

| WEEK | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Pre – production (concept stage) | | | | | | |
| Actual concept | | | | | | |
| Meeting with client | | | | | | |
| Filming the footage | | | | | | |
| Tracking the footage | | | | | | |
| Rotoscoping the people out the camera track | | | | | | |
| Bringing footage into Maya to add CG box | | | | | | |
| Key framing box to follow the footage | | | | | | |
| Building CG butterfly Texturing CG butterfly | | | | | | |
| Bring CG butterfly into Maya scene | | | | | | |
| Key framing butterfly | | | | | | |
| Adjusting lighting in Maya to match nuke | | | | | | |
| Render from Maya | | | | | | |
| Composite in nuke | | | | | | |