



A Production Manager in a Modeling class

By: Adam Tellez



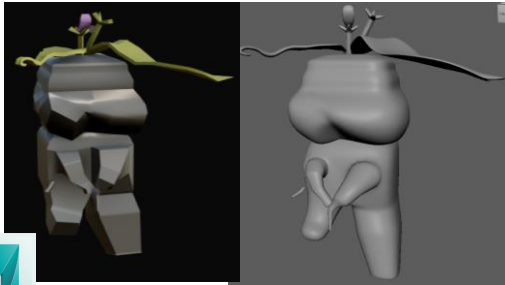
Table of contents

- My Experience
 - Art test
 - Hard Surface
 - Organic Prop
- What works
- Suggestions

My Experience

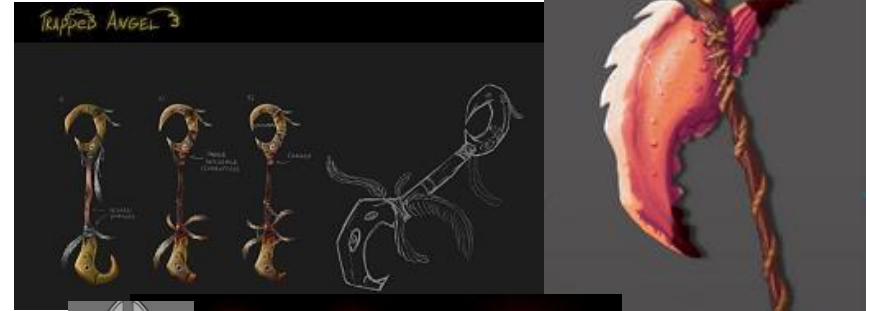
Art Test

Due: 9/10/2024



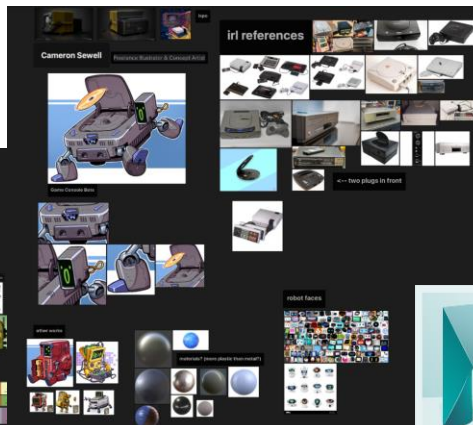
Organic Prop

Due: 11/25/24



Hard Surface Prop

Due: 10/22/24



Art test



In the process:

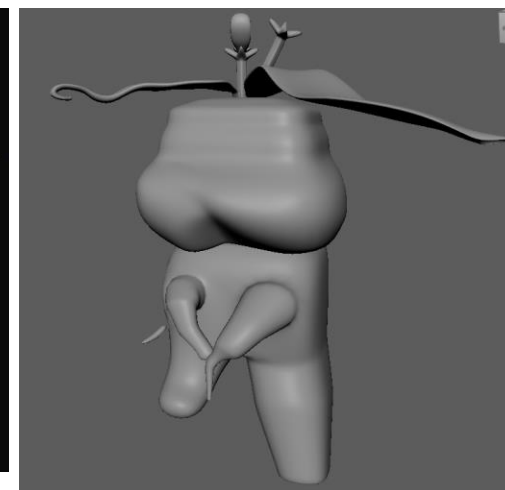
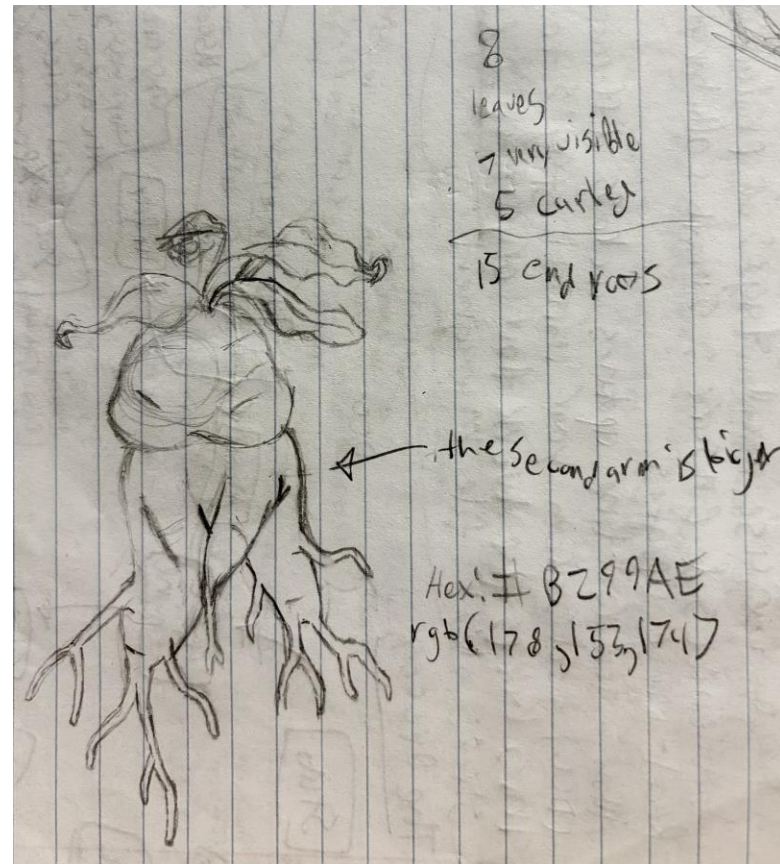
I went in looking for something I would enjoy doing verses something I thought I could get done in time.

I spent too much time thinking about what I wanted to try and in trying to make details proportional. Also, I should have spent more time than I did on it I procrastinated and because of that I didn't get my model where I would have liked it.

This was my first time using Maya since the spring semester It was a nice approach ease back into the software.

After thoughts:

I think It is good for the PM's to do this so we get reminded how it feels have to deliver a project by ourselves that way we can be reminded of our own struggles and apply that to helping the artists when we do



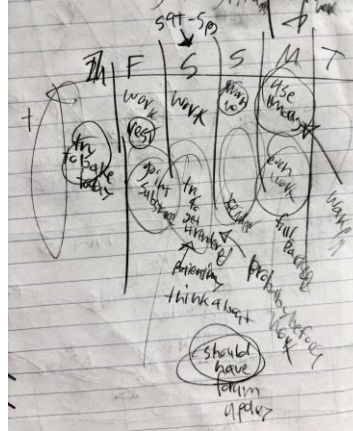
Hard Surface Prop



Annalisa Echeverria



Ava Murphy



^ a plan of one of the artist's week from my notebook

Graded from:

- [Notes](#)
- [Demonstrating a topic](#)
- [Contact logs](#)
- [Presentation about Artists/how it went](#)

Went in with:

- Two Artists
- No prior experience in PMing
- Preset deadlines
- Contacting through text & outlook

During:

On this project my approach was very hands on. I would check in during class and ask about their plan of the week so that I could see how they would organize their home life, other classes and this class. I would also check in the days between classes with a text or email to check their progress.

As far as my assignments I was doing them but I did tend to kind of put it off a bit since the due date was a while ahead.

My thoughts at the end:

I noticed that each of them tended to crunch and that at times it kind of stopped their progress.

I liked getting to focus on interacting with the artists to figure out how they work throughout the span of the project from an outside perspective. 2 artists was enough to start to see the contrasts in very similar approaches. Having to take notes and demonstrate a topic from class to aid others who might not have grasped topic(s) helped me personally. It helped me not get into the mind set "oh this is cool but I don't need to pay attention too much though since it's not important for me specifically". It also helped me actually look back at my notes and check if I actually understood what we talked about. Having to make my work presentable assisted in making me think about if what I was doing was working.

Organic Prop

Came in with:

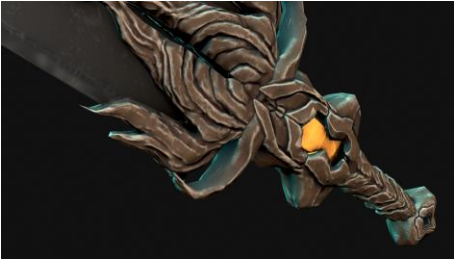
- 4 artists
- New managing program
- Individual deadlines
- Contact info for check-ins



Annalisa Echeverria



Micheal Aldrete



Joseph Harman



Amarissa Soto

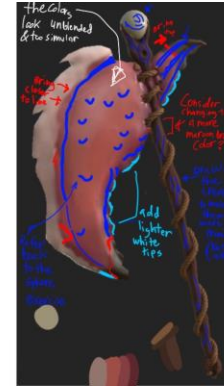
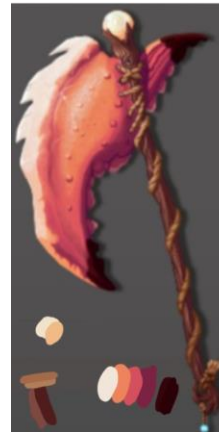
During:

This time around even though I had more artists it felt calmer because on Flo they could just update their status and I could see where they were at. And seeing directly in an organized format helped make it easier to assess how they are doing through the data. I also tried to go in and look at their update and talk to them about they felt like they were progressing. Basically, with the more time given I focused more on checking the quality products.

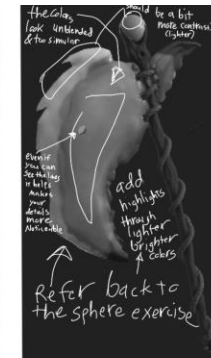
At the end, I did go back to my previous approach just to make sure they were meeting the final deadline in a place they were okay with and liked.

My approach:

This time around I was still there checking in and making sure the artists completed their deadlines but I also eased up, meaning that I knew their deadlines checked on them during class and sent a message one time inbetween the shorter deadlines.



Red- Nit picks
Blue- please do
White- value note



Example of messages sent with the time

Take away:

I think I mix of letting go and press would have been better. And good times for a more hands on approach would be when it seems like they are close to slipping from their task deadlines on flo.

I also think it would help to make a documentation of what gets done per the week instead of just making sure things get done by the dead line, in order to look back.

What works?

- It was helpful to ease into working with the artists and then more of them
 - It felt like
 - Art test: See how it feels -> HSprop: Talk to them -> Oprop: Work with them
 - Fall -> walk -> Run
- I liked demonstrating techniques that we learned in class in presentation format
 - It makes you feel the Importance of what you are doing
- Taking notes with the mindset that It will be a resource for others
- Learning about the different types of ways to organize tasks

Suggestions

- Make the PMs do assignments based off of what we learned in class
 - It doesn't have to be a Large assignment
- More checkins with PM's similar to how Artists post their updates
 - It could be a general report of what we've manage to accomplished
 - I doesn't have to be a lot of them maybe like 3 per project
- Make PM's think of their goals going into the project
 - Have them set a goal for their approach and then check if they met it by the end of the project
- I think we should also try applying another/more programs for organizing work for the project