

## Faculty Critique Report

### 10.23.09

I had a productive midterm review. The panel agrees that my trajectory is good, that my workflow is sound, and that I have the opportunity for a nice piece. The emphasis now needs to be on follow-through, finishing the broad strokes as quickly as possible, and moving into finer detail work.

David Halbstein was a fresh set of eyes for my project, and he complimented me on my progress. He noted particularly that he thought my storyboards were strong. I was interested to hear his opinion of the limited 3D ideas I'm considering, and his suggestion-regarding texturing simple models with photography was unanimous among the panelists. He simply encouraged me to keep going, and trust the result will come.

Patricia noted that the VFX were doing well, and she continues to emphasize pushing the envelope. She reminded me to pay close attention to integration of foreground/background elements, a point on which I strongly agree. Additionally, she continues to encourage cultivating happy accidents through style frames.

Mike Cushny added that he felt the sound design was headed in the right direction. I also liked his suggestion to use a particle effect to dissipate the ballerina as the kid waves. Overall, he would like to see the VFX continue to develop. He also suggested using simple 2D perspective transformations for elements on the walls.

I am currently most anxious to have the remaining footage "in the can". Once I have all my elements filmed I'll feel like I'm in the ballpark. After that, I believe, it is a matter using every available moment between now and my defense to make "Sugarplums" as creatively entertaining and technically solid as my skills will allow.

## Panel Comments

David Halbstein

- nice illustrations on storyboard
- nice look & feel - good progress
- it seems as though your workflow is working for you - you don't need to sweat a lot of the small stuff you ask about

Patricia Heard-Greene

- sparkle effects look like they will work
- rail crossing works great to tell the space
- have the light bulb flicker
- really integrate your VFX into the plates...lights, flicker, light kicks on objects
- houses can be stills of live objects and then mapped onto models
- happy accidents! let the workflow flow

Mike Cushny

- the music & cues are working well, have the song end when the present appears under the tree
- try using a particle effect to erase the ballerina when he waves his hand
- keep refining the effects
- use the perspective tool in photoshop to match the wall angles in the room
- create the train set buildings in 2D and place them in perspective.

## Thesis Execution Review Evaluation Criteria Form, Fall 2009

The evaluation of your thesis project may be based on but is not limited to the following criteria:

Student Name MATT STALKER

Thesis Panelist (print) Halbstein

**1. Completeness** – Did the student deliver all components required by the department in order to fulfill the academic standards for a thesis project? Did the student deliver all components he/she intended to be part of the project?

☐ strongly disagree ☐ disagree ☐ agree ☒ strongly agree

**2. Thesis Statement and Execution** – Does the project have a clear and concise concept? Does the execution match the intention as described in the thesis statement?

☐ strongly disagree ☐ disagree ☐ agree ☒ strongly agree

**3. Research** – Did the student explore various avenues and apply the most appropriate solution to the project?

☐ strongly disagree ☐ disagree ☐ agree ☒ strongly agree

**4. Originality and Effort** – Does the project demonstrate a high level of enthusiasm, ambition, experimentation and challenge?

☐ strongly disagree ☐ disagree ☐ agree ☒ strongly agree

**5. Technical Quality** – Did the student choose the appropriate tools and techniques and have they been used with evident skill?

☐ strongly disagree ☐ disagree ☐ agree ☒ strongly agree

**6. Artistic Quality** – Did the student develop an artistic concept and an individual design solution appropriate for the idea of the project?

☐ strongly disagree ☐ disagree ☐ agree ☒ strongly agree

**7. Production Value** – Did the student 'polish' and refine the project ready for a professional presentation?

☐ strongly disagree ☐ disagree ☐ agree ☒ strongly agree

**8. Presentation Skills** – Did the student clearly verbalize and visualize the intent, the process and the success of the project in form of a printed documentation combined with the oral defense?

☐ strongly disagree ☐ disagree ☐ agree ☒ strongly agree

**Final grade recommendation by the Panelist**

☒ Pass with Honors

☐ Pass

☐ Incomplete Pass

☐ Fail

Date 10/2/09

Signature [Signature]

! Attach an additional page with additional and comments to this paper. Reference your comments with the number index of the grading criteria on this form.

FALL 2009 THESIS EXECUTION REVIEWS - ADDITIONAL COMMENTS

Student Name: MATT STALKER

Panelist Name: HALBSTEIN

Date: 10/21/09

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Panelist Name: PHG

Date: 10/21/09

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- Rail crossing works great to tell the story
- Love the light multi sticker

Really integrate your VFX into the plates  
lights, thicker, light kicks on objects

- Houses can be stills of live objects & then mapped on  
as the models

- Happy accidents!!! Let the work flow flow

## Thesis Execution Review Evaluation Criteria Form, Fall 2009

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Thesis Panelist (print) Cushny

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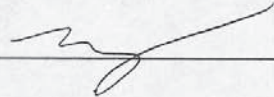
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FALL 2009 THESIS EXECUTION REVIEWS - ADDITIONAL COMMENTS

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Panelist Name: Cushny

Date: 10/21/09

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song end when the present appears under the tree.

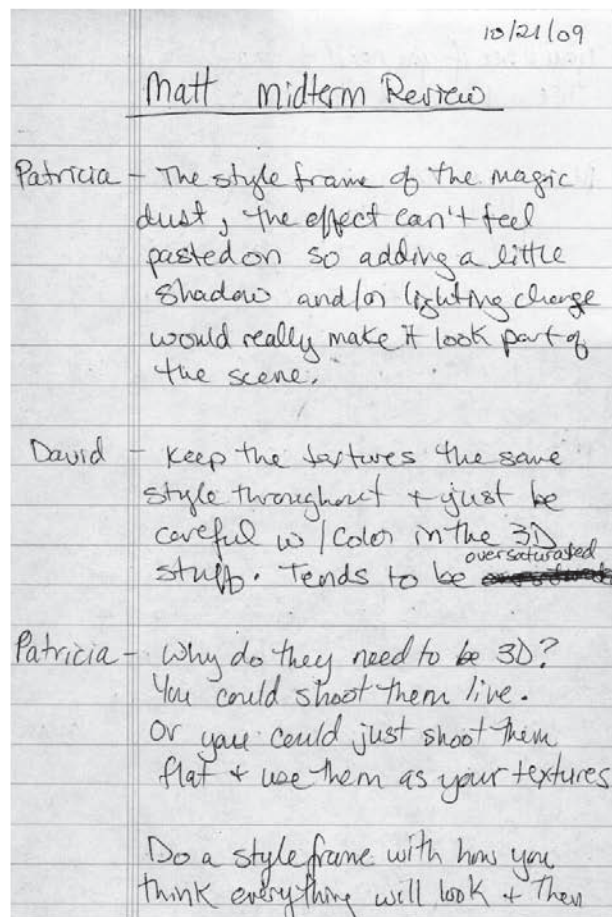
try using a particle effect to erase the Ballarina  
when he waves his hand.

keep refining the effects

use the perspective tool in photoshop to match the  
wall angles in the room

create the train set buildings in 2D and  
place them in perspective.





you'll see if you need to add in things (2)  
like a hardwood floor, etc.

Mike - you can use the 3D tool in  
photoshop to pin down your  
artwork + then paint in shadows  
for the filler pieces on the wall.

All think the twinkling lights work well.

~~Pat~~ Patricia - Don't overcomplicate  
the piece. Keep it simple.

David - The music really establishes  
the christmas theme. There's  
enough in there with the hat, the  
lights, the music + the title  
so the audience knows it's xmas  
time.

Patricia - The shadows don't bother me,  
just be consistent with them.

Mike - The shadows are such (3)  
a marginal thing so don't worry  
about the shadows from 2 light  
sources.

Patricia - The dream world, don't  
ground it too much. Make the  
stars reminiscent of the twinkling  
lights on the bed posts. Just  
shoot one light to create it.

David - Render point lights with glow.

Mike - put a star filter on one light.

Patricia - The dream world is too stiff,  
leave the train alone + loosen up  
the rest. The boy is a little too  
sharp, you won't know what  
to do with the boy till you get  
the other elements figured out. I  
want to see trains + lights in that

You still have style frames to do so ④  
you'll know where you're going.

slap the train in there + start playing  
with it.

Mike - It seems you're hesitant to  
replace a storyboard image with  
a WIP frame. Don't wait for  
shots to be production quality  
before dropping them in to your  
reel. It will give you a better  
idea of how things are working.

Patricia - Sometimes the roughness of the  
process leads to what the final  
version will look like.



Matt

The style frame looks great. Whatever you pick will be fabulous. Does it have a lighting kick. I think you are there. the eyes are the money shot

How am I going to handle the textures?  
 ↳ Be careful of your colors. The tendency for CG is to oversaturate.

How detailed do you want to get?  
 You can do something like photographing textures

Why do they have to be 3D?

Why not just shoot them for textures?

You can shoot at any angle you want. or shoot it flat & texture the 3D model.

Do a style frame how you are going to treat your shoot to know your floor textures.

Are you that wide shot?

Railroad crossing shot should be in the constant  
 there is a perspective tool in Photoshop.

Don't overcomplicate your scene.

The music clearly reads Christmas & the blinking lights do sell it.

The shadows don't bother her, but would like to see 'it full Rez.

My eyes go to the visual effects  
Shadows are a marginal thing.

Right now the dreamworld is  
to vertical - The lights make it  
stiff. The stars can be reminiscent  
of the lights.

Just shoot 1 light white  
& color it. or render it - point  
lights for glow.

Dream world is stiff. Leave  
the train alone.

What are the trains -

Are the lights going to react  
to the Christmas light?

or his skin texture & the  
sharpness of the red should be  
brought down. It's too saturated

Good job  
Matt



