

Project Deliverables and Dates

These are the requirements from the project brief as a reminder:

Research and development
Technical logs of processes undertaken
Progress screen shots of Digital works
A completed competition entry

On Monday, it's our final official session in the IR so we can have a proper look at the final pieces -they don't have to be completely finalised at this point.

The final assessment will be in the Mac room - T&L12 - starting at 10:00 so prep beforehand. I've booked the IR room from 12 to 1 so we can view the final pieces.

The assessment itself will be fifteen minutes long and you can do it as a design pairing. Make sure that you articulate your individual contributions to the joint effort - this will be augmented in your individual process workbooks.

I'm particularly keen to see;

The technical hurdles you overcame and processes you learnt, to produce the final piece.

The aesthetic decisions you took and what research base you drew upon to achieve them.

An example of collaborative sharing in VR – I'll don your Oculus headset and take a look at how you would present it in there.

A technical survey of good housekeeping and file management, version control etc.

A considered view of how this visualisation process will fit into your current methodology - will it replace existing processes, add to them or perhaps won't feature at all. Again, you can go into greater detail in your PWB's.

You will need to email me your organised Virtual Production folder or give me the link to it on OneDrive – set permissions for me to download it.

Finally, in that folder, create a subfolder named Stills for Premiere. In it, place the jpeg versions of each Layer Comp from Photoshop. I will use this to author the final movie. If you want to author your own *Making of* from these Layer Comp jpegs, please feel free to do so and add it to this sub folder – obviously label it properly.