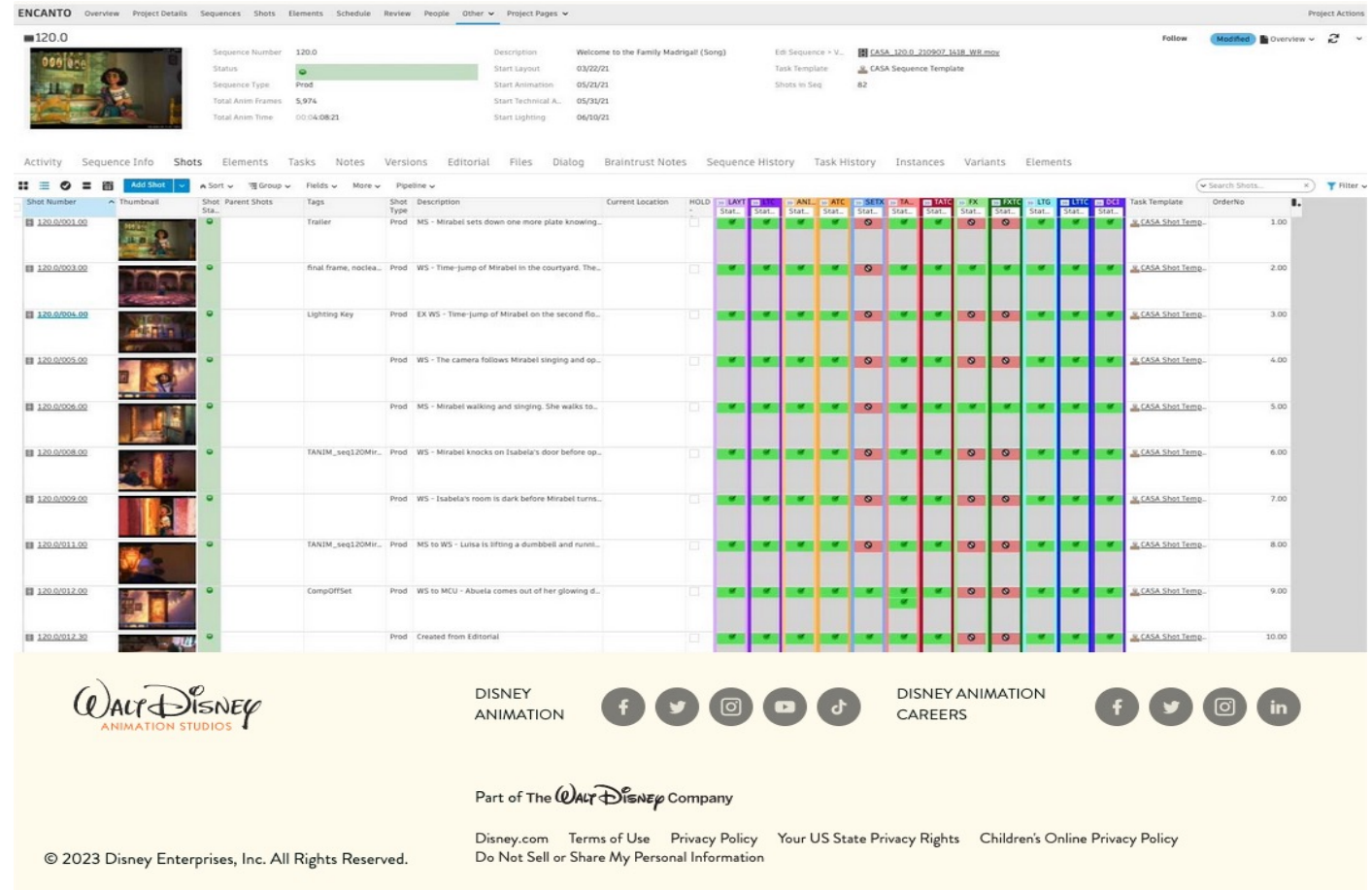


Development
Asset Creation
Shot Production

The Glue that Binds

As the part of a film's leadership team, the Production Management team empowers the artists to tackle day-to-day challenges, while keeping the larger production goals in mind.



120.0



Sequence Number 120.0
Status ●
Sequence Type Prod
Total Anim Frames 5,974
Total Anim Time 00:04:08:21

Description Welcome to the Family Madrigal! (Song)
Start Layout 03/22/21
Start Animation 05/21/21
Start Technical A... 05/31/21
Start Lighting 06/10/21

Edit Sequence > V... [CASA_120.0_210907_1418_WR.mov](#)
Task Template [CASA Sequence Template](#)
Shots in Seq 82

Follow

Modified

Overview

Activity Sequence Info Shots Elements Tasks Notes Versions Editorial Files Dialog Braintrust Notes Sequence History Task History Instances Variants Elements

Shot Number	Thumbnail	Shot Sta...	Parent Shots	Tags	Shot Type	Description	Current Location	HOLD	LAYT	LIT	ANL	ATC	SEFX	TA...	TATC	FX	FXTC	LTG	LYTC	OCI	Task Template	OrderNo
120.0/001.00		●		Trailer	Prod	MS - Mirabel sets down one more plate knowing...		☐	Stat...	Stat...	Stat...	Stat...	Stat...	Stat...	Stat...	Stat...	Stat...	Stat...	Stat...	Stat...	CASA Shot Temp...	1.00
120.0/003.00		●		final frame, noctea...	Prod	WS - Time-jump of Mirabel in the courtyard. The...		☐	Stat...	Stat...	Stat...	Stat...	Stat...	Stat...	Stat...	Stat...	Stat...	Stat...	Stat...	Stat...	CASA Shot Temp...	2.00
120.0/004.00		●		Lighting Key	Prod	EX WS - Time-jump of Mirabel on the second flo...		☐	Stat...	Stat...	Stat...	Stat...	Stat...	Stat...	Stat...	Stat...	Stat...	Stat...	Stat...	Stat...	CASA Shot Temp...	3.00
120.0/005.00		●			Prod	WS - The camera follows Mirabel singing and op...		☐	Stat...	Stat...	Stat...	Stat...	Stat...	Stat...	Stat...	Stat...	Stat...	Stat...	Stat...	Stat...	CASA Shot Temp...	4.00
120.0/006.00		●			Prod	MS - Mirabel walking and singing. She walks to...		☐	Stat...	Stat...	Stat...	Stat...	Stat...	Stat...	Stat...	Stat...	Stat...	Stat...	Stat...	Stat...	CASA Shot Temp...	5.00
120.0/008.00		●		TANIM_seq120Mir...	Prod	WS - Mirabel knocks on Isabela's door before op...		☐	Stat...	Stat...	Stat...	Stat...	Stat...	Stat...	Stat...	Stat...	Stat...	Stat...	Stat...	Stat...	CASA Shot Temp...	6.00
120.0/009.00		●			Prod	WS - Isabela's room is dark before Mirabel turns...		☐	Stat...	Stat...	Stat...	Stat...	Stat...	Stat...	Stat...	Stat...	Stat...	Stat...	Stat...	Stat...	CASA Shot Temp...	7.00
120.0/011.00		●		TANIM_seq120Mir...	Prod	MS to WS - Luisa is lifting a dumbbell and runni...		☐	Stat...	Stat...	Stat...	Stat...	Stat...	Stat...	Stat...	Stat...	Stat...	Stat...	Stat...	Stat...	CASA Shot Temp...	8.00
120.0/012.00		●		CompOffSet	Prod	WS to MCU - Abuela comes out of her glowing d...		☐	Stat...	Stat...	Stat...	Stat...	Stat...	Stat...	Stat...	Stat...	Stat...	Stat...	Stat...	Stat...	CASA Shot Temp...	9.00
120.0/012_30		●			Prod	Created from Editorial		☐	Stat...	Stat...	Stat...	Stat...	Stat...	Stat...	Stat...	Stat...	Stat...	Stat...	Stat...	Stat...	CASA Shot Temp...	10.00

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Rigfx-Muscle-RedMonsterLarge_simtest_v0001.mov



Texture Texture

Anders (4) 0%

Art Concept Art
Model Model
Rig Rig
Texture Texture

Barn (4) 0%

Art Concept Art
Model Model
Rig Rig
Texture Texture

Beach (4) 0%

Art Concept Art
Model Model
Rig Rig
Texture Texture

Billowy Clouds (4) 0%

Art Concept Art
Model Model
Rig Rig
Texture Texture

Blue Car (4) 0%

Art Concept Art
Model Model
Rig Rig
Texture Texture

Start Date Due Date Duration Link

03/02/23 03/30/23 33 days

03/02/23 03/30/23 21 days @Acorn

03/09/23 03/15/23 5 days @Acorn

03/16/23 03/23/23 6 days @Acorn

03/21/23 03/21/23 1 day @Acorn

02/15/23 03/07/23 19 days

02/15/23 02/16/23 2 days @Alice

02/17/23 02/28/23 8 days @Alice

02/26/23 02/28/23 2 days @Alice

02/26/23 03/07/23 7 days @Alice

02/10/23 03/08/23 23 days

02/10/23 02/15/23 4 days @Anders

02/14/23 02/22/23 7 days @Anders

02/23/23 03/03/23 7 days @Anders

03/02/23 03/08/23 5 days @Anders

02/20/23 03/15/23 23 days

02/20/23 02/28/23 7 days @Barn

03/02/23 03/13/23 8 days @Barn

03/09/23 03/15/23 5 days @Barn

03/11/23 03/15/23 3 days @Barn

02/25/23 03/22/23 21 days

02/25/23 03/01/23 3 days @Beach

02/26/23 03/07/23 7 days @Beach

03/09/23 03/13/23 3 days @Beach

03/11/23 03/22/23 8 days @Beach

02/24/23 03/20/23 20 days

02/24/23 02/28/23 3 days @Billowy Clouds

02/27/23 03/02/23 4 days @Billowy Clouds

03/05/23 03/10/23 5 days @Billowy Clouds

03/09/23 03/20/23 8 days @Billowy Clouds

02/27/23 03/13/23 14 days

02/27/23 02/28/23 2 days @Blue Car

02/28/23 02/28/23 1 day @Blue Car

02/28/23 03/06/23 5 days @Blue Car

03/06/23 03/13/23 6 days @Blue Car

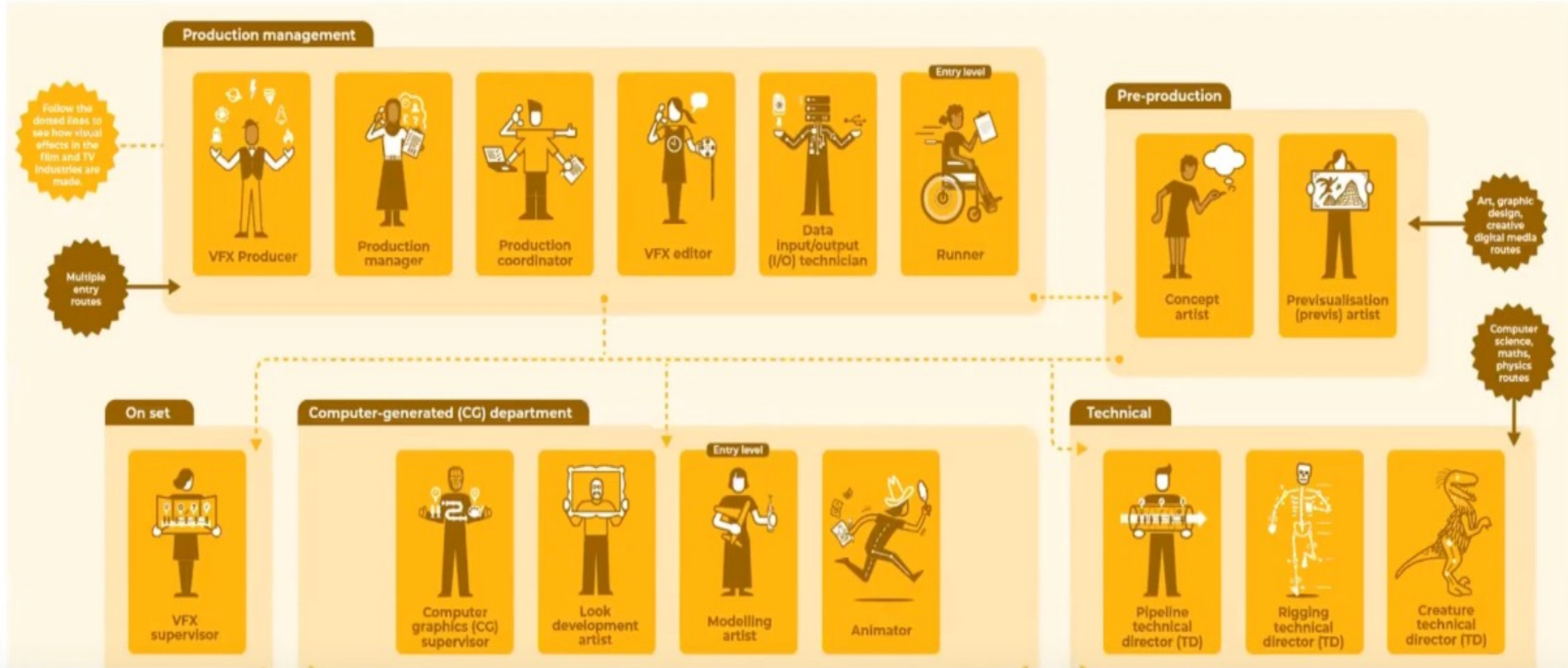
Gantt Display

Jan 23 Feb 23 Mar 23 Apr 23

02 09 16 23 30 06 13 20 27 06 13 20 27 03 10 17



Key Roles: Screen Industries



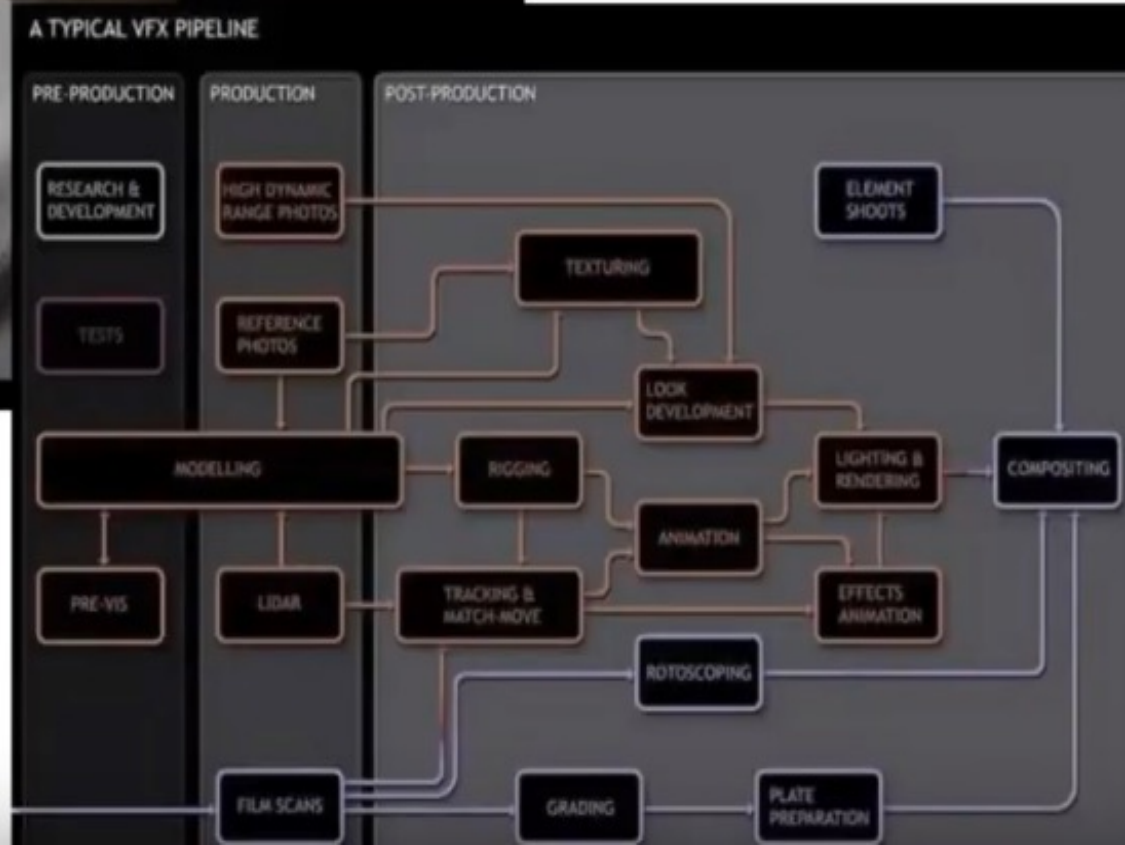
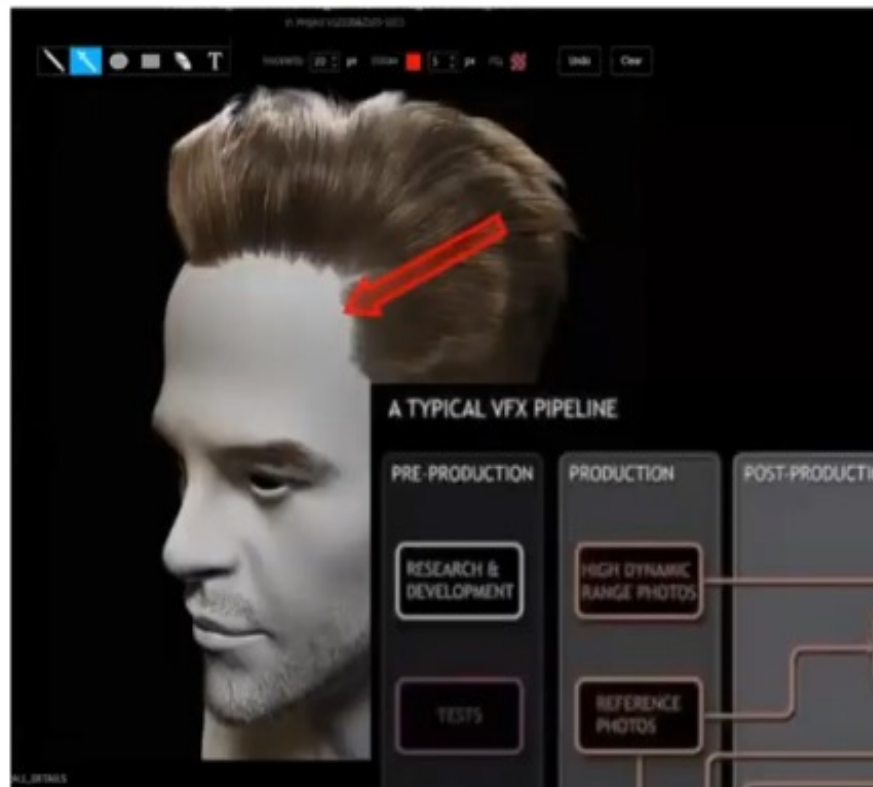
Production Management Team Roles

- Executive Producer (client-side producer)
- Line Producer
- VFX Producer
- Digital Producer
- Bidding Producer
- Production Coordinator
- Production Assistant
- Talent Acquisition Manager/Casting Manager



Lookdev/Groom Review Workflow

- Stages
- Locations
- Artist
- Production Team
- Supervisory Chain
- Client-Approved Reference
- Timeline
- Actuals
- Dependencies



Case Study # 2

Scenario:

Earlier this afternoon, you were at an interview with a supervisor and a manager for a job as a **vfx editorial coordinator**. During the interview, you were asked technical questions, such as, how to prepare edl's, lineup sheets, and other workflows in shot ingestion. You fumbled through most of the technical questions because you didn't have hands-on experience with those workflows. They also asked some behavioral questions, such as "how do you deal with a co-worker who is not pulling his weight", and you think you did okay with answering the behavioral questions. Yet you have genuine concerns that your skills may not be adequate for the position.

Now, it's 7 pm in the evening and you are writing your "Thank you" notes (you should always take the names and emails of the people you interviewed with and write a thank-you note)... You really need a job, you like the company profile, but you know that you did not ace the interview by a long shot, and you have genuine concerns that your skills may not be adequate for the position.

What are you going to say in your "Thank-you" email? (Please write your note in 1-3 paragraphs, no more than 250 words)

Case Study #5

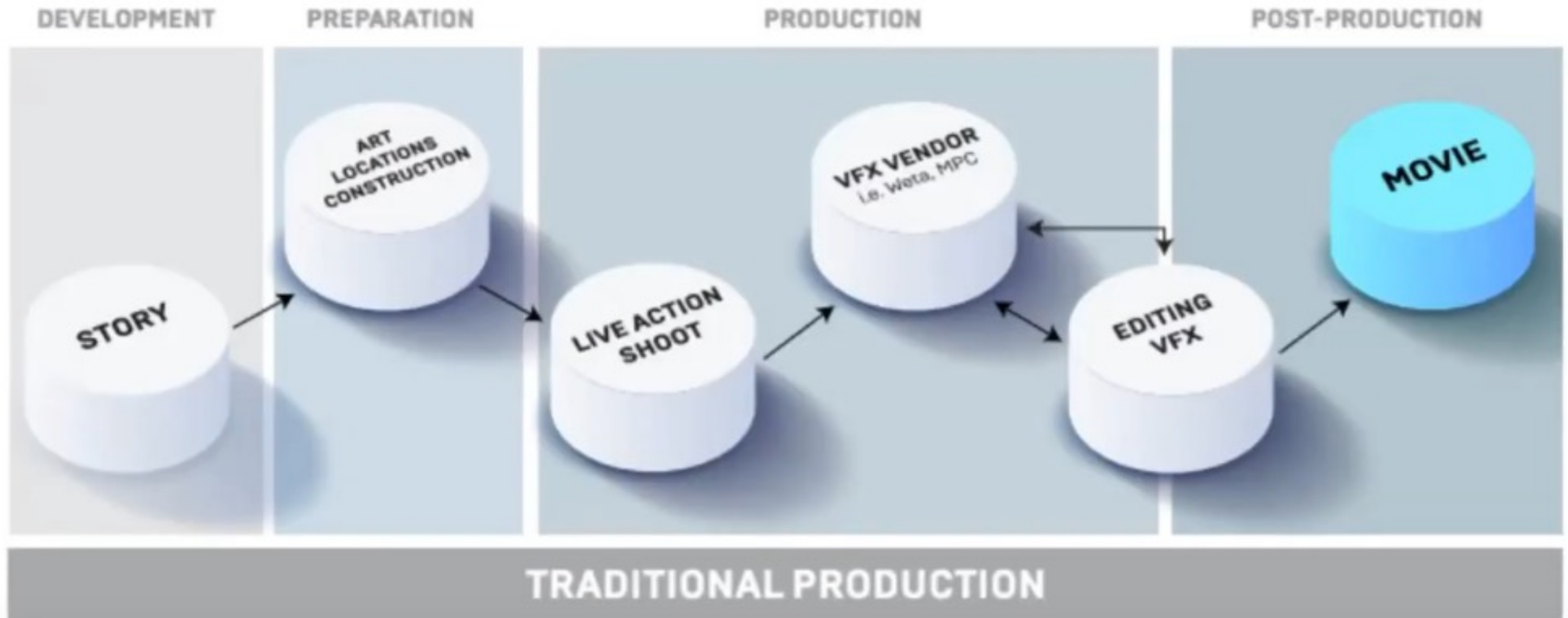
Scenario:

You are on a global production crew and your team hails from the U.S., Canada, China, India, New Zealand, Russia, and Brazil. You are production coordinator based in the U.S., and in nearly every meeting, you notice that team members mispronounce each other's first names. The folks from North America are especially challenged by names from Asia and Eastern Europe. It is not intentional on the part of the North Americans -- it's just a lack of familiarity. The folks in Asia and Russia have gotten used to it and they have stopped correcting their North American peers when their names are mispronounced. You believe in what the Dale Carnegie, the writer, once said, "Remember that a person's name is to that person, the sweetest and most important sound in any language". You also think that you might have a solution to this issue.

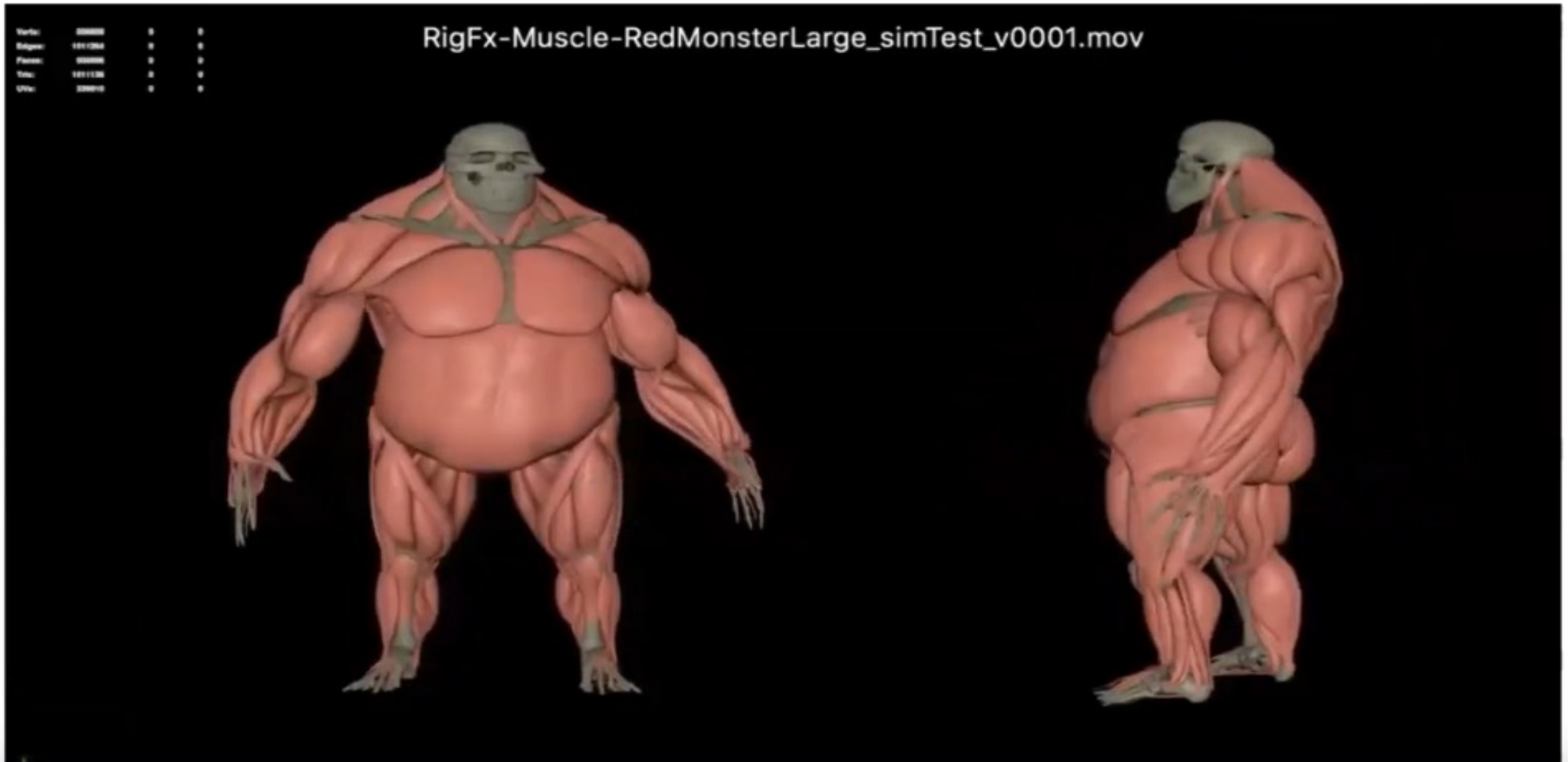
Please write your solution down in **100 words** or less. (idea + execution plan)

Sample Production Pipeline

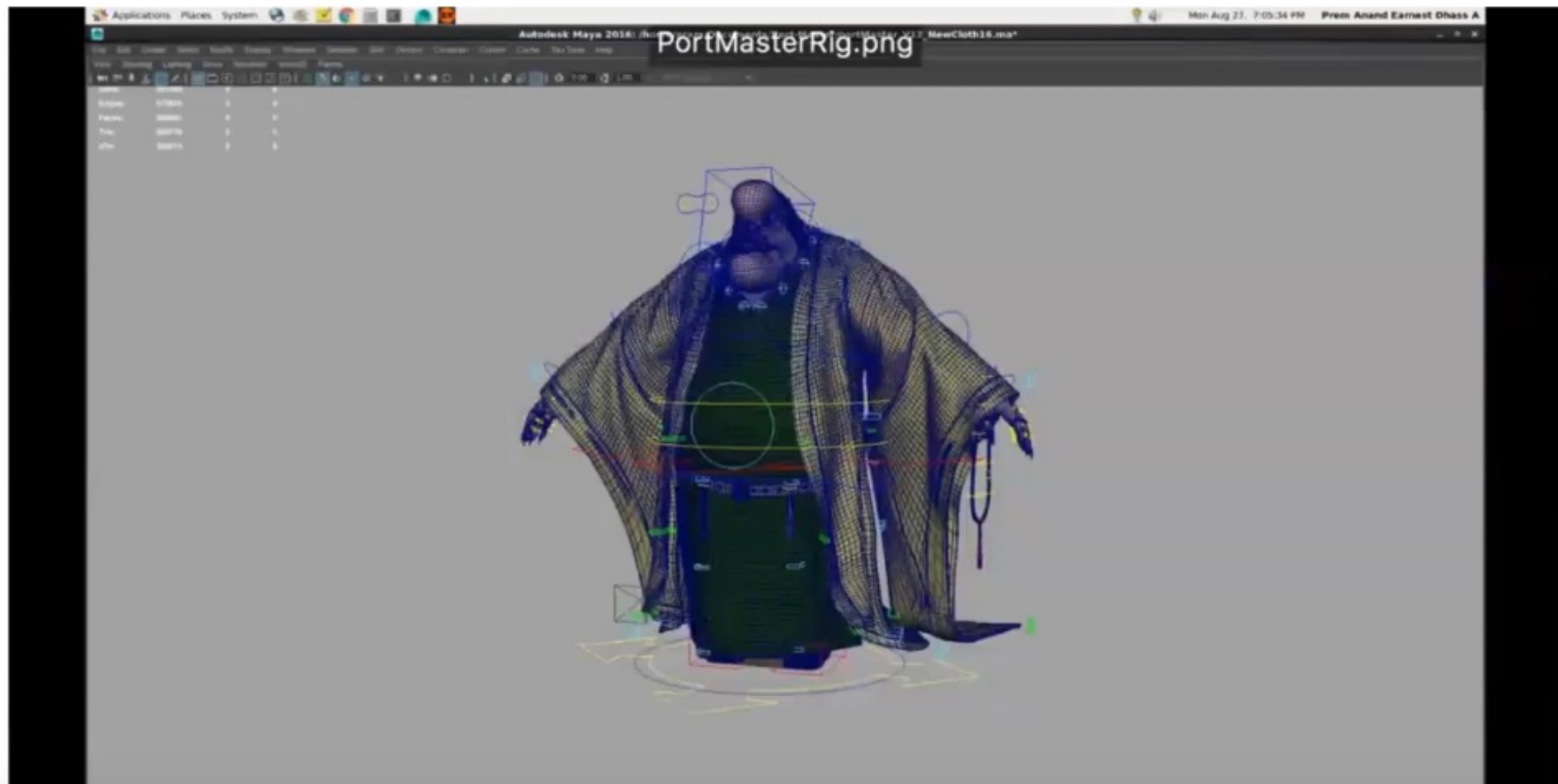
- A typical production with a VFX component:



Life of a Shot



Life of a Shot



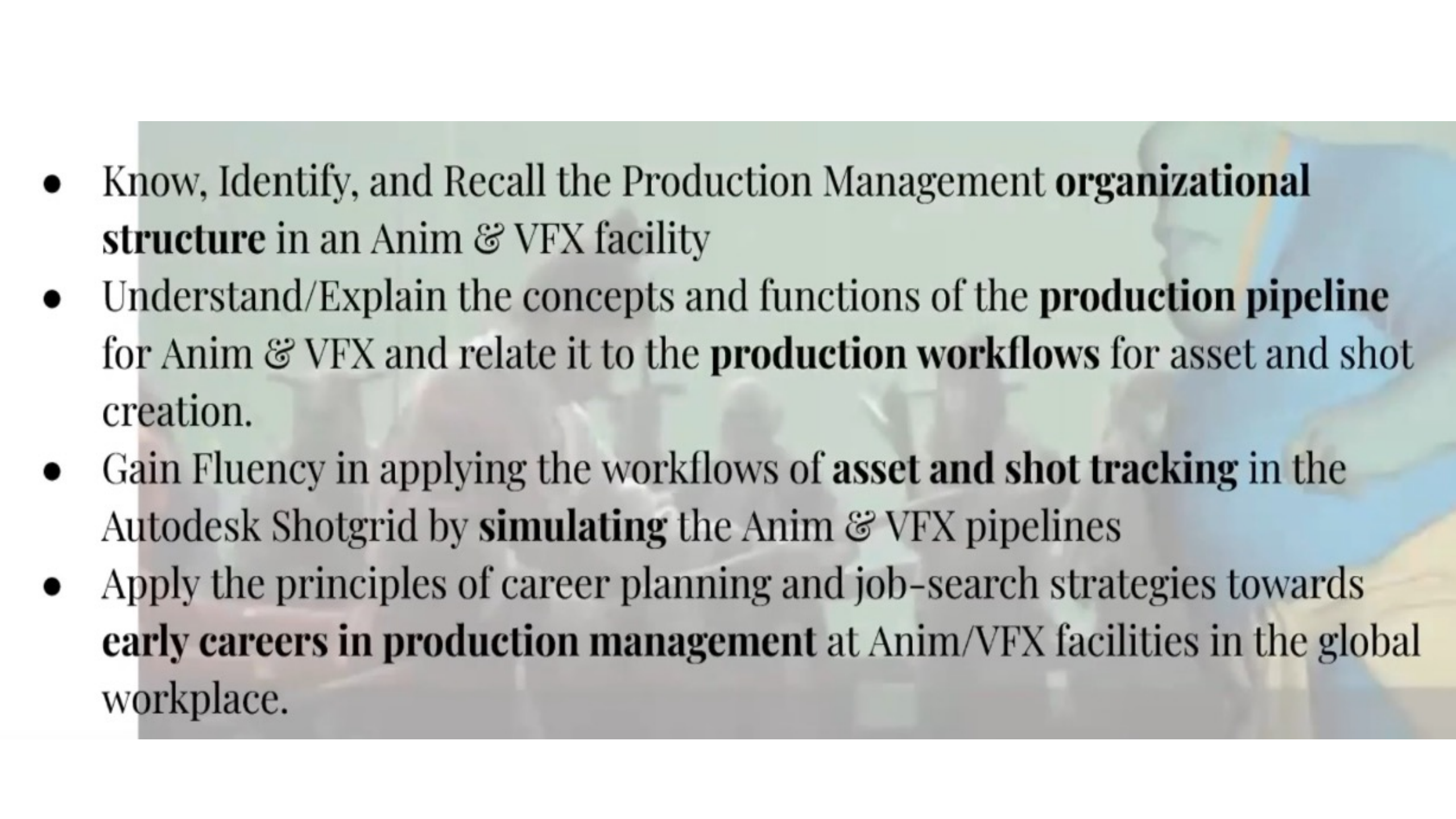
Life of a Shot



Life of a Shot

RedMonsterSurface_Turntable_ver61.mov



- 
- Know, Identify, and Recall the Production Management **organizational structure** in an Anim & VFX facility
 - Understand/Explain the concepts and functions of the **production pipeline** for Anim & VFX and relate it to the **production workflows** for asset and shot creation.
 - Gain Fluency in applying the workflows of **asset and shot tracking** in the Autodesk Shotgrid by **simulating** the Anim & VFX pipelines
 - Apply the principles of career planning and job-search strategies towards **early careers in production management** at Anim/VFX facilities in the global workplace.