# Stardust Newsletter

This week (January 21st - 25th)

Based on the film's story, our capabilities, and limitation of 16 weeks, the team has been producing various concept art best suited for this film. We have been developing the characters to match their personalities from our story to the ones in the park.

We have been constantly changing our script throughout our meetings, including the removal of several time consuming scenes that could hinder the quality we would like for this animation. The team has also acted out some of the scenes with real toys in order to assist in the scaling of the assets and finding the best camera angles for each shot.

Branding has been an important topic of our meetings all week. While we have finalized both our poster and logo, we have started working on the website design and touch screen content. The team has also helped decorate the project room with GKTW pictures and movie posters.

As part of our research, we have been testing water and fluid dynamics with Maya for our ocean scenes. We have also established connections with Annosoft in using their lip sync tool to facilitate the animations for our characters.
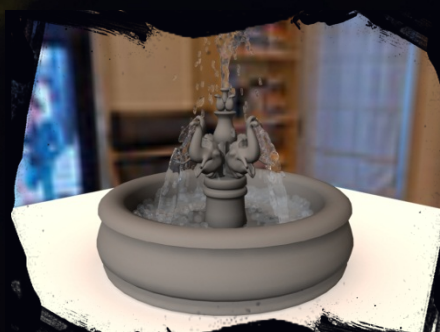
Next week (January 28th - February 1st)

The team will receive control of the render farm. We will test our pipeline as well as render in multiple layers, which will help us test the art style we want for this animation. We will also start modeling some of the characters of the story as well as create the block animatic.