
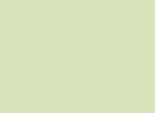



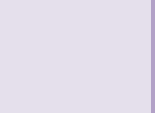





Color Key

Mandatory Deadlines	Gather Thoughts	Mandatory Break	Sleep	Church	2D or Concept	3D Work	Technical Work	Work @ Pizza Hut
								

Beginning
May 10-16 2010

	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday	Sunday
8:00 AM						Shower	
8:30 AM						Graduation and Reception @ Ohio Theatre then CCAD Canzani Center	
9:00 AM					Check E-mail		
9:30 AM					Shower and Eat		
10:00 AM					Go to Church and Meetings/Lunch		
10:30 AM							
11:00 AM							
11:30 AM							
12:00 PM							
12:30 PM						Break	
1:00 PM							
1:30 PM					Commencement Rehearsal @ Ohio Theatre	Get Ready for Graduation Party and Relax	
2:00 PM							
2:30 PM							
3:00 PM					Return Home for Errands		Graduation Party @ My House!!!!
3:30 PM					Homecoming/Alumni reception		WHOA!
4:00 PM							
4:30 PM							
5:00 PM							
5:30 PM							
6:00 PM					Show Charlotte Scheduling?		
6:30 PM							
7:00 PM							
7:30 PM					CCAD Student Show		
8:00 PM							
8:30 PM							
9:00 PM							
9:30 PM							
10:00 PM							
10:30 PM							
11:00 PM							
11:30 PM					Go to Bed	Go to Bed	Go to Bed
12:00 AM							

Portfolio Revise And Submit
May 17-23 2010

	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday	Sunday
8:00 AM	Shower	Shower	Shower	Shower	Shower	Shower	Sleep
8:30 AM	Check E-mail	Check E-mail	Check E-mail	Check E-mail	Check E-mail	Check E-mail	
9:00 AM			Finalize Staccato	Revise Business Card	Con't Write Letters	Send out Work/Print	Check E-mail
9:30 AM							Shower and Eat
10:00 AM	Revise Website and check e-mail	Research Facebook networking for American Pie Party					
10:30 AM							Go to Church and Meetings/Lunch
11:00 AM							
11:30 AM				Set order for Cards			
12:00 PM				Print Online			
12:30 PM		Work with Tony on Facebook					
1:00 PM			Lunch	Lunch	Lunch	Lunch	
1:30 PM	Clean Car						
2:00 PM			Clean Room?	Revise Portfolio Pages	Con't Write Letters	Send out Work/Print	
2:30 PM							
3:00 PM							Relax
3:30 PM		Fix Display Drivers and check e-mail	Buy Bamboo Tablet				
4:00 PM						Work @ the Pizza Hut to 2 AM	
4:30 PM			Portfolio Template	Set order for Portfolio Prints	Send out Work/Print		
5:00 PM							
5:30 PM							
6:00 PM		Dinner	Dinner	Dinner	Dinner		Dinner
6:30 PM	Clean Computer and move downstairs to setup Studio Space						
7:00 PM		Finish Computer Setup	Revise Demo Reel	Write Cover Letters to Insomniac, Irraional Games, Pendulum, TellTale Games, Walt Disney Company	Send out Work/Print		revise processes in Z-brush, Modo, and 3D Studio Max
7:30 PM							
8:00 PM		Work on Finalizing Staccato Animatic for Tom			Revise Website		
8:30 PM							
9:00 PM							
9:30 PM							
10:00 PM	Sleep						
10:30 PM							
11:00 PM		Go to Bed	Go to Bed	Go to Bed	Go to Bed		Go to Bed
11:30 PM							
12:00 AM							

Environment 01 - Insomniac Games: Underwater Robots
May 24-30 2010

	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday	Sunday
8:00 AM	Shower	Shower	Shower	Shower	Shower	Shower	Sleep
8:30 AM	Check E-mail	Check E-mail	Check E-mail	Check E-mail	Check E-mail	Check E-mail	
9:00 AM	Research Images	Create Low Poly Props	Export all Mesh as Single OBJ's	Start Texturing in Photoshop	Finish Bump Maps	Render Tests	Check E-mail
9:30 AM							Shower and Eat
10:00 AM			Start UV's in Modo				
10:30 AM	Draw Draw Draw				Create Fill Lights		Go to Church and Meetings/Lunch
11:00 AM							
11:30 AM							
12:00 PM							
12:30 PM	Lunch	Lunch	Lunch	Lunch	Lunch	Lunch	
1:00 PM							
1:30 PM	Revise Draw Draw	Create Low Poly Props	Brief Catch Up Work	Finish Texturing	Outside Light	Render Tests (maybe try using only 8 lights)	
2:00 PM							
2:30 PM							
3:00 PM	Basic Model Color	Redefine Basic Model (Low Poly)	Con't UV in Modo		Bounce Light		Relax
3:30 PM	Color (Speed						
4:00 PM	Paint)					Work @ the Pizza Hut to 2 AM	
4:30 PM					Kicker Light		Compositing
5:00 PM				Quick Light Tests			
5:30 PM							
6:00 PM	Dinner	Dinner	Dinner	Dinner	Dinner		Dinner
6:30 PM							
7:00 PM	Finish 3 Color	Finish Overall Modeling	Finish UV's	Start Bump and Displacement	Shadows		Finalize Renders and Compositing
7:30 PM	Images						
8:00 PM			Import Back in Maya	Maps in Modo or Z-Brush	SkyBox		
8:30 PM							
9:00 PM							Submit Work to Site or E-mail
9:30 PM	Submit Work to Site or E-mail	Submit Work to Site or E-mail	Submit Work to Site or E-mail	Submit Work to Site or E-mail	Submit Work to Site or E-mail		
10:00 PM							
10:30 PM	Get 2 Bed	Get 2 Bed	Get 2 Bed	Get 2 Bed	Get 2 Bed		Get 2 Bed
11:00 PM	Sleep to 8 AM	Sleep to 8 AM	Sleep to 8 AM	Sleep to 8 AM	Sleep to 8 AM		Sleep to 8 AM
11:30 PM							
12:00 AM							

Environment 02 - Raven Software: City Bank Earthquake
May/June 31-6 2010

	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday	Sunday
8:00 AM	Shower	Shower	Shower	Shower	Shower	Shower	Sleep
8:30 AM	Check E-mail	Check E-mail	Check E-mail	Check E-mail	Check E-mail	Check E-mail	
9:00 AM	Research Images	Create Low Poly Props	Export all Mesh as Single OBJ's	Start Texturing in Photoshop	Finish Bump Maps	Render Tests	Check E-mail
9:30 AM							Shower and Eat
10:00 AM			Start UV's in Modo				
10:30 AM	Draw Draw Draw				Create Fill Lights		Go to Church and Meetings/Lunch
11:00 AM							
11:30 AM							
12:00 PM							
12:30 PM	Lunch	Lunch	Lunch	Lunch	Lunch	Lunch	
1:00 PM							
1:30 PM	Revise Draw Draw	Create Low Poly Props	Brief Catch Up Work	Finish Texturing	Outside Light	Render Tests (maybe try using only 8 lights)	
2:00 PM							
2:30 PM							
3:00 PM	Basic Model Color	Redefine Basic Model (Low Poly)	Con't UV in Modo		Bounce Light		Relax
3:30 PM	Color (Speed						
4:00 PM	Paint)					Work @ the Pizza Hut to 2 AM	
4:30 PM					Kicker Light		Compositing
5:00 PM				Quick Light Tests			
5:30 PM							
6:00 PM	Dinner	Dinner	Dinner	Dinner	Dinner		Dinner
6:30 PM							
7:00 PM	Finish 3 Color	Finish Overall Modeling	Finish UV's	Start Bump and Displacement	Shadows		Finalize Renders and Compositing
7:30 PM	Images						
8:00 PM			Import Back in Maya	Maps in Modo or Z- Brush	SkyBox		
8:30 PM							
9:00 PM							Submit Work to Site or E-mail
9:30 PM	Submit Work to	Submit Work to	Submit Work to	Submit Work to	Submit Work to		
10:00 PM	Site or E-mail	Site or E-mail	Site or E-mail	Site or E-mail	Site or E-mail		
10:30 PM	Get 2 Bed	Get 2 Bed	Get 2 Bed	Get 2 Bed	Get 2 Bed		Get 2 Bed
11:00 PM	Sleep to 8 AM	Sleep to 8 AM	Sleep to 8 AM	Sleep to 8 AM	Sleep to 8 AM		Sleep to 8 AM
11:30 PM							
12:00 AM							

Environment 03 - Vigil Games: Volcano Cave Dwellers

June 7-13 2010

	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday	Sunday
8:00 AM	Shower	Shower	Shower	Shower	Shower	Shower	Sleep
8:30 AM	Check E-mail	Check E-mail	Check E-mail	Check E-mail	Check E-mail	Check E-mail	
9:00 AM	Research Images	Create Low Poly Props	Export all Mesh as Single OBJ's	Start Texturing in Photoshop	Finish Bump Maps	Render Tests	Check E-mail
9:30 AM			Start UV's in Modo				Shower and Eat
10:00 AM					Create Fill Lights		Go to Church and Meetings/Lunch
10:30 AM	Draw Draw Draw						
11:00 AM							
11:30 AM							
12:00 PM							
12:30 PM	Lunch	Lunch	Lunch	Lunch	Lunch	Lunch	
1:00 PM							
1:30 PM	Revise Draw Draw	Create Low Poly Props	Brief Catch Up Work	Finish Texturing	Outside Light	Render Tests (maybe try using only 8 lights)	
2:00 PM							
2:30 PM							
3:00 PM	Basic Model Color	Redefine Basic Model (Low Poly)	Con't UV in Modo		Bounce Light		Relax
3:30 PM	Color (Speed Paint)						
4:00 PM					Kicker Light	Work @ the Pizza Hut to 2 AM	Compositing
4:30 PM				Quick Light Tests			
5:00 PM							
5:30 PM							
6:00 PM	Dinner	Dinner	Dinner	Dinner	Dinner		Dinner
6:30 PM							
7:00 PM	Finish 3 Color Images	Finish Overall Modeling	Finish UV's	Start Bump and Displacement Maps in Modo or Z-Brush	Shadows		Finalize Renders and Compositing
7:30 PM							
8:00 PM			Import Back in Maya				
8:30 PM							
9:00 PM							Submit Work to Site or E-mail
9:30 PM	Submit Work to Site or E-mail	Submit Work to Site or E-mail	Submit Work to Site or E-mail	Submit Work to Site or E-mail	Submit Work to Site or E-mail		
10:00 PM							
10:30 PM	Get 2 Bed	Get 2 Bed	Get 2 Bed	Get 2 Bed	Get 2 Bed		Get 2 Bed
11:00 PM	Sleep to 8 AM	Sleep to 8 AM	Sleep to 8 AM	Sleep to 8 AM	Sleep to 8 AM		Sleep to 8 AM
11:30 PM							
12:00 AM							

Environment 04 - Valve: Ninja Public Bathroom

June 14-20 2010

	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday	Sunday
8:00 AM	Shower	Shower	Shower	Shower	Shower	Shower	Sleep
8:30 AM	Check E-mail	Check E-mail	Check E-mail	Check E-mail	Check E-mail	Check E-mail	
9:00 AM	Research Images	Create Low Poly Props	Export all Mesh as Single OBJ's	Start Texturing in Photoshop	Finish Bump Maps	Render Tests	Check E-mail
9:30 AM			Start UV's in Modo				Shower and Eat
10:00 AM							
10:30 AM	Draw Draw Draw				Create Fill Lights		Go to Church and Meetings/Lunch
11:00 AM							
11:30 AM							
12:00 PM							
12:30 PM	Lunch	Lunch	Lunch	Lunch	Lunch	Lunch	
1:00 PM							
1:30 PM	Revise Draw Draw	Create Low Poly Props	Brief Catch Up Work	Finish Texturing	Outside Light	Render Tests (maybe try using only 8 lights)	
2:00 PM							
2:30 PM							
3:00 PM	Basic Model Color	Redefine Basic Model (Low Poly)	Con't UV in Modo		Bounce Light		Relax
3:30 PM	Color (Speed Paint)						
4:00 PM						Work @ the Pizza Hut to 2 AM	
4:30 PM					Kicker Light		Compositing
5:00 PM				Quick Light Tests			
5:30 PM							
6:00 PM	Dinner	Dinner	Dinner	Dinner	Dinner		Dinner
6:30 PM							
7:00 PM	Finish 3 Color Images	Finish Overall Modeling	Finish UV's	Start Bump and Displacement	Shadows		Finalize Renders and Compositing
7:30 PM			Import Back in Maya	Maps in Modo or Z-Brush	SkyBox		
8:00 PM							
8:30 PM							
9:00 PM							Submit Work to Site or E-mail
9:30 PM	Submit Work to Site or E-mail	Submit Work to Site or E-mail	Submit Work to Site or E-mail	Submit Work to Site or E-mail	Submit Work to Site or E-mail		
10:00 PM							
10:30 PM	Get 2 Bed	Get 2 Bed	Get 2 Bed	Get 2 Bed	Get 2 Bed		Get 2 Bed
11:00 PM	Sleep to 8 AM	Sleep to 8 AM	Sleep to 8 AM	Sleep to 8 AM	Sleep to 8 AM		Sleep to 8 AM
11:30 PM							
12:00 AM							