0			
			10.0			
date shot finished			total estimated		total needed	

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Sc. 01	Sh. 08	v. 01	☒ 24fps	☐ 25fps	☐ 30fps	
scene no.	shot no.	version				duration (frames)
tasks, job descriptions			time estimated		time needed	
see shot 06						
studio - filming			0.5			
			0.5			
date shot finished			total estimated		total needed	

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[illegible]

“Sugarplums”	
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Sc. 01	Sh. 09	v. 01	☒	☐	☐	
scene no.	shot no.	version	24fps	25fps	30fps	duration (frames)

tasks, job descriptions	time estimated	time needed
studio - setup, filming	1.5	
compositing - skin cleanup, light integration	2.0	
color grading	2.0	
date shot finished	5.5	
	total estimated	total needed

“Sugarplums”

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date



Sc. 01

Sh. 09a

v. 01

☒ ☐ ☐

scene no.

shot no.

version

24fps 25fps 30fps

duration (frames)

tasks, job descriptions

time estimated

time needed

see shot 9

date shot finished

total estimated

total needed

"Sugarplums"	
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Sc. 01	Sh. 09b	v. 01	☒ 24fps	☐ 25fps	☐ 30fps	
scene no.	shot no.	version				duration (frames)
tasks, job descriptions			time estimated		time needed	
see shot 9						
studio #2 - setup, filming			2.0			
compositing - matte creation, plate integration, effect animation			4.0			
			6.0			
date shot finished			total estimated		total needed	

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Sc. 01	Sh. 10	v. 01	☒	☐	☐	
scene no.	shot no.	version	24fps	25fps	30fps	duration (frames)
tasks, job descriptions			time estimated		time needed	
see shot 4						
compositing - matte creation, plate integration, animation			4.0			
color grading			2.0			
			6.0			
date shot finished			total estimated		total needed	

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Sc. 01	Sh. 11	v. 01	☒	☐	☐	
scene no.	shot no.	version	24fps	25fps	30fps	duration (frames)

tasks, job descriptions	time estimated	time needed
studio - setup, filming	1.0	
compositing - light integration	1.0	
color grading	2.0	
	4.0	
	total estimated	total needed

date shot finished	

“Sugarplums”

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Sc. 01

Sh. 12

v. 01

☒ ☐ ☐

scene no.

shot no.

version

24fps 25fps 30fps

duration (frames)

tasks, job descriptions

time estimated

time needed

see shot 10

studio - filming

0.5

0.5

date shot finished

total estimated

total needed

"Sugarplums"

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date



Sc. 01

scene no.

Sh. 12a

shot no.

v. 01

version

☒

24fps

☐

25fps

☐

30fps

duration (frames)

tasks, job descriptions

see shot 10

compositing - effect animation, integration

color grading

time estimated

time needed

2.0

1.0

3.0

total estimated

total needed

date shot finished

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Sc. 01	Sh. 12b	v. 01	☒ 24fps	☐ 25fps	☐ 30fps	
scene no.	shot no.	version				duration (frames)
tasks, job descriptions			time estimated		time needed	
see shots 10, 12, 12a						
studio #2 - setup, filming			2.0			
compositing - matte creation, animation, ballerina integration			4.0			
color grading			1.0			
			7.0			
			total estimated		total needed	

date shot finished	
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Sc. 01	Sh. 13	v. 01	☒	☐	☐	
scene no.	shot no.	version	24fps	25fps	30fps	duration (frames)
tasks, job descriptions			time estimated		time needed	
see shot 11						
studio - filming			0.5			
			0.5			
			total estimated		total needed	
date shot finished						

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Sc. 01	Sh. 14	v. 01	☒	☐	☐	
scene no.	shot no.	version	24fps	25fps	30fps	duration (frames)
tasks, job descriptions			time estimated		time needed	
see shots 10, 12, 12a, 12b						
studio - filming			1.0			
color grading			1.0			
			2.0			
date shot finished			total estimated		total needed	

1.9 VISUAL SCRIPT

“Sugarplums”

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producer

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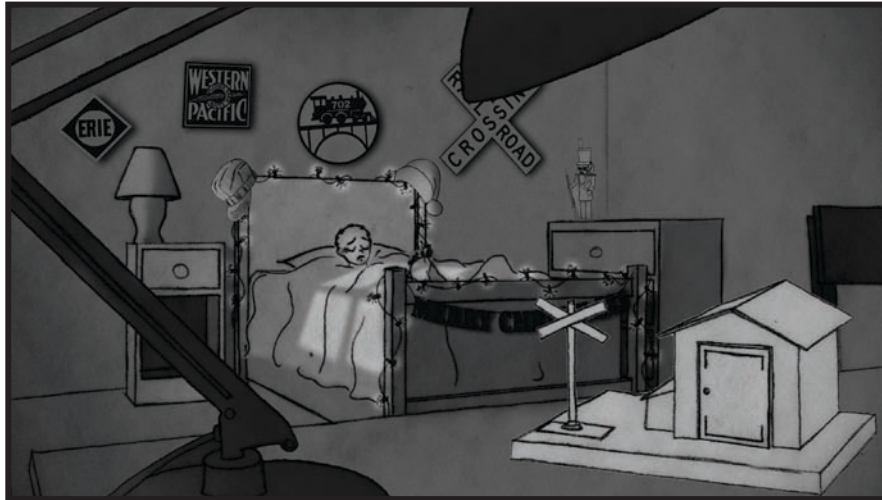


Sc. 01	Sh. 14b	v. 01	☒ 24fps	☐ 25fps	☐ 30fps	
scene no.	shot no.	version				duration (frames)
tasks, job descriptions			time estimated		time needed	
see shot 14						
compositing - effect animation			0.5			
			0.5			
date shot finished			total estimated		total needed	

A black and white cartoon illustration of a boy lying in bed, looking sad. He is wearing a nightgown. The bed is decorated with string lights and a Santa hat. A clock on the nightstand shows 2:37. A sign on the wall says "CRO".

1.9 VISUAL SCRIPT

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Sc. 01	Sh. 15	v. 01	☒ 24fps	☐ 25fps	☐ 30fps	
scene no.	shot no.	version				duration (frames)
tasks, job descriptions			time estimated		time needed	
3d walls - render			0.5			
studio - setup, filming			3.0			
compositing - matte creation, light integration,			2.0			
color grading			2.0			
			7.5			
date shot finished			total estimated		total needed	

A black and white illustration of a man sleeping in a bed. The bed is decorated with string lights. To the left of the bed is a nightstand with a lamp. On the wall above the bed is a clock and a sign that says "WESTERN PACIFIC". To the left of the clock is a diamond-shaped sign that says "ERIE". To the right of the bed is a large sign that says "RAILROAD CROSSROAD". In the foreground, there is a small model house with a figure inside. A large, dark, angular shape is in the upper right corner.

1.9 VISUAL SCRIPT