

Kevin Kent – Timeline

Month	Quarter	Task	Notes
May	1	1. Storyboard theatrical video 2. confer with screenwriter and historical consultants 3. determine scenes to have substituted animation, walkthrough, or composited animations 4. determine voice-overs, music bed 5. edit filmed video that will be used 6. attend class in animation and/or game design find animation interns 7. Book or “pencil-in” bookings theatrical venues 8. Research bibliography for historical and archaeological information	Approximately 1.5 hours of unedited 3D video of the Western Wall
June			
July			Venues may need year in advance (public component)
Aug.	2	1. attend class in animation and/or game design find animation interns 2. storyboard animations 3. edit animations 4. combine animations with other video in video editor for theatrical production 5. storyboard game based on history, archaeology, assets, and entertainment 6. import game assets 7. finalize and test theatrical video including sound	Revisit venues as necessary
Sept.			
Oct.			test 3D with projector and glasses
Nov.	3	1. attend class in animation and/or game design find animation interns 2. finalize VR experience 3. Finalize theatrical venues	Revisit venues as necessary
Dec.			Test 3D video and game with HTC Vive system
Jan.			import 3D video and game assets; build test VR
Feb.	4	1. attend class in animation and/or game design find animation interns if time permits 2. finalize VR, test in February if necessary	Revisit venues as necessary
Mar.			Public component over March and April as venue(s) permit
April			