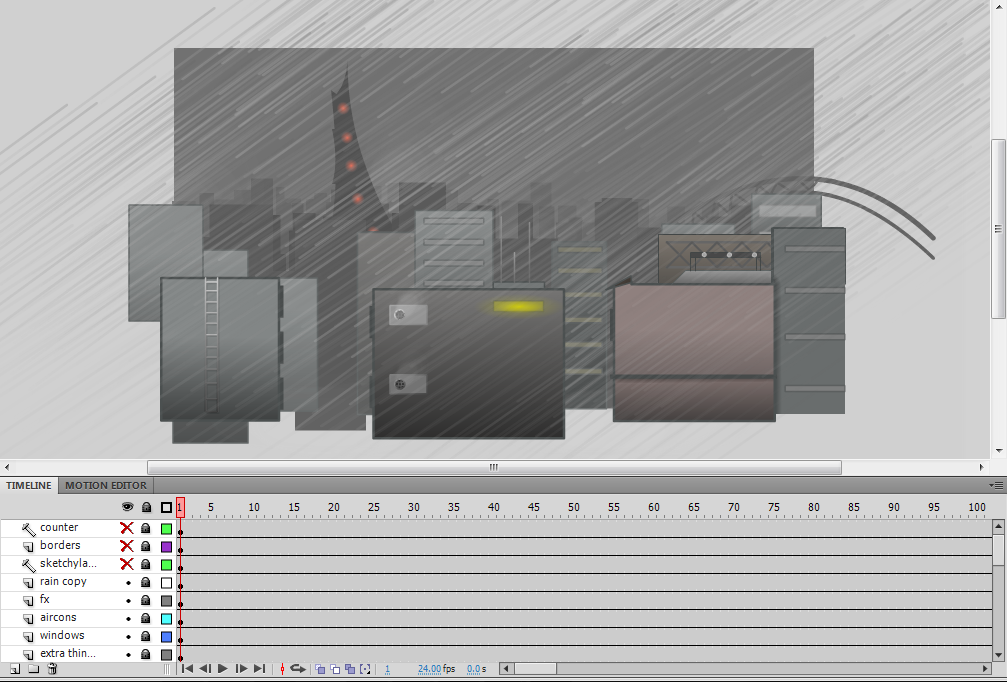
Progress Log

13-15/5/14 – Began developing ideas for the storyline following the criteria given (G rated, includes water -> focused more on an emotional journey rather than on action)

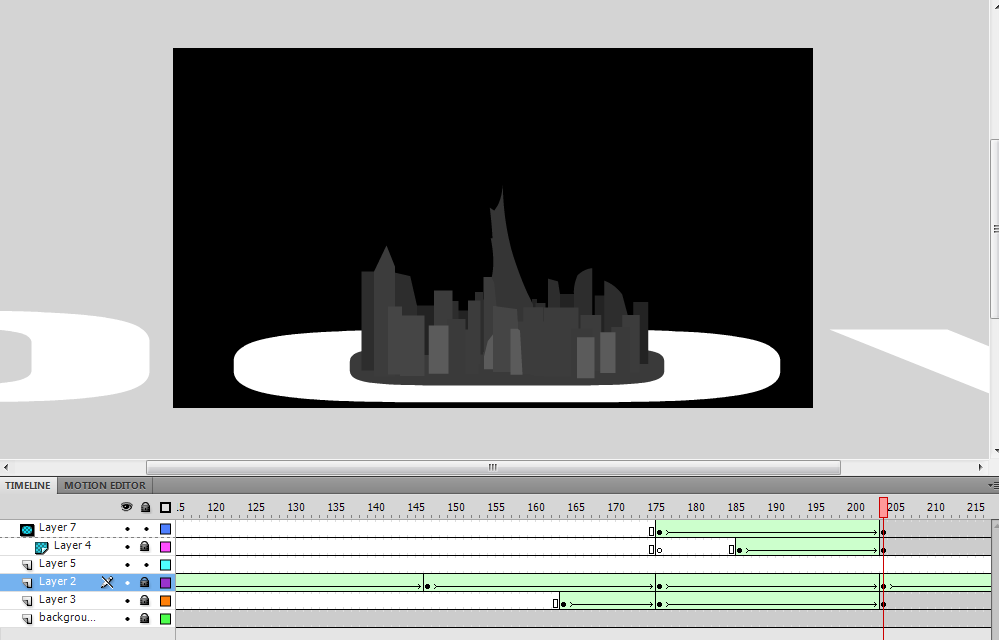
16/5/14 – Began watching short films (on Kale’s laptop)

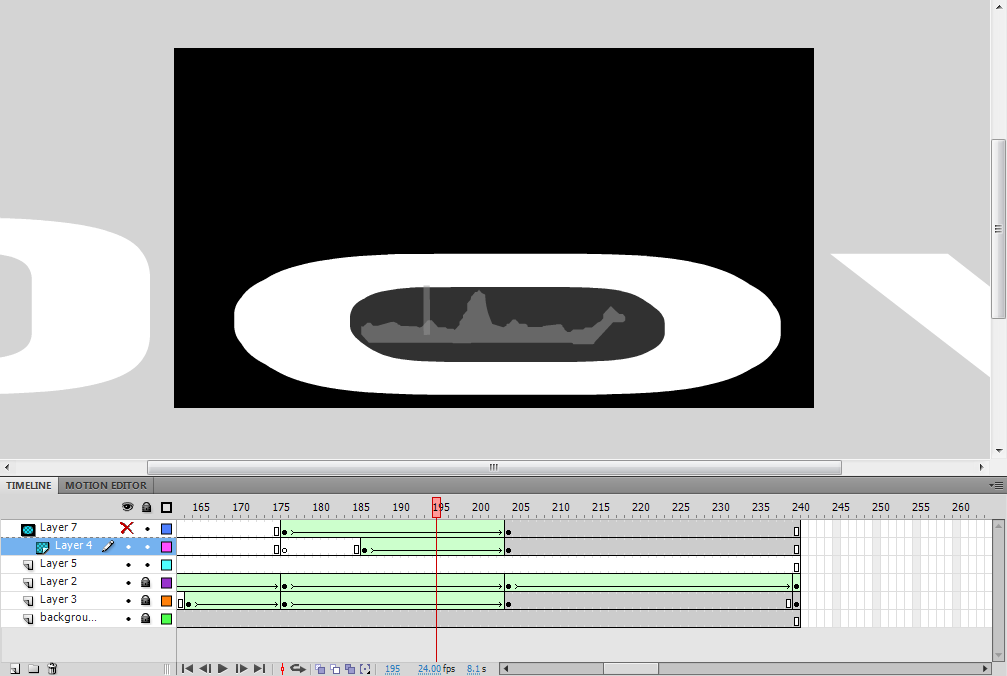
17-18/5/14 – Development of a proof-of-concept/test video (developing setting and also testing the limits of Adobe Flash CS5.5). Also watched some short films from previous Tropfest competitions.



*Proof of Concept/main city scene*

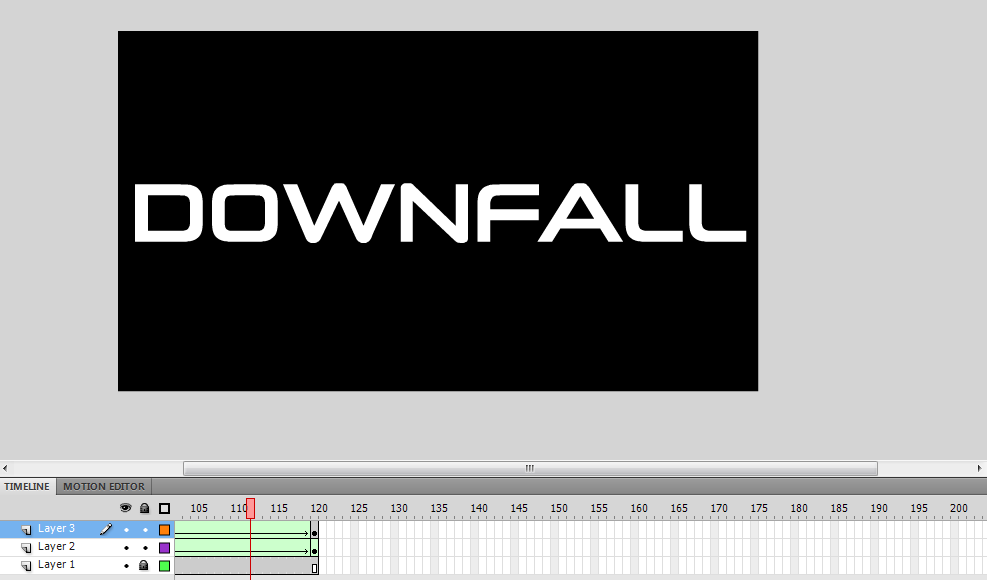
19/5/14 – Wrote up the film storyline draft. Watched another short film. Developed two title screens (one an attempt in creating a 3D-city effect similar to that seen in the upcoming game Watch Dogs, and the other a more simple, but equally effective simple zoom in (sound cues to be added later))

*Prototype 3D-city effect (failed)*



*Ditto, showing broken tweening*

20/5/14 – Worked on the second title screen, with the prototype screen having failed spectacularly (tweening an object from itself to itself causes Flash’s tweening algorithm to go crazy, apparently). Discussed ideas for the introduction with Kale (outside of ITMM) – decided upon showing the main character actually stealing the package from a building(instead of just appearing with it). Tested a new concept for rendering the rain (currently it’s extremely slow because Flash has bad tweening algorithms)



*Second title screen*

21/5/14 – Began integrating the city scene into the actual video -> adding a zoom out as well as a window (to be smashed. Watched some more short films.