



Dizzy Returns

Kickstarter Update Plan

29th Nov

Resources:	Discipline	Availability	Key Work	Comments
Pete Barnard	Manager	Next Week ONLY	Managing the list below!	
Steve Walker	3D artist	Next Week ONLY	Troll/Guard 3D model	Film next week
Duncan	Character Concepts	Next Week ONLY	Already has quite a few. Do to:-- Zaks Knight (or other NPC)	Needed for some Paper Titans work!
Nick Myles	Colour Concept	Next Week ONLY	Finishing Crystal caves today Do Mermaid Cover 2-3 days Do 1 more (design lead) location	
Pavel	Maya Artist	Tomorrow ONLY!	Finish tree house section in 3D in Maya	Video Friday
Noel	Environment Artist		Finishing 3D tavern today	Video Friday
Steve A	Environment artist	Next Week ONLY	Working with Noel.	
Alex	Artist	Tomorrow ONLY	Working of 3D waterfall	
Jonah	Effects artist		Will continue with Waterfall effect	Should show this work after we've shown mermaid cove area.
Design				
Stuart Maine	Maps/puzzles design	Off intermittently Off Mondays & fridays	Finish Mermaid Cove Design next level, so that concept can be done next wed.	
Mark Witts	Maps/puzzles design	Here to 21 st	Ditto	
Other				
Steve Whitfield	Layout Artist	Here to 21 st		
Alex Bowden	Video	Here to 21 st	Lots of video stuff, each Friday!	
Scott M	Community			
Paul Jennings	Illustrator/layout		Good layout the stuff of a very nice looking pitch/GDD/art book.	
Chris TB	Kickstart man.		Maintenance of campaign Pulling together assets and Wording for updates	
Andrew O	Director	Here to 21 st	Directing	

	Kickstarter updates	
Monday [design/survey]	Wednesday [concepts]	Friday [videos]
26 th Nov	28 th Nov	30 th Nov
Thanks video from P&A Some concepts	Troll & Guard concepts First Survey sent	Meet The team Video of Treehouse in Maya Infographic of Survey results?
3 rd Dec	5 th Dec	7 th Dec

1 st Main Survey?	Painted concept of Mermaid cove Concept of Zaks & Knight	Video of Tavern in Maya 3D Troll in Maya Infographic of survey results
10 th Dec	12 th Dec	14 th Dec
2nd Main Survey? Design video? – talk through of Mermaid cove design?	Painted concept of new location from designers	Video of mermaid cove in Maya and the waterfall effects
17 th Dec	19 th Dec	20 th Dec !! [Thursday]
Design video? – talk through of new area design?	Release of PJ's pitch doc.	

Other:

Steve Whitfields Diagram of mermaid cove level.

From: Andrew Oliver [mailto:aoliver@blitzgamesstudios.com]
Sent: 21 November 2012 11:52
Subject: Art Plan for Dizzy Returns - to christmas (end of campaign)

Hi Pete,

We have a plan to do twice weekly updates. Although the first update will be on THIS Monday, to reflect on what happened over the weekend. And include video of myself and philip thanking people.

Each Wednesday update will be some text and artwork/design.

Each Friday, a Video piece, Where myself and Philip thank the pledgers, make some comments on forum mood, and then introduce a person to talk about their involvement in the project. Each time a different discipline. So the first maybe a focus on character development and next focus on environment and art style.

Each update will also come with more art. A Character piece and environment piece. As time progresses, we'll get diagrammatical designs, etc.

So what we are looking for:-

Characters:-

- All the dizzy poses (sketches) are brilliant! – there's so many great ones.
- We next need a colour, confident proud pose of Dizzy for the title/logo. – As discussed.
- And then a colour action shot, maybe over one of the backgrounds already drawn.
- We need Duncan To start concepting other characters now. Zaks, Dragon, and others. And other yolkfolk characters.
- Maybe alternate NPC with a Yolkfolk character each day over the coming weeks. And I'd like to be involved in the direction of each of these characters.
- Then we can release a Yolkfolk & NPC concept each update, and we'll be getting slightly ahead of ourselves, if he stays on this schedule. [ps. You don't control other yolkfolk]
- I'm happy to write down a list of the order that these should be tackled.
- The character sketches need to be followed up, with a coloured version of each characters.

Locations:-

- I've just seen the next piece of Nick Myles work come through. (the waterfall). These are great pieces and definitely sets mood and are useful.
- Maybe we could have more from different locations. – although I think we need a bit more direction as to the style and tone. (and list of locations to tackle)

Landmarks:-

- Each area is going to have a key landmark. Temple=a big statue, forest clearing = a large obelisk, a cliff = a carved face cave, etc. It would be nice to start creating some of these iconic landmarks.
- They can and probably should be, in a completely different style. So a different artist.

Screens:-

- We need to have 'pictures' that are closer to how the game will look. Artists impression of screen shot. I think we'll need this fairly soon, given the art we have so far. Again, this would be a different style. (2.5D) foliage/organic version of Little Big Planet. – Again, this would be a different art style and can be a different artist, if you have availability.
- We need the art style of a level (or 2) put together with environment artists.

Item/pickups:-

- It's synonymous to Dizzy. We'll start to create a list of all the items you can find. [shield, rope, bucket, key, etc] And then we can look to show the list artistically.
- Although I'm guessing we may want to create these in simple 3D models.

3D modelling:-

- Before the campaign finishes. We'll want to show a 3D Dizzy character as far along as possible. So we need it modelled, textured and then see how much animation we can apply.
- We'll want this shown off, a few days before the end. i.e. Around 17th Dec. [from discussion earlier, This will be dealt with, by Art R&D]

Level diagrams:-

- We need this in 2-3 weeks. When Stuart has designed a good level. – we may be able to get Steve Whitfield on this. [although I've seen Duncan do some amazing location diagrams – but I guess he'll be busy of characters]

Ps. I assume you know about the concept/reference docs. That I created. (although they need a lot more work!)

I'd like to be involved with actually characters/locations chosen and there direction/brief.

And we need to work on a proper milestone delivery plan, but I'm not in a position to know how much time things above will take, its a general wish list and direction.

It's needs a proper list of deliverables, dates and assignment.