

## Senior Thesis II Midterm Spring 2019

Each group will present their project progress through an updated animatic or game run through on **March 6, 2019**.

- **Short films**
  - Updated animations and environments in-engine
  - Character and environment textures should be around 90% completed
  - Basic lighting setup in-engine
  - If animations aren't complete for a certain shot, put in a placeholder (t-pose character) for the duration of the shot
  - Rigs should be done
  - Have a sound solution in mind (Ask a composer? Stock music? Who will be responsible for foley?)
- **Game:**
  - Game group will do a live run through of their game
  - Basic lighting setup
  - Should have basic UI working
  - At least 1 puzzle/gameplay mechanic should be playable during the live demo
  - Rigs should be done
  - Have a sound solution in mind (Ask a composer? Stock music? Who will be responsible for foley?)
- All groups post an updated scheduled on the midterm forum thread of incomplete and finished assets. (Shotgun might be better for this; Ms. Arevalo will let you know ahead of time!)