The Flea Circus Production Plan

Here Double 1	0						
Reformating for velocations of the progress of the company of the progress of	Scene Spe		S _Carrey	Work Item	Estimate	Dependencies	Comments
Align Laider with particular planning of Competer of C	G1	V					
Align Laider with particular planning of Competer of C	- 11	Complete	Highboard	Bending Plank		None	
Amandon/Rendering In progress into Compilete into the progress into Compilete into the progress into Compilete into the progress into Compilete into the progress into Compilete into the progress into Compilete into the progress into Compilete into the progress into Compilete into the progress into Compilete into the progress into Compilete into C	H2	Complete		Align Ladder		None	
In progress Name Control	H3	Complete				None	
In progress Intro Moving/Waving audience for cutaway 1 for Second Compete Intro	пвв			Animation/Rendering			
Reviewers commented into needs more action and /or shortering. Reviewers commented into needs more action and /or shortering. Reviewers commented into needs more action and /or shortering. Reviewers commented into needs more action and /or shortering. Reviewers commented into needs more action and /or shortering. Reviewers commented into needs more action and /or shortering. Reviewers commented into needs more action and /or shortering. Reviewers commented into needs more action and /or shortering. Reviewers commented into needs more action and /or shortering. Reviewers commented into needs more action and /or shortering. Reviewers commented into needs more action and /or shortering. Reviewers commented into needs more action and /or shortering. Reviewers commented into needs more action and /or shortering. Reviewers commented into needs more action and /or shortering. Reviewers commented into needs more action and /or shortering. Reviewers commented into needs more action and /or shortering. Reviewers commented into needs and and /or shortering. Fall of the first into the examples, there should be a spot light following the ring makes and shortering and into needs and and or shortering and an analysis	S1				4.6		
So Complete Into the top periods In progress In pr	52	In progress	Intro	Moving/Waving audience for cutaway	1 hr		
Take a bow of the Tourish, all to do, re-flame shot to include heef to produce	S3	Complete	Intro	Intro Pacing		S1,S2	
As per some of the examples, there should be a spot light following the fing master Cannon Target Burst Flac Cam Animation/Rendering Topk Rope Reference to match voice Bending of vive Fall from end Animation/Rendering Topk Rope Reference to match voice Bending of vive Fall from end Animation/Rendering Animation/Rendering Animation/Rendering Animation/Rendering Animation/Rendering Animation/Rendering Prog Stok More addes For Master and Professor Animation/Rendering Animation/Rendering For Stok More addes For More a	64					RM2,RM3,RM4,S5	
Spot light Animation/Rendering Toph Rope In progress Cannon Target Burst Flea Cann Animation/Rendering Tiph Rope In progress Tiph Rope In progress Tiph Rope In progress Tiph Rope Complete Complete Complete Prop Sick More sides Professor porting 2 In Rope End Signa Professor porting 2 In Progress Tiph Rope End Signa Professor porting 3 In Progress Tiph Rope Prop Sick More sides Professor porting 3 In Progress Tiph Rope Professor porting 4 In Progress Tiph Rope Professor porting 5 In Progress Tiph Rope Professor porting 7 In Professor porting 8 In Professor porting 9 In Progress Tiph Rope Professor porting 9 In Progress Professor porting 9 In Professor	S5	in progress		Take a bow			
Target Burst Fise Cam	S6	In progress					
Fiels Cam Animation/Rendering Tight Rope Reime to match voice Bending of the Feat Ton end Animation/Rendering Reime to match voice Bending of the Feat Ton end Animation/Rendering Tight Rope Reime to match voice Bending of the Feat Ton end Animation/Rendering Animation/Rendering Tight Rope Reime to match voice Bending of the Feat Ton end Animation/Rendering Animation/Rendering Tight Rope Prosessor printing Tight Rope Reime to match voice Bending of the Feat Work SFX4, SFX5, SFX6 Worbly wheelst-motion via wheels or cognitio Potter wand? PPT? PPT? PPT? PPT? PPT? PPT? PPT? PP	899			Animation/Rendering			
Animation/Randering Refine to match voice Bending of wire Refine to match voice Bending of wire Removed for the progress Refine to match voice Bending of wire Removed for the Removed Remove	21		Cannon				
Tight Rope In progress Fall from end Antholison Bending of wire Fall from end Antholison Fendering Animalon/Rendering Animalon/Rendering Animalon/Rendering PPT? Complete Fall from end Animalon/Rendering PPT PPT PPT PPT PPT PPT PPT PPT PPT PP	22						Looking for LCD style overlap like old Camcorders used to do
Bending of wire Fall from end Annibulance Annibulance SFX4, SFX5, SFX8 Wobbly wheels/motion via wheels or cognitio Annibulance Annibulance Annibulance SFX4, SFX5, SFX8 Wobbly wheels/motion via wheels or cognitio Annibulance Annibulance SFX4, SFX5, SFX8 Wobbly wheels/motion via wheels or cognitio Annibulance Annibulance SFX4, SFX5, SFX8 Potter wand? Potte	99			Animation/Rendering			
Fall from end Ambulance Am	1	la aa	Tight Rope				
Ambilance Ambila	2 3	In progress					
Complete Com	4					SFX4,SFX5,SFX6	Wobbly wheels/motion via wheels or cognito
Nor elides Professor pointing 2 hr SFX2 Professor pointing 2 hr SFX2 Professor pointing 3 hr SFX2 Professor pointing 4 hr SFX2 Professor pointing 5 hr SFX2 Professor pointing 6 hr Britant Professor And And a selection of look is take and new biglittle case model, ratio of sizes is 25 to 600 or 124 Professor Professor And Institute 1 hr Britant Professor And Institu	99			Animation/Rendering			-
Nor elides Professor pointing 2 hr SFX2 Professor pointing 2 hr SFX2 Professor pointing 3 hr SFX2 Professor pointing 4 hr SFX2 Professor pointing 5 hr SFX2 Professor pointing 6 hr Britant Professor And And a selection of look is take and new biglittle case model, ratio of sizes is 25 to 600 or 124 Professor Professor And Institute 1 hr Britant Professor And Institu		Complete		Prop Stick			Potter wand?
Animation/Rendering 5 hr SFX2 Clap Sext. RM6 Fless jumping back in box FM6 FM6 Complete FM7 Complete FM8 Complete FM8 Complete FM9 Com	!		•				PPT?
Ring Master Clap Fleas jumping back in box FM6 FM6	} IO					SEV2	
Fleas jumping back in box PAM6 Fleas jumping back in box PAM6	18			Allination/Rendering	3111	SFAZ	
Find Sequence	1		Ring Master				
Models man Code M1 M2 Complete M3 M3 Complete M6 M5 Complete M7 M7 In progress M8 ASE1 Complete M8 ASE2 Table Cloth R1			End Sequence			RM6	
Second Coat morph	-00		Ena coquonico	7 umilados 27 tondos mig			
M2 Complete M3 Open Malchbox M3 Magnifier M5 Complete M6 Complete M7 Group M8 Magnifier M8 Complete M8 Complete M8 M6 Complete M8 M7 In progress M8 Complete M8 M8 Complete M8 M8 Complete M8 M	Models						
M2 Complete V Second Coat morph M3 M3 Open Matchbox 30 Morph open box + texture M4 Complete M7 In progress M8 Complete Case Rebuild with new textures M8 Complete Signal Assets M9 Complete Review rerecording of unicycle M9 Complete Review Volume levels M9 Complete Signal Representation of the presentation of all that's needed reviewing M9 Complete Signal Rebuild Storyboard M9 Complete Signal Rebuild				Work Item	Estimate	Dependencies	Comments
Maynifier Maynifier Maynifier Make the rims of the glasses a little smaller and the glasses a little smaller and the glasses a fraction bigger Hands Scaled in Poser Morph hands to be thinner 1 thr Add a selection of new posers for Ring Master and Professor Anything Goo's textures and new big/little case model, ratio of sizes is 25 to 600 or 124. ASE2				Texturing		•	
M5 Complete In progress Worth hands to be thinner 1hr Hands Scaled in Poser Add a selection of new posers for Ring Master and Professor Anything Goo's textures and new big/little case model, ratio of sizes is 25 to 600 or 1:24 ASE2 Table Cloth A velvely table cloth over the table Ring Layout Floor texture Backdrop Finish layout of ring Complete Texturing of Audience Case Review Volume levels Sound Work Item Estimate Dependencies Comments FX1 Complete Clop Pattering feet Ambulance Work Item Estimate Dependencies Comments FX2 Complete Side projector Door Open Ambulance Work Item Estimate Dependencies Comments FX3 Complete Side projector Door Open Ambulance Work Item Estimate Dependencies Comments FX4 Door Open Ambulance Work Item Estimate Dependencies Comments FX5 Complete Side projector Ambulance Work Item Estimate Dependencies Comments FX6 Pattering feet Ambulance Work Item Estimate Dependencies Comments FX6 Complete Side projector Ambulance Work Item Side projector Side projector Producers Work Item Second recording of producers made, needs reviewing Adobe Premiere Elements appears to do all that's needed Model Management Work Item Sciumate Perhains given and the glasses a little smaller and the glasses a fraction bigger Hands Scaled in Poser Add a selection of new posers for Ring Master and Professor Anything else is 25 to 600 or 1:24 Use Poser's cloth simuation Need a consistent ring floor Need consistent ring	RM2	Complete	ster en				
Glasses M6 Complete M7 In progress M8 Complete M9 Comp	M3	•	-√-g-matster	Second Coat morph Open Matchbox	3	0	Morph coat to look like tails
Prepare RM and P for Mimic After Service Work Item Tomplete Complete Comple	RM3	•	- Aster	Second Coat morph Open Matchbox	3	0	Morph coat to look like tails Morph open box + texture
ASE1 Complete Case Rebuild with new textures is 25 to 600 or 1:24 AsE2 Table Cloth Ring Layout Floor texture Backdrop Finish layout of ring Execution of Ring Layout Floor texture Backdrop Finish layout of ring Complete Texturing of Audience Complete Texturing of Audience Service Finish Layout of ring Complete Complete Texturing of Audience Service Finish Layout of ring Complete Clap Review rerecording of unicycle Review rerecording of unicycle Review Volume levels Single clap Single clap Single clap Some samples Single clap Some samples FX3 Complete Complete Complete Complete Complete Complete Complete Clap Door Open Ambulance FX6 Door Slam Ambulance FX6 Pattering feet Ambulance FX7 Complete Single complete Clap Some samples Single Single Complete Some Some Some Some Some Some Some Som	M3 M4 M5	Complete		Second Coat morph Open Matchbox Magnifier Glasses		0	Morph coat to look like tails Morph open box + texture Make the rims of the glasses a little smaller and the glasses a fraction bigger
ASE1 Complete Case Rebuild with new textures is 25 to 600 or 1:24 ASE2 Table Cloth Ring Layout Floor texture Need a consistent ring floor Need consistent r	M3 M4 M5 M6	Complete	ster ster	Second Coat morph Open Matchbox Magnifier Glasses Morph hands to be thinner	1hr	0	Morph coat to look like tails Morph open box + texture Make the rims of the glasses a little smaller and the glasses a fraction bigger Hands Scaled in Poser
Ned a consistent ring floor Need consistent ring floor Need consistent ring floor Need consistent backdrop Need consistent ring floor Need	M3 M4 M5 M6	Complete	ster	Second Coat morph Open Matchbox Magnifier Glasses Morph hands to be thinner	1hr	0	Morph coat to look like tails Morph open box + texture Make the rims of the glasses a little smaller and the glasses a fraction bigger Hands Scaled in Poser Add a selection of new posers for Ring Master and Professor
Ned a consistent ring floor Need consistent ring floor Need consistent ring floor Need consistent backdrop Need consistent ring floor Need	M3 M4 M5 M6 M7	Complete Complete In progress		Second Coat morph Open Matchbox Magnifier Glasses Morph hands to be thinner Prepare RM and P for Mimic	1hr	0	Morph coat to look like tails Morph open box + texture Make the rims of the glasses a little smaller and the glasses a fraction bigger Hands Scaled in Poser Add a selection of new posers for Ring Master and Professor Anything Goo's textures and new biglittle case model, ratio of sizes
ING3 UDD1 Complete Finish layout of ring Texturing of Audience See Ringlayout_FollowSpots 12 Sounds Sound Work Item Estimate Dependencies Comments 1 Complete Crotaz Voice Review rerecording of unicycle 2 Ring Master Review Volume levels Single clap FX1 Complete Clap FX2 In progress Tapping screen FX4 Door Open Ambulance FX5 Door Slam Ambulance FX6 Pattering feet Ambulance FX6 Pattering feet Producers FX7 Complete Slide projector FX8 Complete Slide projector FX9 Door Slam Ambulance FX9 Producers FX9 Complete Strimate Dependencies Comments FX9 Complete Strimate Dependencies Comments FX8 Door Slam Ambulance FX9 Producers Second recording of producers made, needs reviewing FX9 Second recording of producers made, needs reviewing FX9 Adobe Premiere Elements appears to do all that's needed FX9 Should save out each of the ring models to make development and archiving easier it the music were quieter the levels for everything else	M3 M4 M5 M6 M7 ASE1	Complete Complete In progress	Case	Second Coat morph Open Matchbox Magnifier Glasses Morph hands to be thinner Prepare RM and P for Mimic Rebuild with new textures	1hr	0	Morph coat to look like tails Morph open box + texture Make the rims of the glasses a little smaller and the glasses a fraction bigger Hands Scaled in Poser Add a selection of new posers for Ring Master and Professor Anything Goo's textures and new big/little case model, ratio of sizes is 25 to 600 or 1:24
Counds See Ringlayout_FollowSpots 12 Sounds Sem Code Complete Crotaz Voice Ring Master Clap Complete Complete Clap Complete Clap Complete Complete Clap Complete Clap Complete Clap Complete Co	M3 M4 M5 M6 M7 ASE1	Complete Complete In progress	Case Table Cloth	Second Coat morph Open Matchbox Magnifier Glasses Morph hands to be thinner Prepare RM and P for Mimic Rebuild with new textures A velvety table cloth over the table	1hr	0	Morph coat to look like tails Morph open box + texture Make the rims of the glasses a little smaller and the glasses a fraction bigger Hands Scaled in Poser Add a selection of new posers for Ring Master and Professor Anything Goo's textures and new big/little case model, ratio of sizes is 25 to 600 or 1:24 Use Poser's cloth simuation
Counds m Code Sound Work Item Estimate Dependencies Comments Re-recorded all of the lines with new voice actor When copiling the intro the Ring Master voice varied in levels Single clap Some samples Some samples Some samples Some samples Work Item Estimate Dependencies Re-recorded all of the lines with new voice actor When copiling the intro the Ring Master voice varied in levels Single clap Some samples Some samples Some samples Some samples FX3 Complete Some samples Some samples FX6 Door Open Ambulance Ambulance Ambulance FX6 Door Slam Ambulance FX7 FX8 Complete Compile list of helpers Fro credits Second recording of producers made, needs reviewing Adobe Premiere Elements appears to do all that's needed Should save out each of the ring models to make development and archiving easier Should save out each of the ring models to make development and archiving easier Perhaps if the music were quieter the levels for everything else	M3 M4 M5 M6 M7 ASE1 ASE2 NG1 ING2	Complete In progress Complete	Case Table Cloth	Second Coat morph Open Matchbox Magnifier Glasses Morph hands to be thinner Prepare RM and P for Mimic Rebuild with new textures A velvety table cloth over the table Floor texture Backdrop	1hr		Morph coat to look like tails Morph open box + texture Make the rims of the glasses a little smaller and the glasses a fraction bigger Hands Scaled in Poser Add a selection of new posers for Ring Master and Professor Anything Goo's textures and new big/little case model, ratio of sizes is 25 to 600 or 1:24 Use Poser's cloth simuation Need a consistent ring floor
Sound Work Item Estimate Dependencies Comments Complete Crotaz Voice Review rerecording of unicycle Review Volume levels When copiling the intro the Ring Master voice varied in levels Single clap Some samples Some samples Some samples	M3 M4 M5 M6 M7 ASE1 ASE2 NG1 NG2 ING3	Complete Complete In progress Complete In progress	Case Table Cloth	Second Coat morph Open Matchbox Magnifier Glasses Morph hands to be thinner Prepare RM and P for Mimic Rebuild with new textures A velvety table cloth over the table Floor texture Backdrop Finish layout of ring	1hr		Morph coat to look like tails Morph open box + texture Make the rims of the glasses a little smaller and the glasses a fraction bigger Hands Scaled in Poser Add a selection of new posers for Ring Master and Professor Anything Goo's textures and new big/little case model, ratio of sizes is 25 to 600 or 1:24 Use Poser's cloth simuation Need a consistent ring floor Need consistent backdrop
1 Complete Crotaz Voice Review rerecording of unicycle Review rerecording of unicycle Review Volume levels Single dap Some samples KX Complete Slide projector Door Open Ambulance KX Door Slam Ambulance KX Dependencies Comments KX Sc Second recording of producers made, needs reviewing KX Second recording of producers	M3 M4 M5 M6 M7 ASE1 ASE2 ING1 ING2 ING3	Complete Complete In progress Complete In progress	Case Table Cloth	Second Coat morph Open Matchbox Magnifier Glasses Morph hands to be thinner Prepare RM and P for Mimic Rebuild with new textures A velvety table cloth over the table Floor texture Backdrop Finish layout of ring	1hr		Morph coat to look like tails Morph open box + texture Make the rims of the glasses a little smaller and the glasses a fraction bigger Hands Scaled in Poser Add a selection of new posers for Ring Master and Professor Anything Goo's textures and new big/little case model, ratio of sizes is 25 to 600 or 1:24 Use Poser's cloth simuation Need a consistent ring floor Need consistent backdrop
Ring Master Clap TX1 Complete Clap TX2 In progress Tapping screen TX3 Complete Slide projector TX4 Door Open Ambulance TX5 Door Slam Ambulance TX6 Pattering feet Ambulance TSC1 Compilete Slide projector TX8 Door Slam Ambulance TSC2 Pattering feet Ambulance TSC3 Complete Slide projector TSC4 Door Slam Ambulance TSC5 Door Slam Ambulance TSC6 Pattering feet Ambulance TSC7 Compile list of helpers For credits TSC1 Second recording of producers made, needs reviewing TSC2 Second recording of producers made, needs reviewing TSC3 Complete Video Editing Software TSC4 Rebuild Storyboard V1 TSC5 Model Management TSC6 Model Management TSC7 Should save out each of the ring models to make development and archiving easier TSC8 Fertaps if the music were quieter the levels for everything else	M3 M4 M5 M6 M7 ASE1 ASE2 NG1 NG2 NG3 JD01 Ounds	Complete Complete In progress Complete In progress	Case Table Cloth Ring Layout	Second Coat morph Open Matchbox Magnifier Glasses Morph hands to be thinner Prepare RM and P for Mimic Rebuild with new textures A velvety table cloth over the table Floor texture Backdrop Finish layout of ring Texturing of Audience	1hr 4hrs	CASE1	Morph coat to look like tails Morph open box + texture Make the rims of the glasses a little smaller and the glasses a fraction bigger Hands Scaled in Poser Add a selection of new posers for Ring Master and Professor Anything Goo's textures and new big/little case model, ratio of sizes is 25 to 600 or 1:24 Use Poser's cloth simuation Need a consistent fing floor Need consistent backdrop See Ringlayout_FollowSpots 12
FX1 Complete Clap FX2 In progress Tapping screen FX3 Complete Slide projector FX4 Door Open Ambulance FX5 Door Slam Ambulance FX6 Pattering feet Ambulance FX7 Complete Slide projector FX8 Door Open Ambulance FX8 Door Slam Ambulance FX8 Pattering feet Ambulance FX9 Pattering feet Ambulance FX8 Producers FX9 Pr	M3 M4 M5 M6 M7 ASE1 ASE2 NG1 NG2 NG3 JD01 Ounds em Code	Complete Complete In progress Complete In progress Complete	Case Table Cloth Ring Layout	Second Coat morph Open Matchbox Magnifier Glasses Morph hands to be thinner Prepare RM and P for Mimic Rebuild with new textures A velvety table cloth over the table Floor texture Backdrop Finish layout of ring Texturing of Audience	1hr 4hrs	CASE1	Morph coat to look like tails Morph open box + texture Make the rims of the glasses a little smaller and the glasses a fraction bigger Hands Scaled in Poser Add a selection of new posers for Ring Master and Professor Anything Goo's textures and new big/little case model, ratio of sizes is 25 to 600 or 1:24 Use Poser's cloth simuation Need a consistent ring floor Need consistent backdrop See Ringlayout_FollowSpots 12 Comments
FX3 Complete Slide projector FX4 Door Open Ambulance FX5 Door Slam Ambulance FX6 Pattering feet Ambulance FX6 Pattering feet Ambulance Sisc Work Item Estimate Dependencies For credits	M3 M4 M5 M6 M7 ASE1 ASE2 ING1 ING2 ING3 IDD01 GOUNDS EM Code	Complete Complete In progress Complete In progress Complete	Case Table Cloth Ring Layout Sound Crotaz Voice	Second Coat morph Open Matchbox Magnifier Glasses Morph hands to be thinner Prepare RM and P for Mimic Rebuild with new textures A velvety table cloth over the table Floor texture Backdrop Finish layout of ring Texturing of Audience	1hr 4hrs	CASE1	Morph coat to look like tails Morph open box + texture Make the rims of the glasses a little smaller and the glasses a fraction bigger Hands Scaled in Poser Add a selection of new posers for Ring Master and Professor Anything Goo's textures and new big/little case model, ratio of sizes is 25 to 600 or 1:24 Use Poser's cloth simuation Need a consistent ring floor Need consistent packdrop See Ringlayout_FollowSpots 12 Comments Re-recorded all of the lines with new voice actor
FX4 Door Open Ambulance FX5 Door Slam Ambulance FX6 Pattering feet Ambulance Adoberemits appears to do all that's needed Adobe Premiere Elements appears to do all that's needed Ambulance Adoberemits appears to do all that's needed Ambulance A	M3 M4 M5 M6 M7 ASE1 ASE2 ING1 ING2 ING3 UD01 Sounds em Code 1 2 2 FX1	Complete Complete In progress Complete In progress Complete Complete Complete	Case Table Cloth Ring Layout Sound Crotaz Voice Ring Master Clap	Second Coat morph Open Matchbox Magnifier Glasses Morph hands to be thinner Prepare RM and P for Mimic Rebuild with new textures A velvety table cloth over the table Floor texture Backdrop Finish layout of ring Texturing of Audience	1hr 4hrs	CASE1	Morph coat to look like tails Morph open box + texture Make the rims of the glasses a little smaller and the glasses a fraction bigger Hands Scaled in Poser Add a selection of new posers for Ring Master and Professor Anything Goo's textures and new big/little case model, ratio of sizes is 25 to 600 or 1:24 Use Poser's cloth simuation Need a consistent ring floor Need consistent backdrop See Ringlayout_FollowSpots 12 Comments Re-recorded all of the lines with new voice actor When copiling the intro the Ring Master voice varied in levels Single clap
FX6 Pattering feet Ambulance	M3 M4 M5 M6 M7 ASE1 ASE2 ANG1 ANG2 ANG3 ANG0 ANG0 ANG0 ANG0 ANG0 ANG0 ANG0 ANG0	Complete In progress Complete In progress Complete Complete Complete In progress	Case Table Cloth Ring Layout Sound Crotaz Voice Ring Master Clap Tapping screen	Second Coat morph Open Matchbox Magnifier Glasses Morph hands to be thinner Prepare RM and P for Mimic Rebuild with new textures A velvety table cloth over the table Floor texture Backdrop Finish layout of ring Texturing of Audience	1hr 4hrs	CASE1	Morph coat to look like tails Morph open box + texture Make the rims of the glasses a little smaller and the glasses a fraction bigger Hands Scaled in Poser Add a selection of new posers for Ring Master and Professor Anything Goo's textures and new big/little case model, ratio of sizes is 25 to 600 or 1:24 Use Poser's cloth simuation Need a consistent ring floor Need consistent backdrop See Ringlayout_FollowSpots 12 Comments Re-recorded all of the lines with new voice actor When copiling the intro the Ring Master voice varied in levels Single clap
TISC TOTAL Compile list of helpers ISC2 Producers ISC3 Complete Video Editing Software ISC4 Rebuild Storyboard ISC5 Rodel Management Model Management Testimate Dependencies Comments For credits Second recording of producers made, needs reviewing Adobe Premiere Elements appears to do all that's needed Should save out each of the ring models to make development and archiving easier Perhaps if the music were quieter the levels for everything else	M3 M4 M5 M6 M7 ASE1 ASE2 ING1 ING2 ING3 JUD01 COUNDS COUND	Complete In progress Complete In progress Complete Complete Complete In progress	Case Table Cloth Ring Layout Sound Crotaz Voice Ring Master Clap Tapping screen Slide projector	Second Coat morph Open Matchbox Magnifier Glasses Morph hands to be thinner Prepare RM and P for Mirnic Rebuild with new textures A velvety table cloth over the table Floor texture Backdrop Finish layout of ring Texturing of Audience Work Item Review rerecording of unicycle Review Volume levels	1hr 4hrs	CASE1	Morph coat to look like tails Morph open box + texture Make the rims of the glasses a little smaller and the glasses a fraction bigger Hands Scaled in Poser Add a selection of new posers for Ring Master and Professor Anything Goo's textures and new big/little case model, ratio of sizes is 25 to 600 or 1:24 Use Poser's cloth simuation Need a consistent ring floor Need consistent backdrop See Ringlayout_FollowSpots 12 Comments Re-recorded all of the lines with new voice actor When copilling the intro the Ring Master voice varied in levels Single clap
em Code Work Item Estimate Dependencies Comments For credits Second recording of producers made, needs reviewing Adobe Premiere Elements appears to do all that's needed ISC4 Rebuild Storyboard V1 ISC5 Model Management Work Item Estimate Dependencies For credits Second recording of producers made, needs reviewing Adobe Premiere Elements appears to do all that's needed V1 Should save out each of the ring models to make development and archiving easier Perhaps if the music were quieter the levels for everything else	M3 M4 M5 M6 M7 ASE1 ASE2 IING1 IING2 IING3 UD01 SOUNDS Em Code 1 2 FX1 FX2 FX3 FX4 FX4 FX5	Complete In progress Complete In progress Complete Complete Complete In progress	Case Table Cloth Ring Layout Sound Crotaz Voice Ring Master Clap Tapping screen Slide projector Door Open Door Slam	Second Coat morph Open Matchbox Magnifier Glasses Morph hands to be thinner Prepare RM and P for Mimic Rebuild with new textures A velvety table cloth over the table Floor texture Backdrop Finish layout of ring Texturing of Audience Work Item Review rerecording of unicycle Review Volume levels Ambulance Ambulance	1hr 4hrs	CASE1	Morph coat to look like tails Morph open box + texture Make the rims of the glasses a little smaller and the glasses a fraction bigger Hands Scaled in Poser Add a selection of new posers for Ring Master and Professor Anything Goo's textures and new big/little case model, ratio of sizes is 25 to 600 or 1:24 Use Poser's cloth simuation Need a consistent ring floor Need consistent backdrop See Ringlayout_FollowSpots 12 Comments Re-recorded all of the lines with new voice actor When copiling the intro the Ring Master voice varied in levels Single clap
ISC1 Compile list of helpers For credits ISC2 Producers Second recording of producers made, needs reviewing ISC3 Complete Video Editing Software ISC4 Rebuild Storyboard V1 ISC5 Model Management Should save out each of the ring models to make development and archiving easier ISC5 Perhaps if the music were quieter the levels for everything else	M3 M4 M5 M6 M6 M7 ASE1 ASE2 ING3 ING0 ING0 ING0 ING0 ING0 ING0 ING0 ING0	Complete In progress Complete In progress Complete Complete Complete In progress	Case Table Cloth Ring Layout Sound Crotaz Voice Ring Master Clap Tapping screen Slide projector Door Open Door Slam	Second Coat morph Open Matchbox Magnifier Glasses Morph hands to be thinner Prepare RM and P for Mimic Rebuild with new textures A velvety table cloth over the table Floor texture Backdrop Finish layout of ring Texturing of Audience Work Item Review rerecording of unicycle Review Volume levels Ambulance Ambulance	1hr 4hrs	CASE1	Morph coat to look like tails Morph open box + texture Make the rims of the glasses a little smaller and the glasses a fraction bigger Hands Scaled in Poser Add a selection of new posers for Ring Master and Professor Anything Goo's textures and new big/little case model, ratio of sizes is 25 to 600 or 1:24 Use Poser's cloth simuation Need a consistent ring floor Need consistent backdrop See Ringlayout_FollowSpots 12 Comments Re-recorded all of the lines with new voice actor When copiling the intro the Ring Master voice varied in levels Single clap
ISC2 Producers Second recording of producers made, needs reviewing ISC3 Complete Video Editing Software ISC4 Rebuild Storyboard V1 ISC5 Model Management Should save out each of the ring models to make development and archiving easier Perhaps if the music were quieter the levels for everything else	M3 M4 M5 M6 M7 ASE1 ASE2 ING1 ING2 ING3 ING3 Em Code 1 2 2 FX1 FX2 FX3 FX4 FX5 FX6	Complete In progress Complete In progress Complete Complete Complete In progress	Case Table Cloth Ring Layout Sound Crotaz Voice Ring Master Clap Tapping screen Slide projector Door Open Door Slam	Second Coat morph Open Matchbox Magnifier Glasses Morph hands to be thinner Prepare RM and P for Mimic Rebuild with new textures A velvety table cloth over the table Floor texture Backdrop Finish layout of ring Texturing of Audience Work Item Review rerecording of unicycle Review Volume levels Ambulance Ambulance	1hr 4hrs	CASE1	Morph coat to look like tails Morph open box + texture Make the rims of the glasses a little smaller and the glasses a fraction bigger Hands Scaled in Poser Add a selection of new posers for Ring Master and Professor Anything Goo's textures and new big/little case model, ratio of sizes is 25 to 600 or 1:24 Use Poser's cloth simuation Need a consistent ring floor Need consistent backdrop See Ringlayout_FollowSpots 12 Comments Re-recorded all of the lines with new voice actor When copiling the intro the Ring Master voice varied in levels Single clap
ISC3 Complete Video Editing Software Rebuild Storyboard V1 ISC5 Model Management Should save out each of the ring models to make development and archiving easier Perhaps if the music were quieter the levels for everything else	M3 M4 M5 M6 M7 ASE1 ASE2 IING1 IING2 IING3 UD01 COUNDS COU	Complete In progress Complete In progress Complete Complete Complete In progress	Case Table Cloth Ring Layout Sound Crotaz Voice Ring Master Clap Tapping screen Slide projector Door Open Door Slam	Second Coat morph Open Matchbox Magnifier Glasses Morph hands to be thinner Prepare RM and P for Mimic Rebuild with new textures A velvety table cloth over the table Floor texture Backdrop Finish layout of ring Texturing of Audience Work Item Review rerecording of unicycle Review Volume levels Ambulance Ambulance Ambulance Ambulance Mork Item	1hr 4hrs	CASE1 Dependencies	Morph coat to look like tails Morph open box + texture Make the rims of the glasses a little smaller and the glasses a fraction bigger Hands Scaled in Poser Add a selection of new posers for Ring Master and Professor Anything Goo's textures and new big/little case model, ratio of sizes is 25 to 600 or 1:24 Use Poser's cloth simuation Need a consistent fing floor Need consistent backdrop See Ringlayout_FollowSpots 12 Comments Re-recorded all of the lines with new voice actor When copiling the intro the Ring Master voice varied in levels Single clap Some samples Comments
ISC4 Rebuild Storyboard V1 Should save out each of the ring models to make development and archiving easier Should save out each of the ring models to make development and archiving easier Perhaps if the music were quieter the levels for everything else	M3 M4 M5 M6 M7 M6 M7 ASE1 ASE2 ING3 ING3 UD01 GOUNDS COME TO SET ING S	Complete In progress Complete In progress Complete Complete Complete In progress	Case Table Cloth Ring Layout Sound Crotaz Voice Ring Master Clap Tapping screen Slide projector Door Open Door Slam	Second Coat morph Open Matchbox Magnifier Glasses Morph hands to be thinner Prepare RM and P for Mimic Rebuild with new textures A velvety table cloth over the table Floor texture Backdrop Finish layout of ring Texturing of Audience Work Item Review rerecording of unicycle Review Volume levels Ambulance Ambulance Ambulance Ambulance Compile list of helpers	1hr 4hrs	CASE1 Dependencies	Morph coat to look like tails Morph open box + texture Make the rims of the glasses a little smaller and the glasses a fraction bigger Hands Scaled in Poser Add a selection of new posers for Ring Master and Professor Anything Goo's textures and new big/little case model, ratio of sizes is 25 to 600 or 1:24 Use Poser's cloth simuation Need a consistent ing floor Need consistent backdrop See Ringlayout_FollowSpots 12 Comments Re-recorded all of the lines with new voice actor When copling the intro the Ring Master voice varied in levels Single clap Some samples Comments For credits
ISC5 Model Management archiving easier Perhaps if the music were quieter the levels for everything else	M3 M4 M5 M6 M7 ASE1 ASE2 ING3 ING2 ING3 UD01 Sounds em Code 1 2 FX1 FX2 FX3 FX4 FX5 FX6 Misc em Code IISC1 ISC1	Complete In progress Complete In progress Complete	Case Table Cloth Ring Layout Sound Crotaz Voice Ring Master Clap Tapping screen Slide projector Door Open Door Slam	Second Coat morph Open Matchbox Magnifier Glasses Morph hands to be thinner Prepare RM and P for Mimic Rebuild with new textures A velvety table cloth over the table Floor texture Backdrop Finish layout of ring Texturing of Audience Work Item Review rerecording of unicycle Review Volume levels Ambulance Ambulance Ambulance Work Item Compile list of helpers Producers	1hr 4hrs	CASE1 Dependencies	Morph coat to look like tails Morph open box + texture Make the rims of the glasses a little smaller and the glasses a fraction bigger Hands Scaled in Poser Add a selection of new posers for Ring Master and Professor Anything Goo's textures and new big/little case model, ratio of sizes is 25 to 600 or 1:24 Use Poser's cloth simuation Need a consistent ring floor Need consistent packdrop See Ringlayout_FollowSpots 12 Comments Re-recorded all of the lines with new voice actor When copiling the intro the Ring Master voice varied in levels Single clap Some samples Comments For credits Second recording of producers made, needs reviewing
Perhaps if the music were quieter the levels for everything else	M3 M4 M5 M6 M7 ASE1 ASE2 ING1 ING2 ING3 UD01 COUNDS	Complete In progress Complete In progress Complete	Case Table Cloth Ring Layout Sound Crotaz Voice Ring Master Clap Tapping screen Slide projector Door Open Door Slam	Second Coat morph Open Matchbox Magnifier Glasses Morph hands to be thinner Prepare RM and P for Mimic Rebuild with new textures A velvety table cloth over the table Floor texture Backdrop Finish layout of ring Texturing of Audience Work Item Review rerecording of unicycle Review Volume levels Ambulance Ambulance Ambulance Ambulance Floor Item Compile list of helpers Producers Video Editing Software	1hr 4hrs	CASE1 Dependencies Dependencies	Morph coat to look like tails Morph open box + texture Make the rims of the glasses a little smaller and the glasses a fraction bigger Hands Scaled in Poser Add a selection of new posers for Ring Master and Professor Anything Goo's textures and new big/little case model, ratio of sizes is 25 to 600 or 1:24 Use Poser's cloth simuation Need a consistent ring floor Need consistent packdrop See Ringlayout_FollowSpots 12 Comments Re-recorded all of the lines with new voice actor When copiling the intro the Ring Master voice varied in levels Single clap Some samples Comments For credits Second recording of producers made, needs reviewing Adobe Premiere Elements appears to do all that's needed
	M3 M4 M5 M6 M7 ASE1 ASE2 IING1 IING2 IING3 UDD01 SOUNDS Em Code 1 2 EXX1 EXX2 EXX3 EXX4 EXX5 EXX6 FXX6 MISC Em Code IISC1 IISC2 IISC3 IISC3 IISC3 IISC3 IISC4	Complete In progress Complete In progress Complete	Case Table Cloth Ring Layout Sound Crotaz Voice Ring Master Clap Tapping screen Slide projector Door Open Door Slam	Second Coat morph Open Matchbox Magnifier Glasses Morph hands to be thinner Prepare RM and P for Mimic Rebuild with new textures A velvety table cloth over the table Floor texture Backdrop Finish layout of ring Texturing of Audience Work Item Review rerecording of unicycle Review Volume levels Ambulance Ambulance Ambulance Mork Item Compile list of helpers Producers Video Editing Software Rebuild Storyboard	1hr 4hrs	CASE1 Dependencies Dependencies	Morph coat to look like tails Morph open box + texture Make the rims of the glasses a little smaller and the glasses a fraction bigger Hands Scaled in Poser Add a selection of new posers for Ring Master and Professor Anything Goo's textures and new big/little case model, ratio of sizes is 25 to 600 or 1:24 Use Poser's cloth simuation Need a consistent fing floor Need consistent fing floor Need consistent backdrop See Ringlayout_FollowSpots 12 Comments Re-recorded all of the lines with new voice actor When copiling the intro the Ring Master voice varied in levels Single clap Some samples Comments For credits Second recording of producers made, needs reviewing Adobe Premiere Elements appears to do all that's needed Should save out each of the ring models to make development and
	RM2 RM3 RM4 RM5 RM6 RM6 RM7	Complete In progress Complete In progress Complete	Case Table Cloth Ring Layout Sound Crotaz Voice Ring Master Clap Tapping screen Slide projector Door Open Door Slam	Second Coat morph Open Matchbox Magnifier Glasses Morph hands to be thinner Prepare RM and P for Mimic Rebuild with new textures A velvety table cloth over the table Floor texture Backdrop Finish layout of ring Texturing of Audience Work Item Review rerecording of unicycle Review Volume levels Ambulance Ambulance Ambulance Mork Item Compile list of helpers Producers Video Editing Software Rebuild Storyboard	1hr 4hrs	CASE1 Dependencies Dependencies	Morph coat to look like tails Morph open box + texture Make the rims of the glasses a little smaller and the glasses a fraction bigger Hands Scaled in Poser Add a selection of new posers for Ring Master and Professor Anything Goo's textures and new big/little case model, ratio of sizes is 25 to 600 or 1:24 Use Poser's cloth simuation Need a consistent fing floor Need consistent backdrop See Ringlayout_FollowSpots 12 Comments Re-recorded all of the lines with new voice actor When copiling the intro the Ring Master voice varied in levels Single clap Some samples Comments For credits Second recording of producers made, needs reviewing Adobe Premiere Elements appears to do all that's needed Should save out each of the ring models to make development and archiving easier

10/04/2007 Page 1