

The Flea Circus Production Plan

Scene Specifications

Item Code	Progress	Category	Work Item	Estimate	Dependencies	Comments
G1			Reformatting for widescreen			Reformat as 540x960
H1	Complete	Highboard	Bending Plank		None	
H2	Complete		Align Ladder		None	
H3	Complete		Redo Ladder rungs bending		None	
H99			Animation/Rendering			
S1	In progress	Intro	Overlay spots on Circus			Subtle adjustments needed for larger format
S2	In progress	Intro	Moving/Waving audience for cutaway	1 hr		Needed redoing on small model, audience not quite vertical at start
S3	Complete	Intro	Intro Pacing		S1,S2	Reviewers commented intro needs more action and / or shortening, so faded out music and overlaid with announcer
S4	In progress		Introducing the fleas		RM2,RM3,RM4,S5	Open box + Magnifier + Tweezers
S5	In progress		Take a bow			A bow with a flourish, still to do, re-frame shot to include feet
S6	In progress		Spot light			As per some of the examples, there should be a spot light following the ring master
S99			Animation/Rendering			
C1		Cannon	Target Burst			Fake if needed
C2			Flea Cam			Looking for LCD style overlap like old Camcorders used to do
C99			Animation/Rendering			
T1		Tight Rope	Retime to match voice			
T2	In progress		Bending of wire			
T3			Fall from end			
T4			Ambulance		SFX4,SFX5,SFX6	Wobbly wheels/motion via wheels or cogito
T99			Animation/Rendering			
I1	Complete		Prop Stick			Potter wand?
I2	Complete		More slides			PPT?
I3			Professor pointing	2 hr		
I99			Animation/Rendering	5 hr	SFX2	
E1		Ring Master	Clap		SFX1, RM6	
E2			Fleas jumping back in box		RM6	
E99		End Sequence	Animation/Rendering			

Models

Item Code	Progress	Name	Work Item	Estimate	Dependencies	Comments
RM1		Ring Master	Texturing			
RM2	Complete		Second Coat morph			Morph coat to look like tails
RM3			Open Matchbox	30		Morph open box + texture
RM4	Complete		Magnifier			
RM5			Glasses			Make the rims of the glasses a little smaller and the glasses a fraction bigger
RM6	Complete		Morph hands to be thinner	1hr		Hands Scaled in Poser
RM7	In progress		Prepare RM and P for Mimic	4hrs		Add a selection of new posers for Ring Master and Professor
CASE1	Complete	Case	Rebuild with new textures			Anything Goo's textures and new big/little case model, ratio of sizes is 25 to 600 or 1:24
CASE2		Table Cloth	A velvety table cloth over the table			Use Poser's cloth simulation
RING1		Ring Layout	Floor texture			Need a consistent ring floor
RING2	In progress		Backdrop			Need consistent backdrop
RING3			Finish layout of ring		CASE1	
AUD01	Complete		Texturing of Audience			See Ringlayout_FollowSpots 12

Sounds

Item Code	Progress	Sound	Work Item	Estimate	Dependencies	Comments
V1	Complete	Crotaz Voice	Review rerecording of unicycle			Re-recorded all of the lines with new voice actor
V2		Ring Master	Review Volume levels			When copiling the intro the Ring Master voice varied in levels
SFX1	Complete	Clap				Single clap
SFX2	In progress	Tapping screen				Some samples
SFX3	Complete	Slide projector				
SFX4		Door Open	Ambulance			
SFX5		Door Slam	Ambulance			
SFX6		Pattering feet	Ambulance			

Misc

Item Code	Progress	Work Item	Estimate	Dependencies	Comments
MISC1		Compile list of helpers			For credits
MISC2		Producers			Second recording of producers made, needs reviewing
MISC3	Complete	Video Editing Software			Adobe Premiere Elements appears to do all that's needed
MISC4		Rebuild Storyboard		V1	
MISC5		Model Management			Should save out each of the ring models to make development and archiving easier
MISC6		Volumes			Perhaps if the music were quieter the levels for everything else would seem better?