Stardust Newsletter
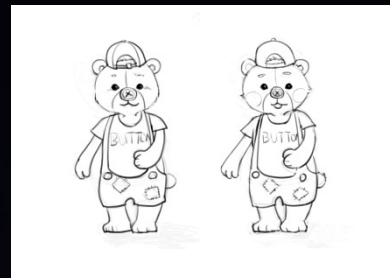
This week (January 28st – February 1st)

We did another iteration on the concept art and analyzed the best aspects of each character design.
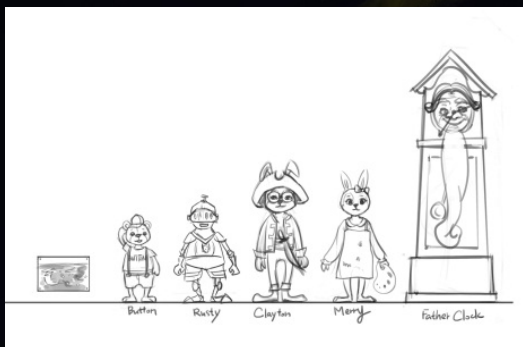

The team also got control of the render farm at the ETC. During a meeting, the team received specific instructions, passwords, and documentation to access the render farm. This technology will let us render scenes for the project at a much faster pace.

We have been doing several iterations in our branding material got great feedback from faculty members. We also finished the team picture.

As part of the process of creating an animatic, we recorded the voices of some fellow students. These are going to be edited and added to the first version of the animatic as a temporary soundtrack.

To continue pre-production, the team has been working on Maya making the previsualization in order to flesh out the camera angles to help tell the story in a better way.

Next week (February 4th - 8th)

The team will be rehearsing for 1/4 walkarounds. We will put the previsualization together with the new sound.

Based on the concept art, we will start modeling some of the characters for the film. We also have a meeting with Anthony Daniels to talk about the project. Also, he has graciously agreed to help us by voicing one of the characters for the final piece.