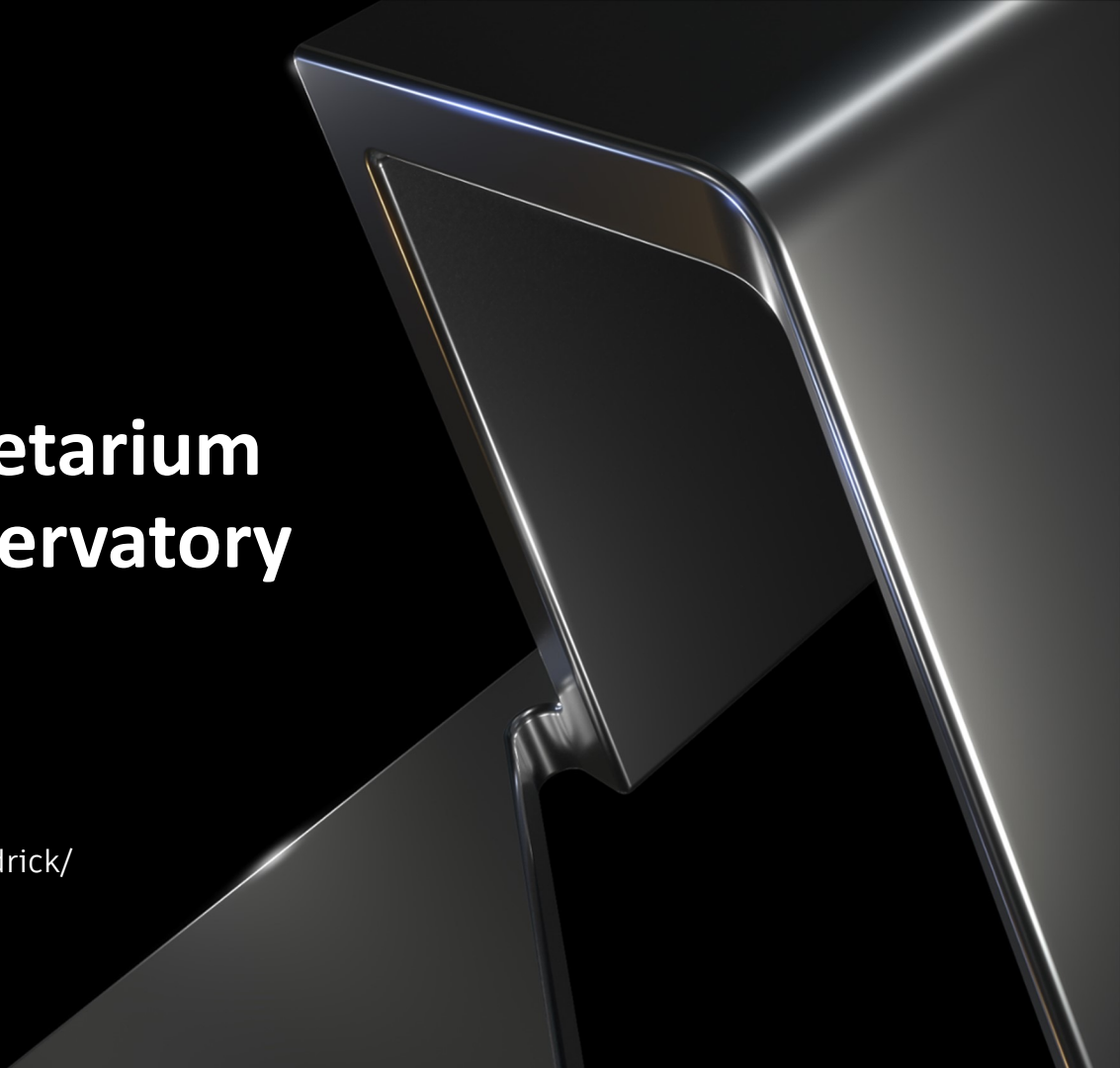


Producing a CG Planetarium Show at Griffith Observatory

Dawn Fidrick

Producer | <https://www.linkedin.com/in/dawnfidrick/>



LOS ANGELES



Photo by [Robert Langford](#) on [Unsplash](#) Hollywood Hills

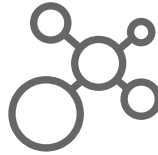
Learning Objectives

Learning Objectives

Producing a CG planetarium show at Griffith Observatory



Gain context in for building a new studio pipeline and show.



Start planning an animation and VFX production and draft a production plan.



Building a team.



Context



Griffith Observatory

Los Angeles landmark, established 1935



Planetarium

Samuel Oschin Planetarium at Griffith Observatory



Planetarium

Samuel Oschin Planetarium at Griffith Observatory

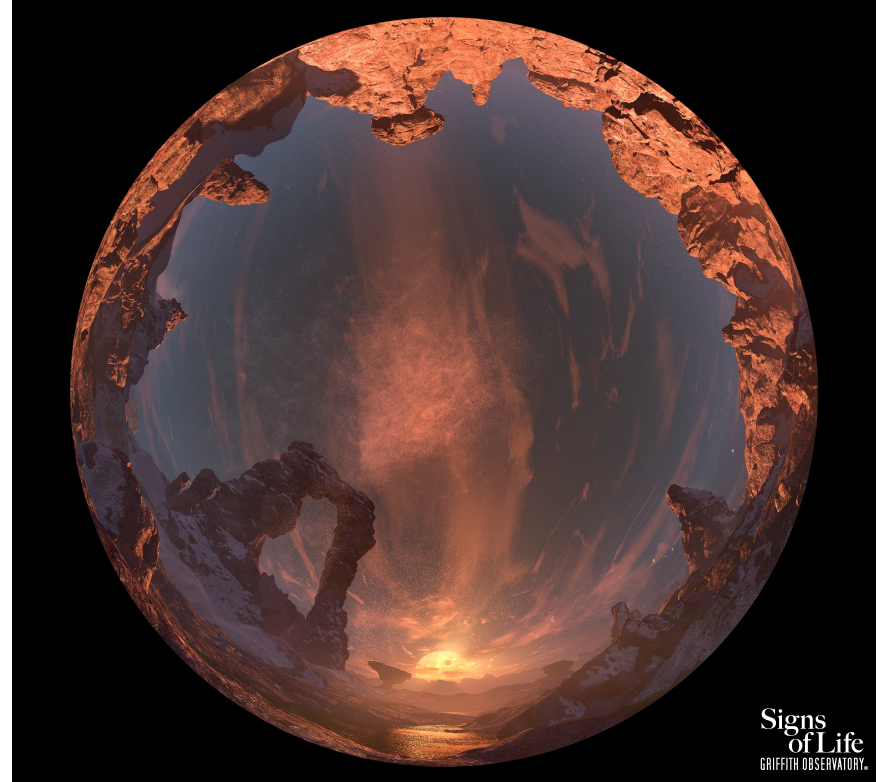
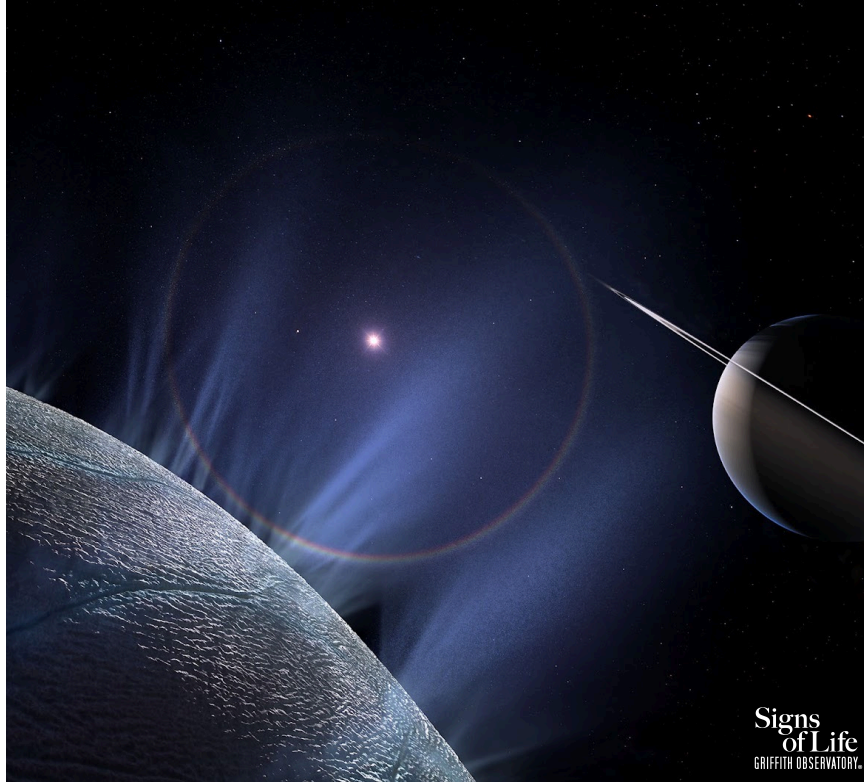




Passion for Producing

Computer Generated Show

Signs of Life – 35 minute, 8K (8192x8192), 60fps, original content, fully animated



PASSION LED US HERE



Photo by Steve Birnbaum

Producers

Signs of Life, Planetarium Show

Executive Producers

Dr. E.C. Krupp

Camille Lombardo

Mark Pine

Richard Semler

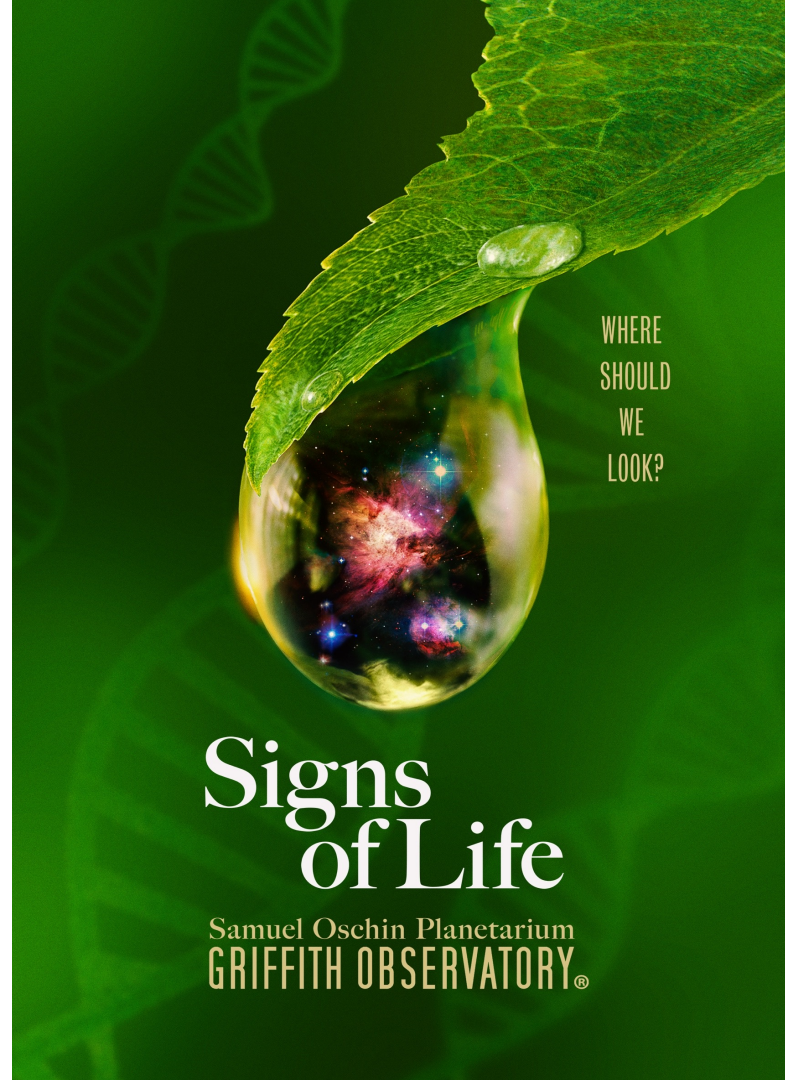
Co-Executive Producer

Dr. Laura Danly

Producers

Dawn Fidrick

Bob Niemack





Gather Information

Get to know your employer/client

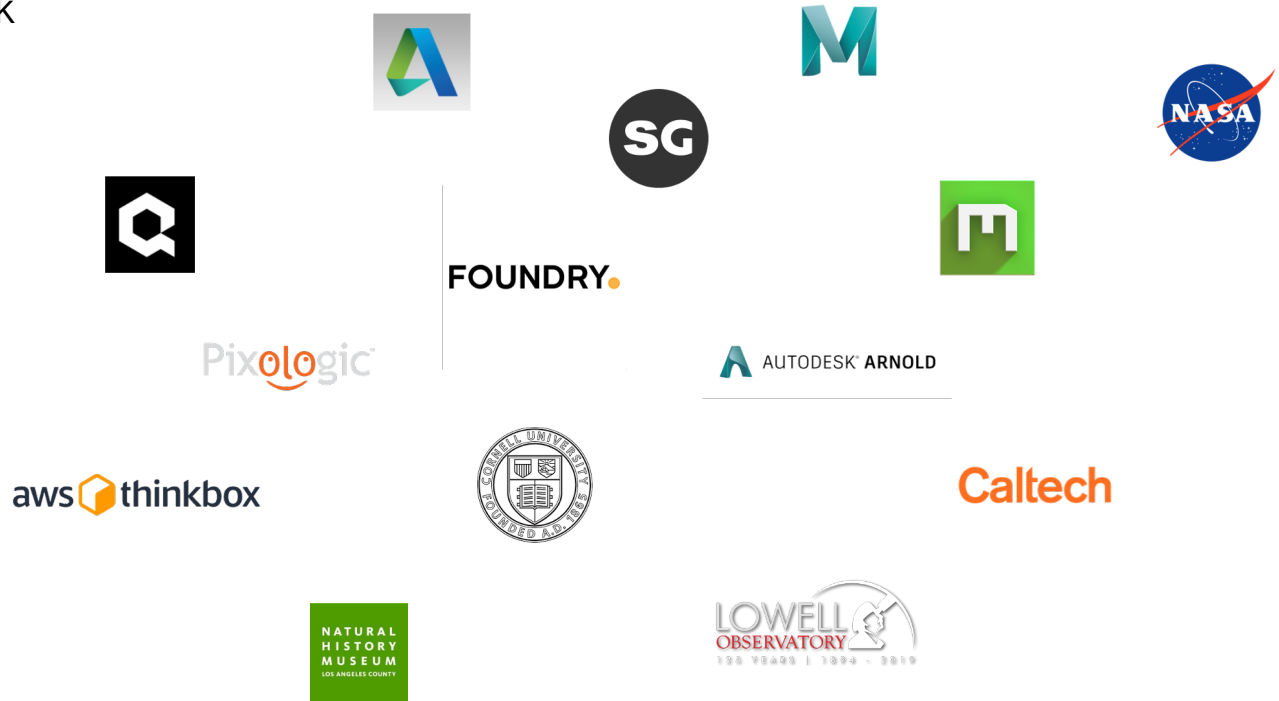
- Meet with Everyone
- Take a Tour
- Research
- Seed Relationships



Science Advisors and Technology Partners

Cultivate Relationships

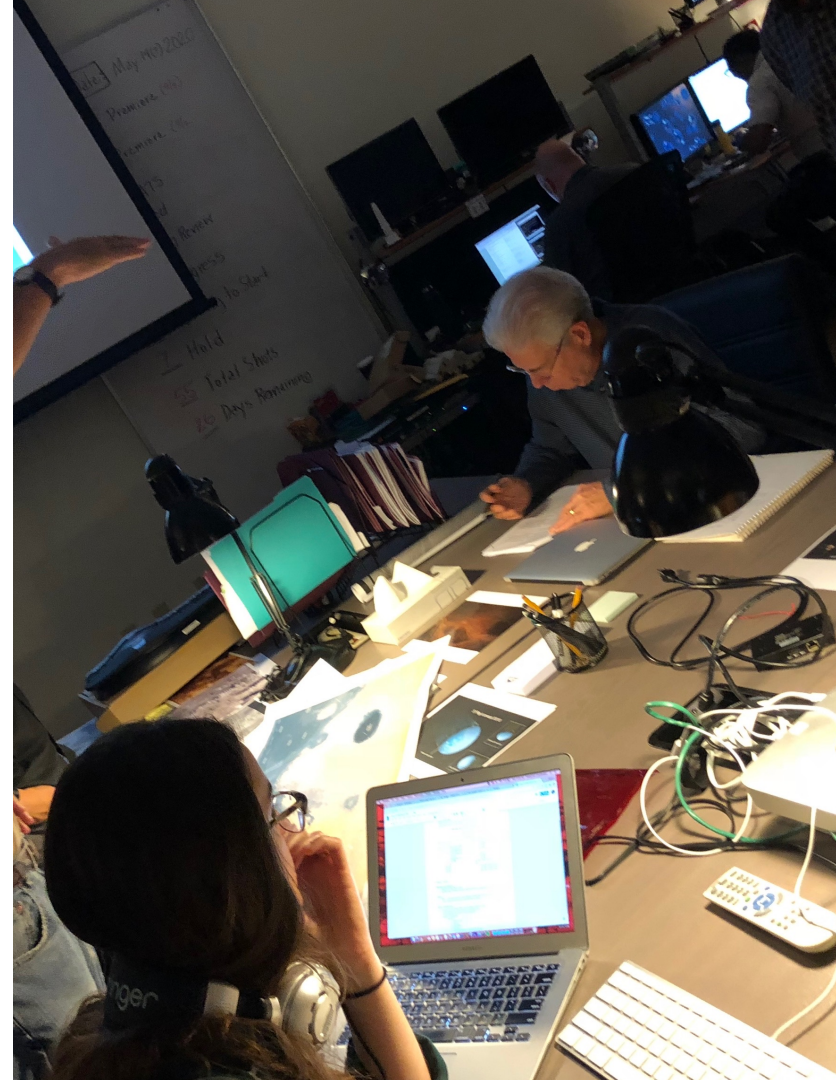
- Draw on your network
- Reach out



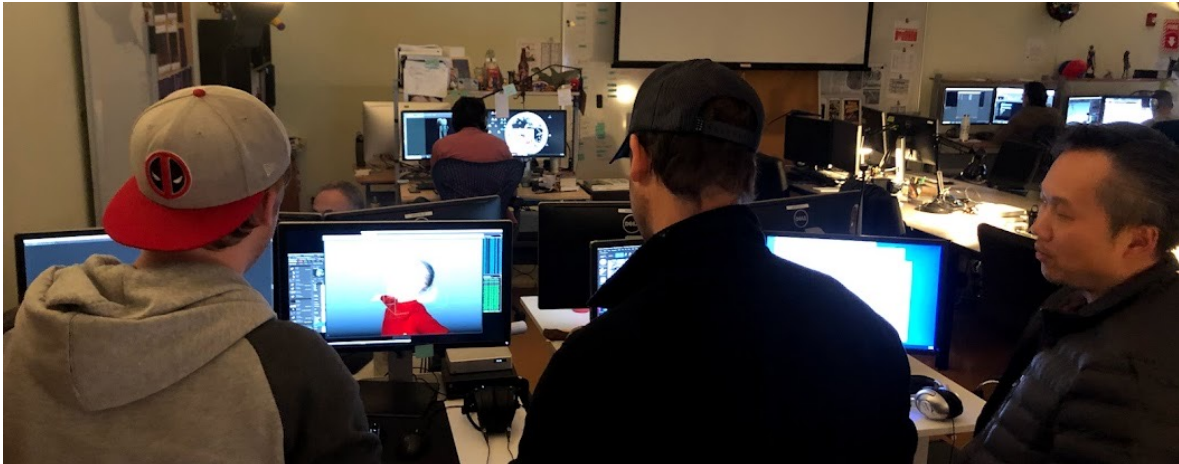
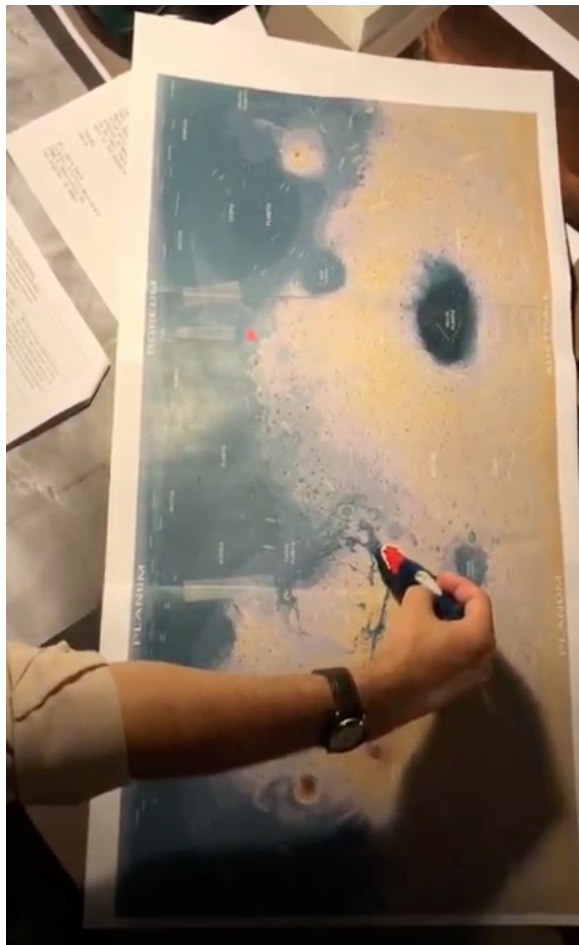
Be an Observer

- Be Present
- Listen
- Ask A Lot Questions
- Read the Room
- Take Notes

- Be Present
- Listen
- Ask A Lot Questions
- Read the Room
- Take Notes









DAWN FIORICK

DAWN FIORICK S

- DAWN FIORICK G

Planning

Production Plan

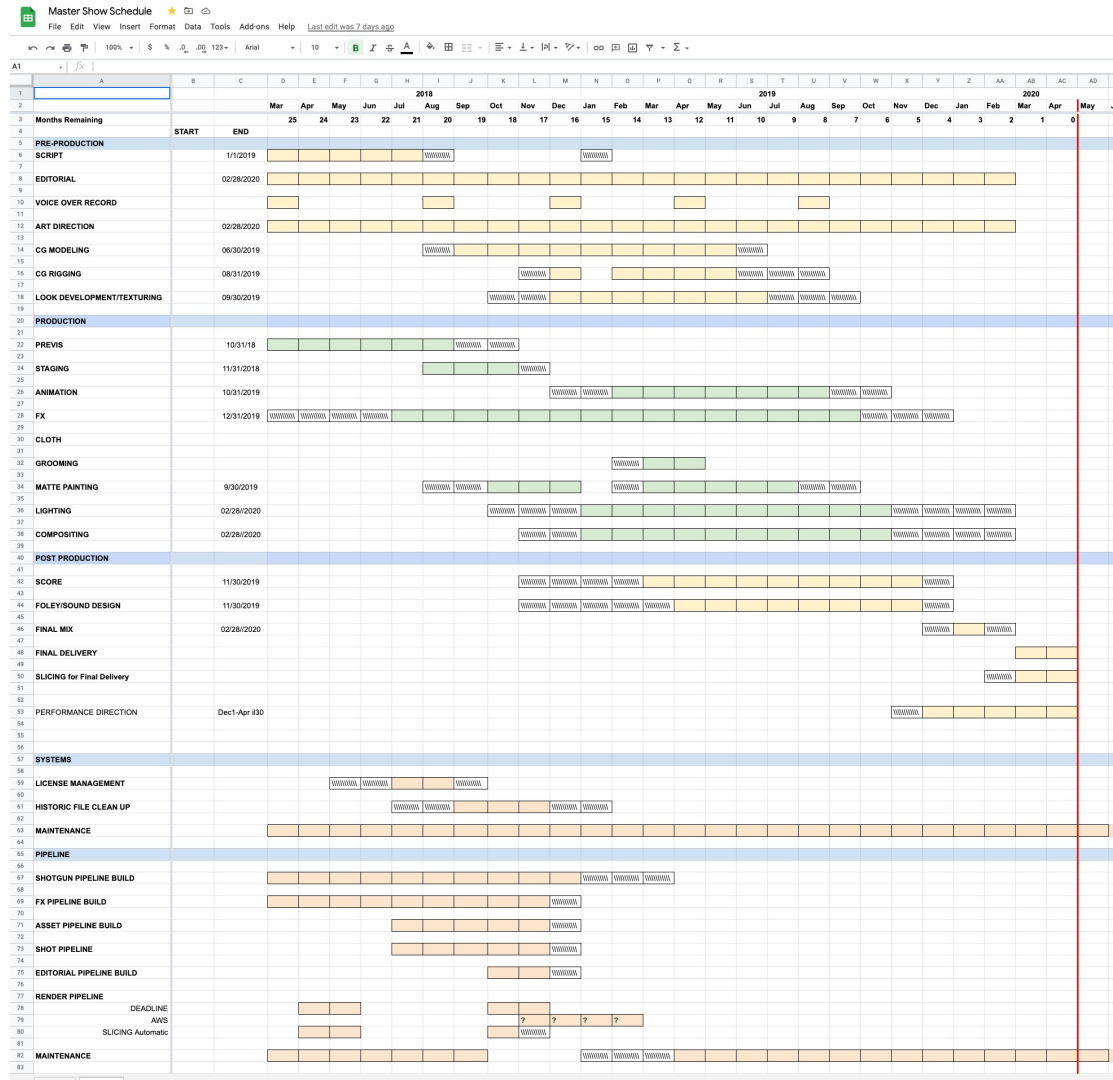
Create a set of documents to serve as your guide

Use the context and information your gathered to inform the production plan and use the stages of production as a guide in which to organize it.

- List of Assumptions
- Create Schedule
- Create a Production Pipeline Schematic
- Create Budget

Overview Schedule

- All Stages of Production
- All Departments
- Best Guess



Draft Crew Plan

- All Stages of Production
- All Departments
- Best Guess

[illegible]

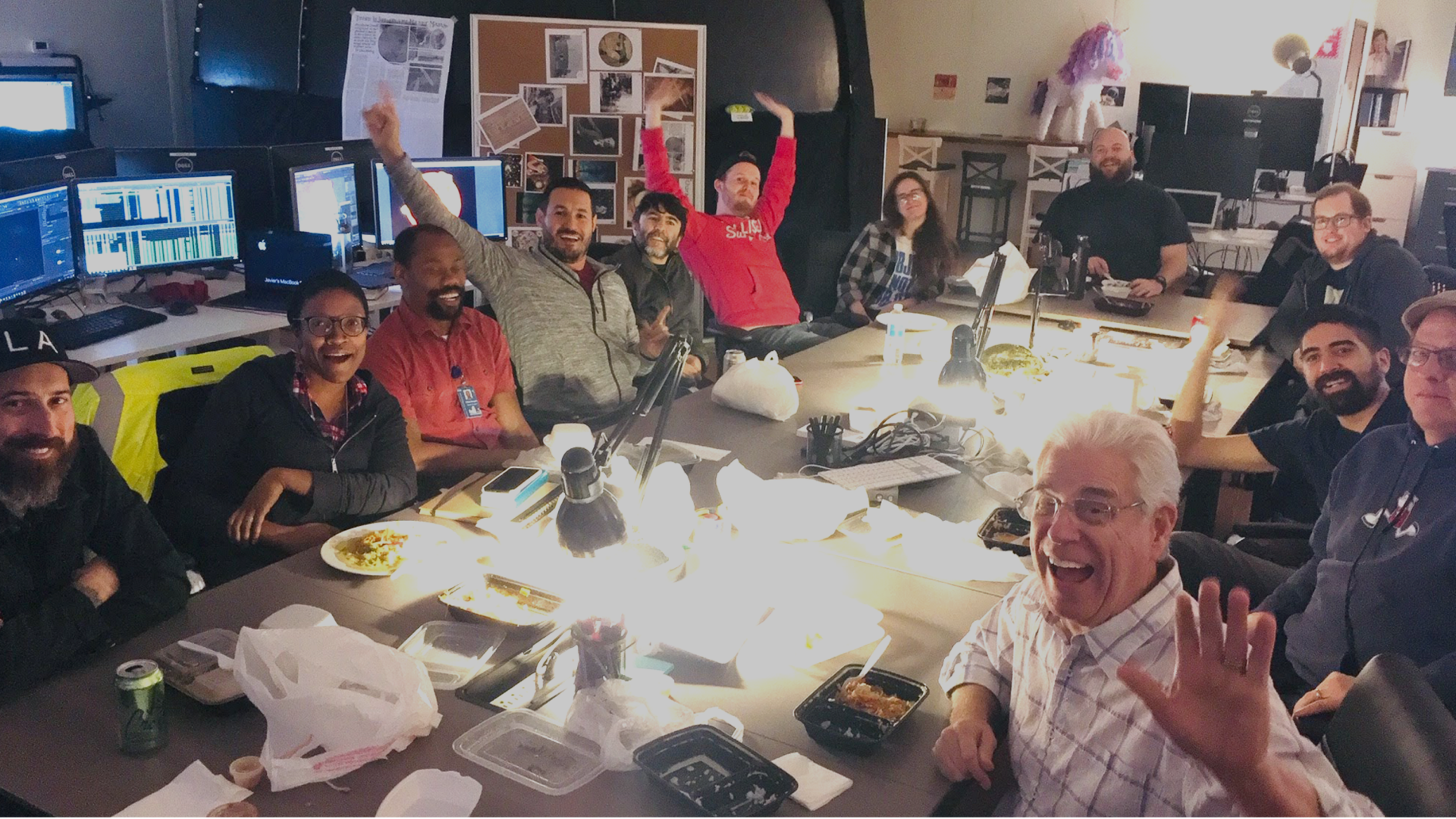
Building the Team













School of Visual Arts Alumni

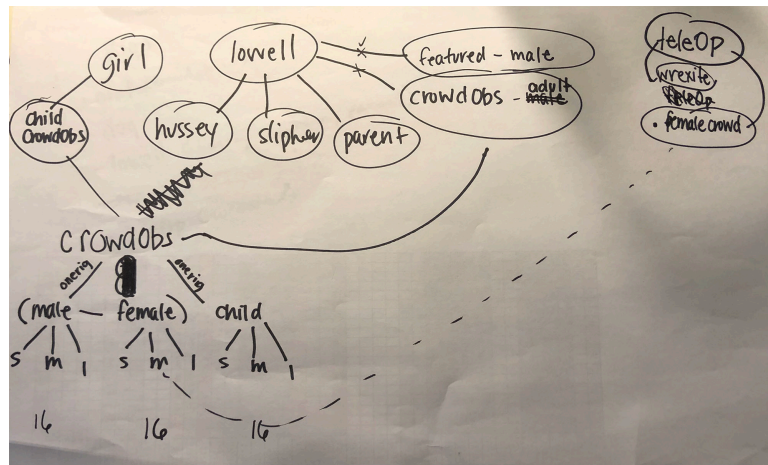
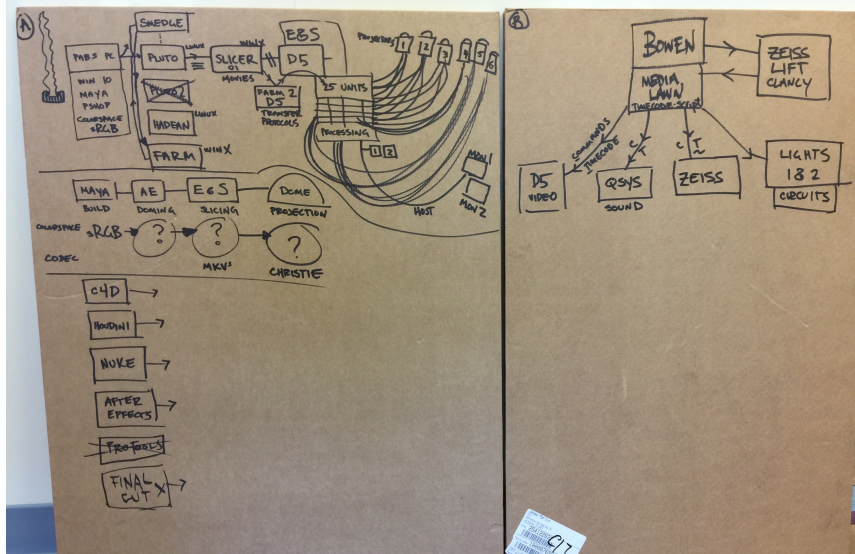
· Yesterday ·



2019 SVA @ SIGGRAPH Alumni Reception
July 29, 2019 | Los Angeles, CA | Photo Credit: Star
Montana (BFA 2013 Photography)



Photo by Steve Birnbaum



NAMING CONVENTION

seq - shot - type - layer - version - \$F5.format

Sat - 010 - comp - shad1 - v001 - 05862.jpg

seq-shot-type-element-version.frame.jpg

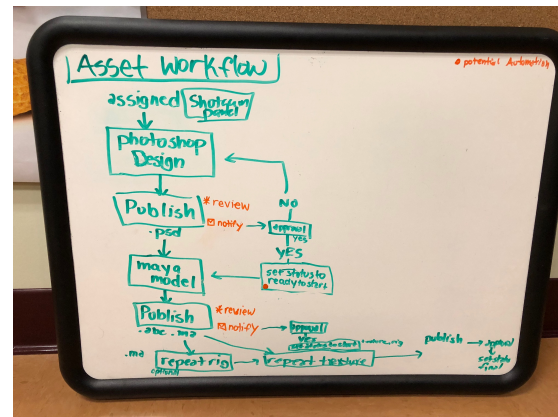
TRANSIT

* lens transition

mar_030 } bac_000
bac_010 }

* mars map + invasion + starfield

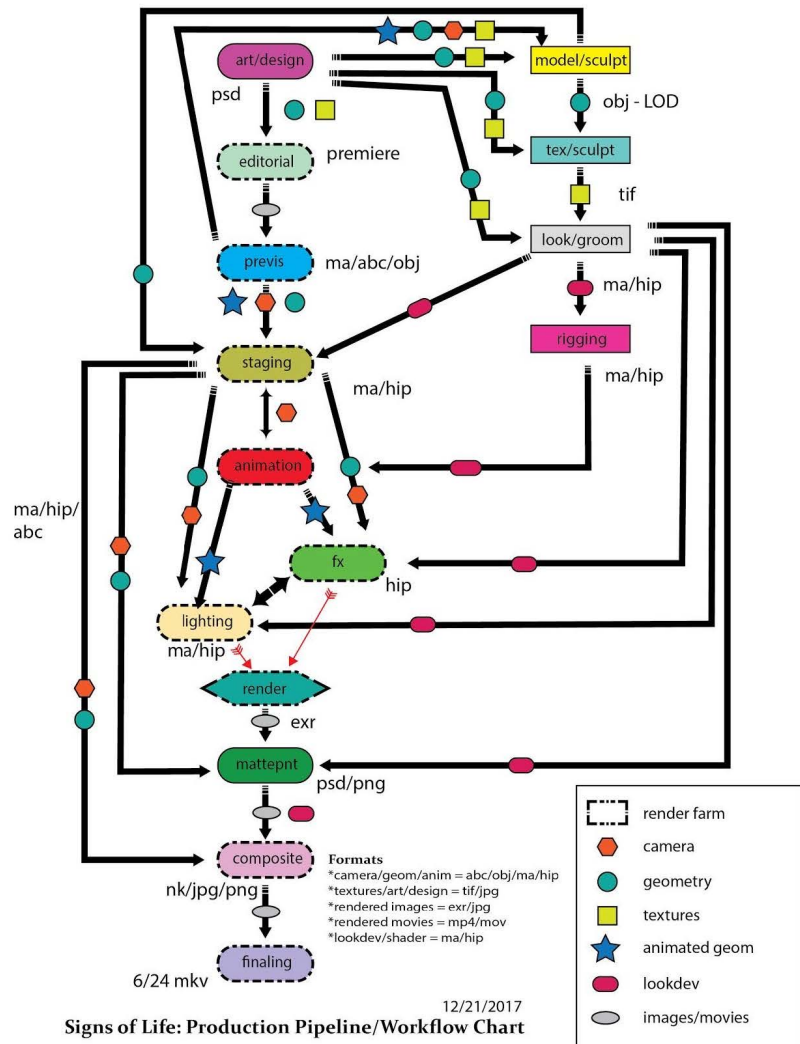
low_010 } mar_000
low_020 }
low_025 }
mar_020 }



Pipeline Schematic

Signs of Life: Production Pipeline

- Art/Design
- Editorial
- Research and Development
- Previs
- Staging
- Modeling
- Texture
- Rigging
- Animation
- FX
- Lighting
- Render
- Compositing
- Finaling



Budget

Chart of Accounts

- Account Number
 - Description
 - Contingency
-
- Resource Tool - Producing Animation, Written by Catherine Winder and Zahra Dowlatabadi

| CHART OF ACCOUNTS | | | | | |
|--|-----------------------------------|---------|--------------------------------|---------|-----------------------------|
| Account | Description | Account | Description | Account | Description |
| 0100 STORY FEES & SCRIPT DEVELOPMENT | | | | | |
| 0101 | Writer(s) - Script Fees | 0102 | Writer(s) - Bible Fees | 0103 | Story Editor |
| 0104 | Script Consultants | 0105 | Script Coordinator | 0106 | Secretary |
| 0107 | Option Fees | 0108 | Rights Payments | 0109 | Bonuses |
| 0110 | Royalties | 0111 | Clearance Fees | 0112 | Copyright Fees |
| 0113 | Script Copy Fees | 0114 | Research & Reference Materials | 0115 | Final Continuity Script |
| 0116 | Title Registration Fees | 0117 | Travel & Accommodations | 0118 | Fringe Benefits |
| 0200 PRODUCER'S UNIT | | | | | |
| 0201 | Executive Producer | 0202 | Producer | 0203 | Co-Producer |
| 0204 | Line Producer | 0205 | Associate Producer | 0206 | Producer's Assistant |
| 0207 | Travel & Accommodations | 0208 | Entertainment | 0209 | Fringe Benefits |
| 0300 DIRECTOR'S UNIT | | | | | |
| 0301 | Director | 0302 | Supervising Director | 0303 | Animation Director |
| 0304 | Co-Director | 0305 | Sequence/Episode Director | 0306 | Assistant Director |
| 0307 | Director's Assistant | 0308 | Travel & Accommodations | 0309 | Entertainment |
| 0310 | Fringe Benefits | | | | |
| 0400 CASTING & RECORDING | | | | | |
| 0401 | Principal Cast | 0402 | Supporting Cast | 0403 | Casting Director |
| 0404 | Dialogue Director | 0405 | Welfare Worker/Teacher | 0406 | Vocal Coach |
| 0407 | Casting Coordinator/Assistant | 0408 | Recording Studio | 0409 | Editing |
| 0410 | ADR Recording | 0411 | Loop Group | 0412 | Cast Meals |
| 0413 | Video Equipment Rental | 0414 | Materials & Supplies | 0415 | Working Meals |
| 0416 | Mileage/Parking | 0417 | Travel & Accommodations | 0418 | Fringe Benefits |
| TOTAL ABOVE THE LINE | | | | | |
| PRODUCTION STAFF | | | | | |
| 0501 | Production Manager | 0502 | Production Supervisor | 0503 | Post-Production Supervisor |
| 0504 | Asst. Prod. Mgr./Prod. Dept. Mgr. | 0505 | Production Coordinator | 0506 | Post-Production Coordinator |
| 0507 | Production Assistant | 0508 | Post-Production Assistant | 0509 | Production Secretary |
| 0510 | Production Accountant | 0511 | Production Consultant | 0512 | Temporary Assistant |
| 0513 | Materials & Supplies | 0514 | Equipment Rentals | 0515 | Working Meals |
| 0516 | Overtime | 0517 | Fringe Benefits | | |
| 0600 ART DIRECTION & VISUAL DEVELOPMENT | | | | | |
| 0601 | Production Designer | 0602 | Art Director | 0603 | Visual Effects Supervisor |
| 0604 | Stereoscopic Supervisor | 0605 | Visual Development Artist | 0606 | Character Designer |
| 0607 | Location Designer | 0608 | Prop Designer | 0609 | FX Designer |
| 0610 | Background Painter | 0611 | Color Stylist | 0612 | Graphic Designer |
| 0613 | Sculpture/Maquettes | 0614 | Research & Reference | 0615 | Travel & Accommodations |
| 0616 | Materials & Supplies | 0617 | Overtime | 0618 | Fringe Benefits |
| 0700 STORYBOARD | | | | | |
| 0701 | Head of Story | 0702 | Storyboard Artist | 0703 | Storyboard Revisited |
| 0704 | Storyboard Cleanup Artist | 0705 | Materials & Supplies | 0706 | Overtime |
| 0707 | Fringe Benefits | | | | |
| 0800 SONG | | | | | |
| 0801 | Song Producer | 0802 | Song Composer | 0803 | Lyricist |
| 0804 | Conductor | 0805 | Orchestra/Arrangement Fees | 0806 | Copyists/Proofreaders |
| 0807 | Singers/Chorus | 0808 | Song Coach | 0809 | Musicians |
| 0810 | Music Editor | 0811 | Original Song Purchase | 0812 | Song Copyrights |
| 0813 | Demos | 0814 | Instrument Cartage | 0815 | Instrument Rentals |
| 0816 | Studio Session Fees | 0817 | Travel & Accommodations | 0818 | Overtime |
| 0819 | Fringe Benefits | | | | |
| 0900 EDITORIAL | | | | | |
| 0901 | Editor | 0902 | Associate Editor | 0903 | Assistant Editor |
| 0904 | Apprentice Editor | 0905 | Dialogue Editor | 0906 | Timing Director/Slugging |
| 0907 | Sheet Timer | 0908 | Track Reader | 0909 | Editorial Equipment |
| 0910 | Materials & Supplies | 0911 | Hardware & Software | 0912 | Overtime |
| 0913 | Fringe Benefits | | | | |

Figure 6-9 Chart of accounts.

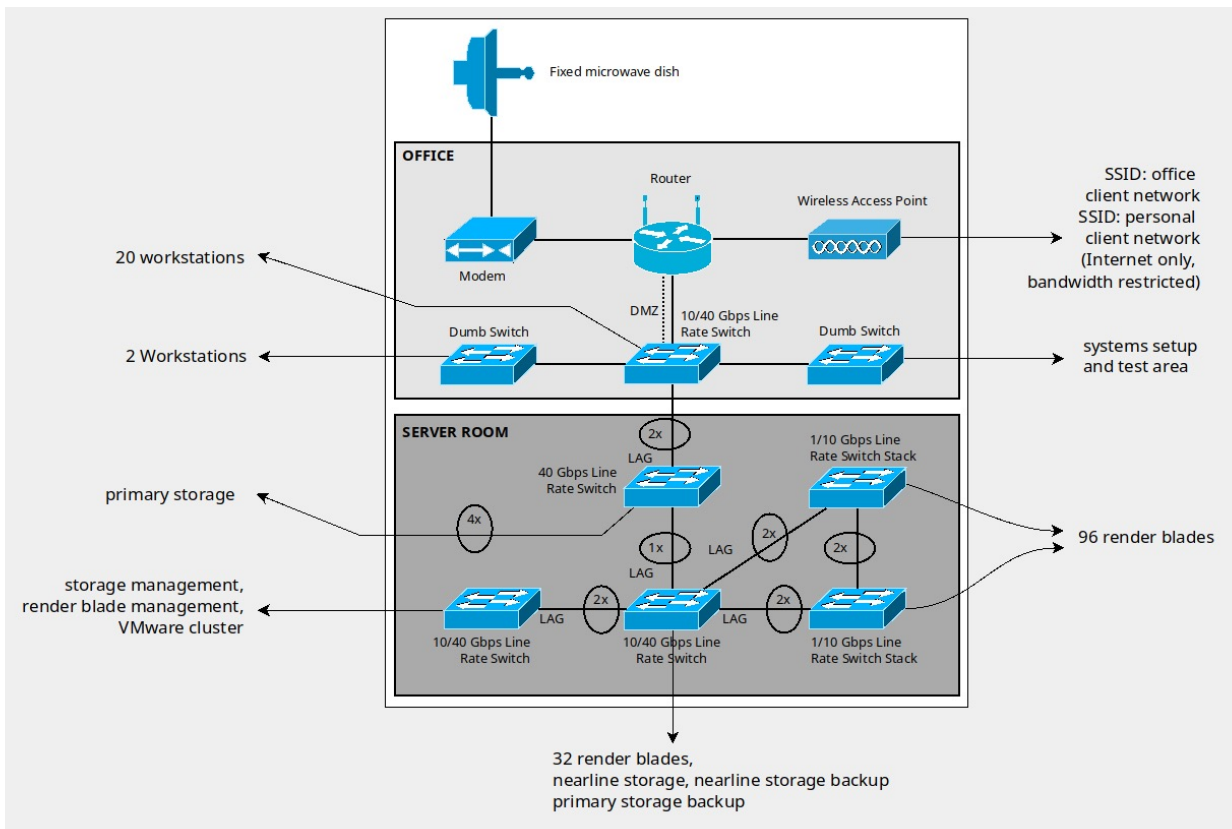
Image credit: Producing Animation, Written by Catherine Winder and Zahra Dowlatabadi

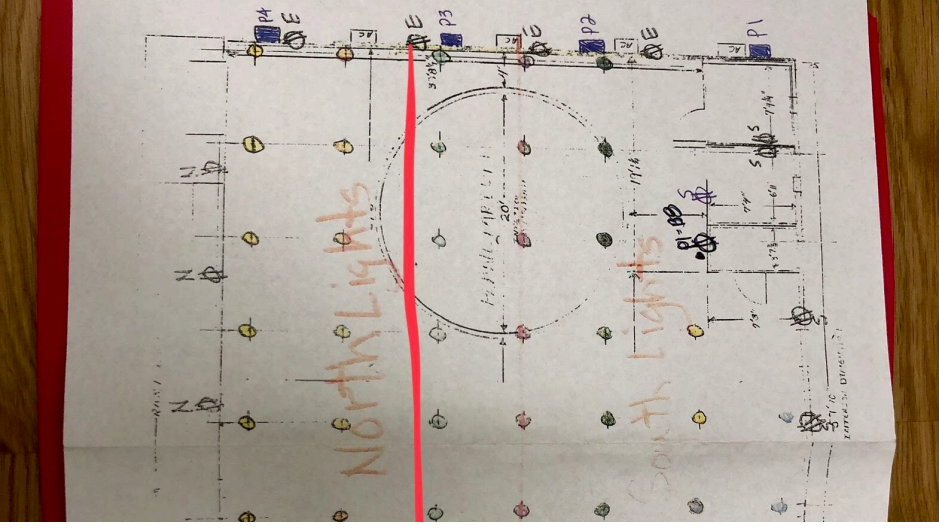
Building the Studio



Systems

Signs of Life: Network and Storage Diagram











Apps

ClientAccess

Paychex flex

99%

Stop

Alerting Sensors

miniMoon

Camera (integrated)

Sensor Pod (integrated)

Cameras

miniMoon:

| Sensor | Reading | Status |
|--------------------------------|------------|---------|
| Temperature (Hot Aisle): | 111.2 °F | --- |
| Temperature (Rack 1 Intake): | 99.0 °F | Error |
| Temperature (Rack 6 Intake): | 90.7 °F | Error |
| Temperature (Rack 2 Internal): | 114.1 °F | --- |
| Humidity: | 26 % | --- |
| Dew Point: | 70.5 °F | --- |
| Air Flow: | 200 ft/min | --- |
| Audio: | 66 | --- |
| Door Switch: | N/A | --- |
| Camera Motion: | No Motion | Warning |
| Ethernet Link Status: | Up | OK |

07/12/2019 06:22:23 PM

[View Camera](#)

[Launch Advanced View](#)



Save the Show!

The server survives



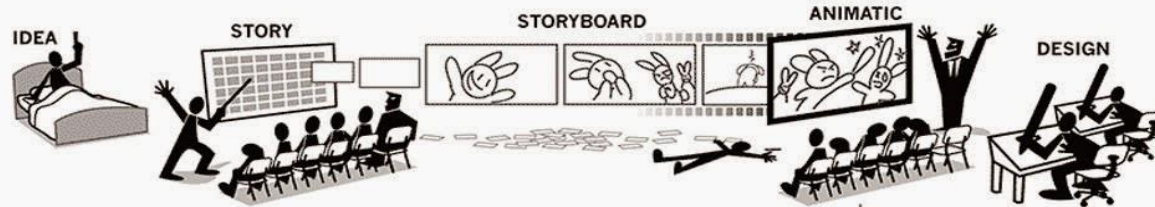




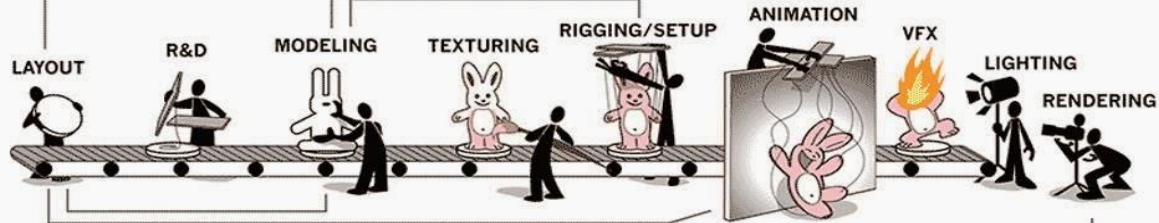
3D Production Pipeline

by Andy Beane

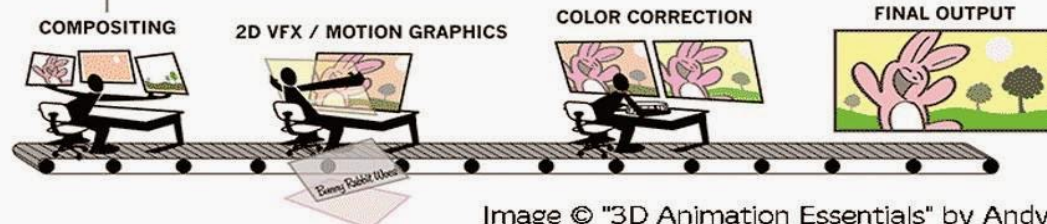
PRE-PRODUCTION



PRODUCTION



POST-PRODUCTION



Stages of Production

Milestones

Production Plan



Development
Preparation Set-Up



Pre-Production



Production

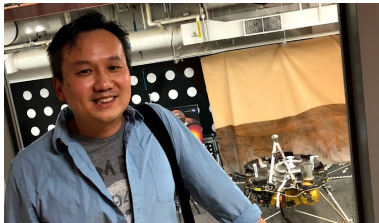


Post Production
Delivery

Development/Preparation Set-Up

Start plugging in the information you gathered

- Build Core Team
- Build a Production Studio
- Build 3D CGI Pipeline
- Script
- Budget
- Schedule
- Crew Plan
- Best Practices
- Wiki Site
- Data Management
- Communication Tools (Email, Calendar, Schedules, Reviews, Notes, etc)



Script Breakdown

First thing is first

- Shooting Script
- Complexity Analysis
- Shot Codes after Animatic
- Naming Conventions
- Collaborate with VFX Supervisor
- Bidding

Script Breakdown

Signs of Life

18

SEQUENCES

Series of shots

45

SHOTS

Series of
uninterrupted
camera frames

126,0000

FRAMES

Individual still
images

234

ASSETS

All items in a
show including
characters,
props, sets, fx

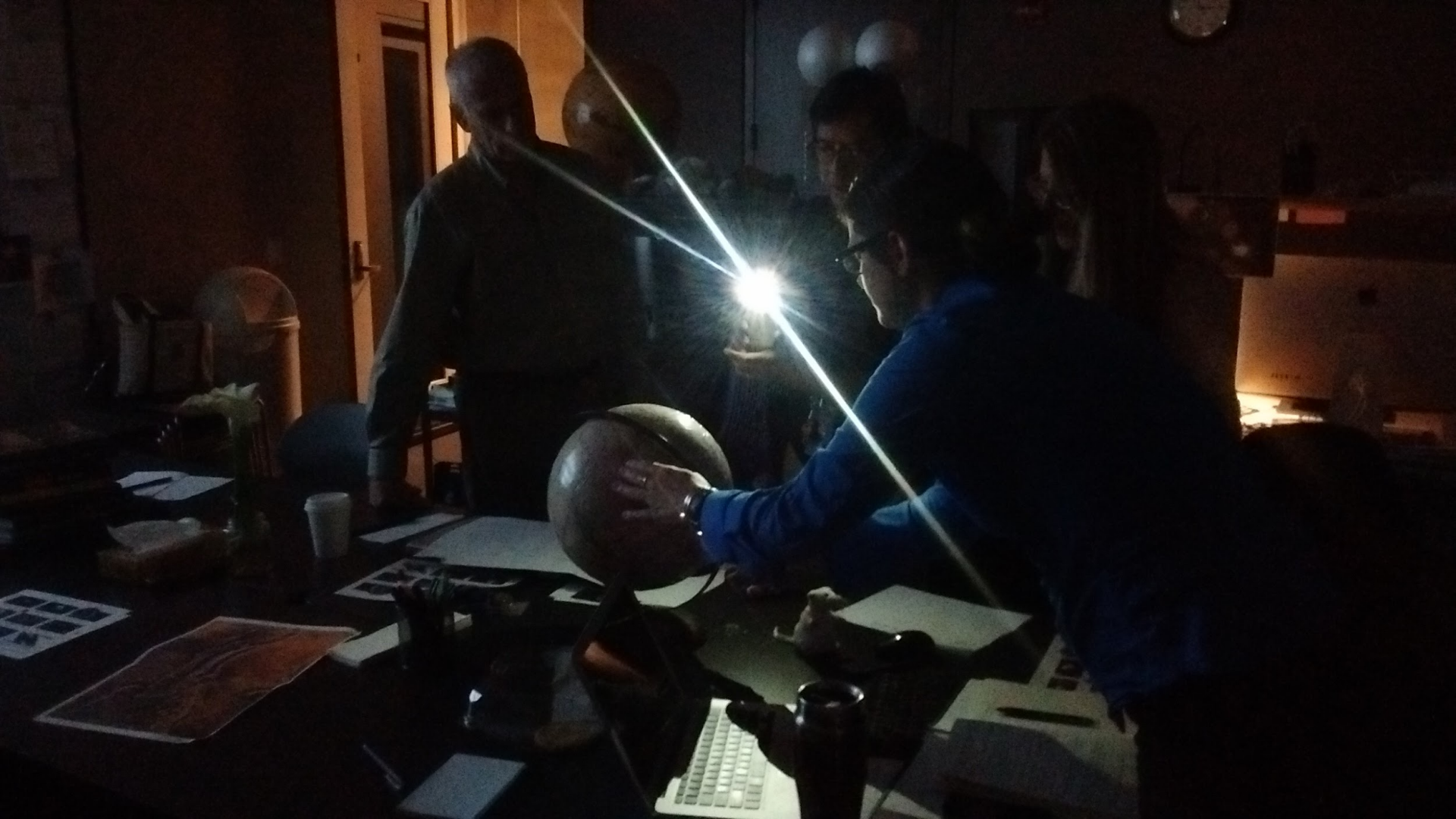
Pre-Production

Pacing, Timing and Look start really taking shape

- Storyboard
- Editorial
- Animatic
- Design
- Previs
- Sound









| | |
|--|--|
| <p>W5 3/12-3/16</p> <p>ear-010 - add to B f handle ear-020 - front face ear-050 - add to B f handle las-020 - bank - new flight path las-040 - fix x-axis env-005 - front wall notes</p> | <p>W6 3/19-3/23</p> <p>ear-030 - BN out 3/22-3/23 car-040 - GPL proposal sat-030 - test shotgun sat-040 - JBAE2-ELV und-040 - install non-invasive Micro design Renyu-EXO Sta-010 design SR Shift Morgan Stanley Mars story A3-shoot Orion-story</p> |
| <p>W7 3/27-3/30</p> <p>sta-020 sta-030 ✓</p> <p>peg-005</p> <p>dwa-010 (preapproved) dwa-020</p> <p>Micro - edit Show Look Mars - shot plan Orion - design story Crew Chase Day - Sub team for fun! BN out 3/28 Sta-010 - design comic fire deliverscript</p> | <p>W8 4/2-4/6</p> <p>env-010 env-030 env-040 env-050</p> <p>ear-010 ear-020 ear-040 ear-050 las-040 sat-020 sat-030 sat-035 peg-005 dwa-010 dwa-020</p> <p>Mars - edit Jupiter - internal science BN out 4/4 ELL & audio making Show Look Mars - shot plan</p> |
| <p>W9 4/9-4/13</p> <p>pro-010 und-010</p> <p>sat-010 env-020 env-060 jup-040</p> <p>Mars - shot planning Mars - science LD out 4/12 @ 5pm Morgan Stanley 4/12 @ 5pm EG jury duty Show Look LD/Gael phone call script</p> | <p>W10 4/16-4/20</p> <p>mic-010 mic-020 ori-010 jup-050 glo-010 glo-020 mar-010/015 mar-020</p> <p>Mars - design Mars - science</p> |
| <p>W11 4/23-4/27</p> <p>kep-010 lag-010 mar-030 mic-030 mic-040</p> <p>CBOUT (Surge duty)</p> | <p>W12 4/30-5/4</p> <p>mar-035? mar-040? mar-045? hom-010 hom-020 hom-030</p> <p>W14 5/14-5/18</p> <p>mar-065? mar-070? mar-080?</p> <p>W13 5/7-5/11</p> <p>mar-050? mar-055? mar-060? jup-010</p> |

Previs Stats

10 Approved

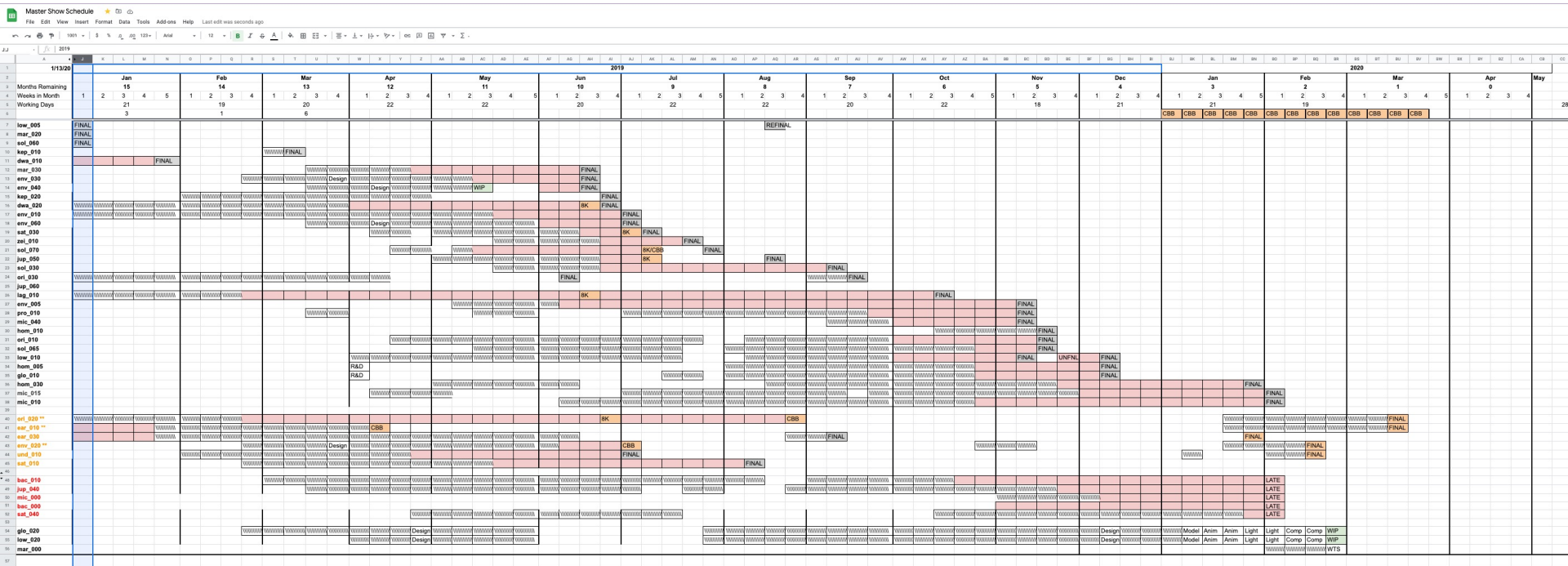
25 In Progress

20 Waiting to Start

55 Total Shots

32 Days Remaining

Shot Schedule



Production

Push the big red button

- Staging and Layout
- Modeling
- Texturing
- Animation
- FX
- Tech Animation
- Lighting
- Rendering
- Sound

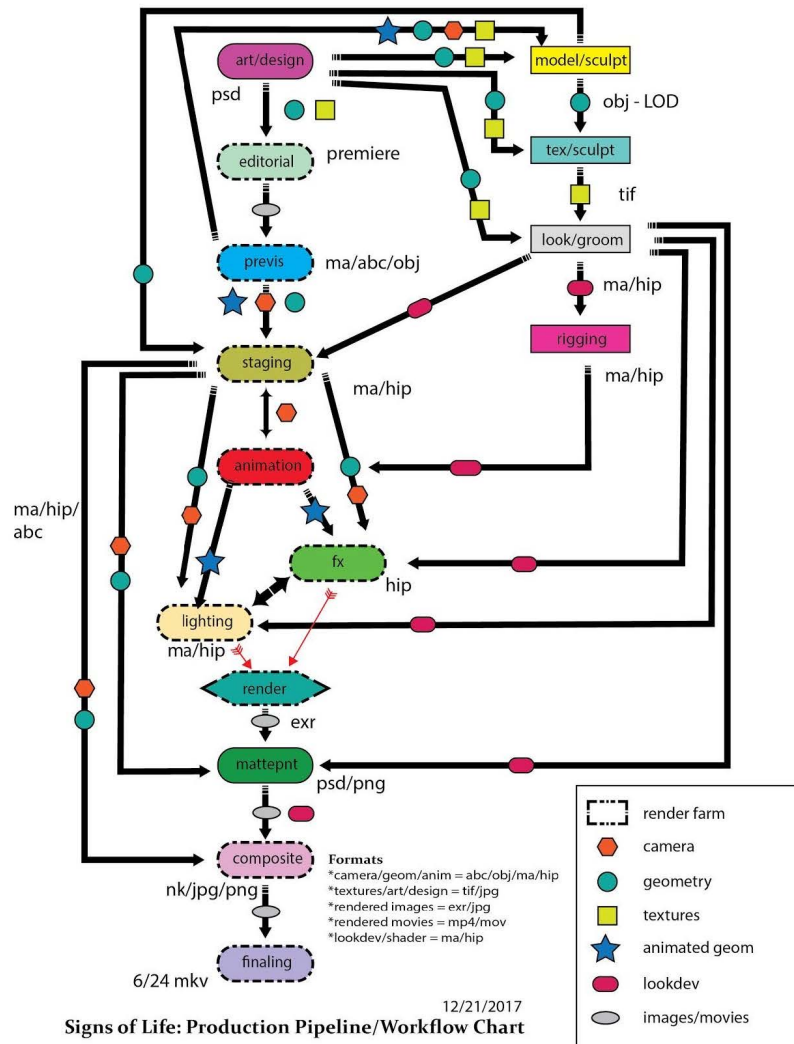


FOTO
Signs of Life

10010

sol_dog_lrc_look_mainGroom_masterLayer_v038
Shane Chambers



Feb 28 2020

3072x3072

01001



FOTO

Signs of Life

rgba

depth

Wet_Map

direct_diffuse

direct_reflect

direct_volume

Feb 13 2020

indirect_reflect

indirect_refract

AOVs / shallow G: curvature B: vorticity

3840x2160

02700

sol_glo_020_fx_fx_oceanGlo_main_beach_v007
Javier Garrido

002700












Shotgrid Templates

Pipeline Steps and Tasks

SHOTGRID Inbox 2 My Tasks Media Projects ▾ All Pages ▾ People Apps ▾ 🔍 ▾

 sol shot template



Description












No Value

Entity Type

Shot


Activity Task Template Info Tasks History Reference Misc

  Add Task ▾ Sort ▾ Group ▾ Fields ▾ More ▾

| Task Name | Pipeline Step | Status | Assigned To | Start Date | Due Date | D |
|------------------|--|--------|-------------|------------|----------|---|
| ✓ <u>edit</u> |  Editorial | - | | | | |
| ✓ <u>audio</u> |  Editorial | - | | | | |
| ✓ <u>lib</u> |  Library | - | | | | |
| ✓ <u>previs</u> |  Previs | - | | | | |
| ✓ <u>staging</u> |  Staging | - | | | | |
| ✓ <u>anim</u> |  Animation | - | | | | |
| ✓ <u>tech</u> |  Animation | - | | | | |
| ✓ <u>fx</u> |  FX | - | | | | |
| ✓ <u>light</u> |  Light | - | | | | |
| ✓ <u>matte</u> |  Matte Painting | - | | | | |
| ✓ <u>comp</u> |  Comp | - | | | | |

1 - 11 of 11 Tasks

SHOTGRID Inbox 2 My Tasks Media Projects ▾ All Pages ▾ People Apps ▾ 🔍 ▾

 sol asset template



Description






No Value

Entity Type

Asset

Activity Task Template Info Tasks History Reference Misc

  Add Task ▾ Sort ▾ Group ▾ Fields ▾ More ▾

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|------------------|---|--------|-------------|------------|----------|---|
| ✓ <u>lib</u> |  Library | - | | | | |
| ✓ <u>design</u> |  Design | - | | | | |
| ✓ <u>model</u> |  Model | - | | | | |
| ✓ <u>texture</u> |  Texture | - | | | | |
| ✓ <u>look</u> |  Look | - | | | | |

1 - 5 of 5 Tasks

Production Tracking







Shots and Assets

SHOTGRID Inbox 2 My Tasks Media Projects All Pages People Apps Migrating to Autodesk

SIGNS OF LIFE Overview Media Assets Sequences Shots Tasks Time Logs Review Notes Tickets Versions Published Files Files Slice Tickets Other

Shots ★ All Shots Show Sh

Thumbnail Shot Code Sequence Status Data Location Cut In Cut Out Cut Duratt... Version Used in Edit Bid Total Shot Crew Status Sta Status anim Status fx Status light Status Sta

| | | | | | | | | | | | | | | | | | | | |
|--|---------|-----|--|--|-------|--------|--------|---------------------|---------|--|--|--|--|--|--|--|--|--|--|
|  | sat_030 | sat | | | 1,001 | 2,968 | 1,968 | @sol_sat_030_comp_c | 241 hrs | | | | | | | | | | |
|  | sat_040 | sat | | | 1,001 | 3,467 | 2,467 | @sol_sat_040_comp_c | 521 hrs | | | | | | | | | | |
|  | lag_010 | lag | | | 1,001 | 5,021 | 4,021 | @sol_lag_010_comp_c | 384 hrs | | | | | | | | | | |
|  | rei_010 | rei | | | 1,001 | 11,317 | 10,317 | @sol_rei_010_comp_c | 132 hrs | | | | | | | | | | |
|  | ori_010 | ori | | | 1,001 | 3,962 | 2,962 | @sol_ori_010_comp_c | 505 hrs | | | | | | | | | | |
|  | ori_020 | ori | | | 1,001 | 4,128 | 3,128 | @sol_ori_020_comp_c | 534 hrs | | | | | | | | | | |




































SHOTGRID Inbox 2 My Tasks Media Projects All Pages People Apps Migrating to Autodesk

SIGNS OF LIFE Overview Media Assets Sequences Shots Tasks Time Logs Review Notes Tickets Versions Published Files Files Slice Tickets Other Project Pages

Assets ★ Default Astro Bodies Creature Environment

Assets ★ Add Asset Sort Group Fields More

creature (44)

| | | | | | | | |
|---|---|---|---|---|---|---|---|
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1 - 44 of 44 Assets

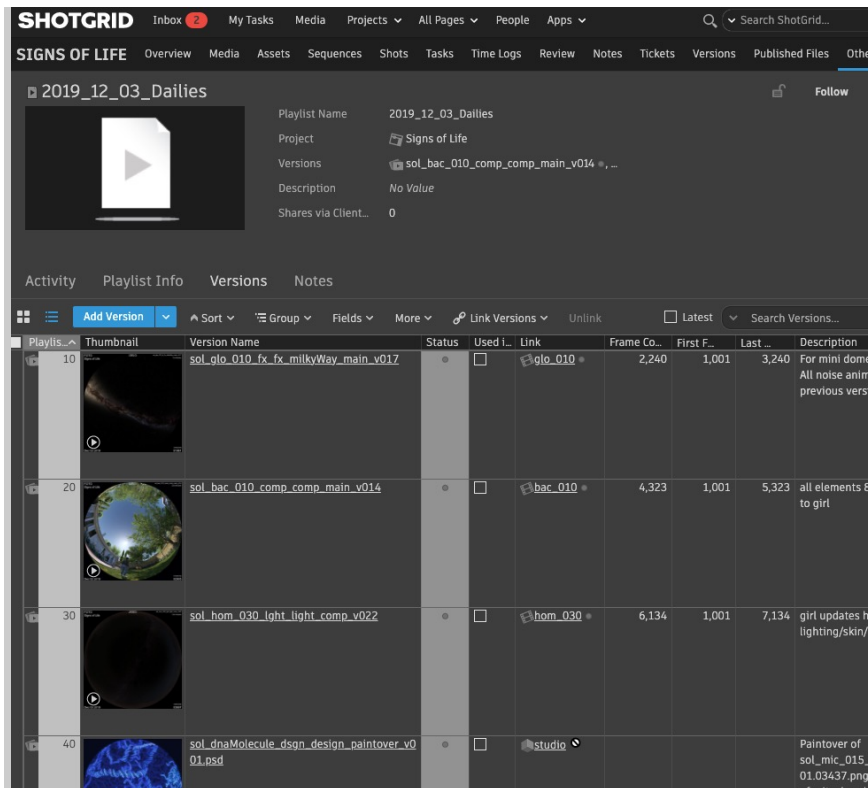
SOP Reviews

Once a Week on Mondays



Reviews and Notes

Dailies Review Playlist and Notes Summary Email



SHOTGRID Inbox 2 My Tasks Media Projects All Pages People Apps Search ShotGrid...

SIGNS OF LIFE Overview Media Assets Sequences Shots Tasks Time Logs Review Notes Tickets Versions Published Files Other

2019_12_03_Dailies Follow

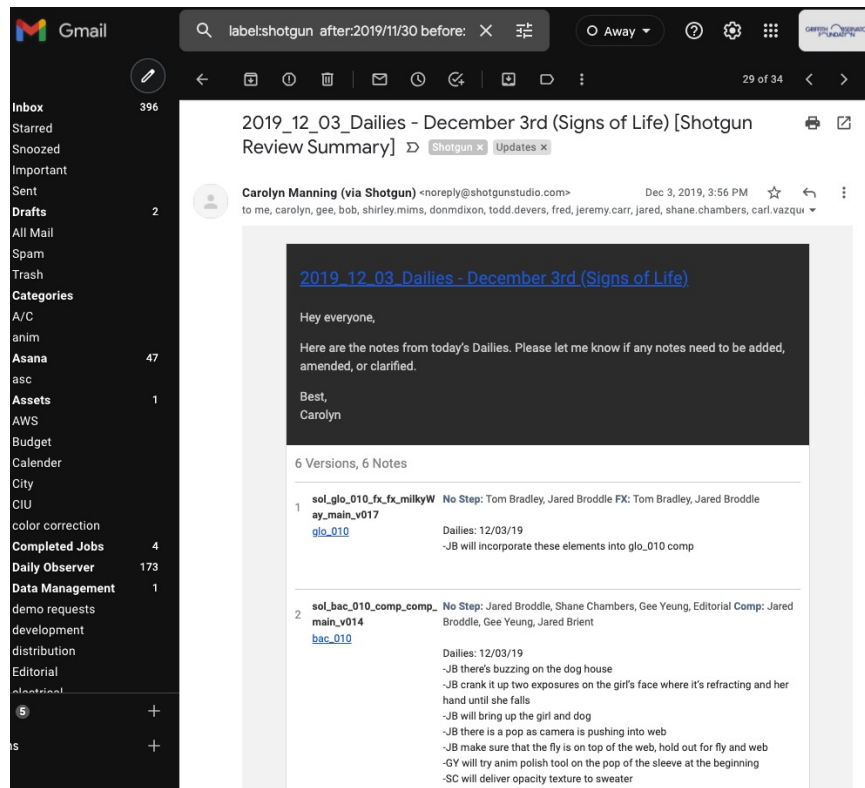
Playlist Name: 2019_12_03_Dailies
Project: Signs of Life
Versions: sol_bac_010_comp_comp_main_v014 *
Description: No Value
Shares via Client...: 0

Activity Playlist Info Versions Notes

Activity **Playlist Info** **Versions** **Notes**

Activity **Playlist Info** **Versions** **Notes**

| Playlists | Thumbnail | Version Name | Status | Used i... | Link | Frame Co... | First F... | Last... | Description |
|-----------|-----------|---|--------|--------------------------|-----------|-------------|------------|---------|--|
| 10 | | sol_glo_010_fx_milkyWay_main_v017 | | <input type="checkbox"/> | glo_010 * | 2,240 | 1,001 | 3,240 | For mini dome All noise anim previous vers |
| 20 | | sol_bac_010_comp_comp_main_v014 | | <input type="checkbox"/> | bac_010 * | 4,323 | 1,001 | 5,323 | all elements to girl |
| 30 | | sol_hom_030_lght_light_comp_v022 | | <input type="checkbox"/> | hom_030 * | 6,134 | 1,001 | 7,134 | girl updates h lighting/skin/ |
| 40 | | sol_dnaMolecule_dsgn_design_paintover_v01.psd | | <input type="checkbox"/> | studio | | | | Paintover of sol_mic_015. 01.03437.png of mitchhead |



Gmail label:shotgun after:2019/11/30 before: X Away 29 of 34

2019_12_03_Dailies - December 3rd (Signs of Life) [Shotgun Review Summary] Shotgun Updates

Carolyn Manning (via Shotgun) <noreply@shotgunstudio.com> Dec 3, 2019, 3:56 PM ☆ ↶ ⋮
to me, carolyn, gee, bob, shirley.mims, donmdixon, todd.devers, fred, jeremy.carr, jared, shane.chambers, carl.vazqu

2019_12_03_Dailies - December 3rd (Signs of Life)

Hey everyone,

Here are the notes from today's Dailies. Please let me know if any notes need to be added, amended, or clarified.

Best,
Carolyn

6 Versions, 6 Notes

1 **sol_glo_010_fx_milkyW** No Step: Tom Bradley, Jared Broddie FX: Tom Bradley, Jared Broddie
ay_main_v017
[glo_010](#)
Dailies: 12/03/19
~JB will incorporate these elements into glo_010 comp

2 **sol_bac_010_comp_comp** No Step: Jared Broddie, Shane Chambers, Gee Yeung, Editorial Comp: Jared
main_v014
[bac_010](#)
Dailies: 12/03/19
~JB there's buzzing on the dog house
~JB crank it up two exposures on the girl's face where it's refracting and her hand until she falls
~JB will bring up the girl and dog
~JB there is a pop as camera is pushing into web
~JB make sure that the fly is on top of the web, hold out for fly and web
~GY will try anim polish tool on the pop of the sleeve at the beginning
~SC will deliver opacity texture to sweater

Post Production

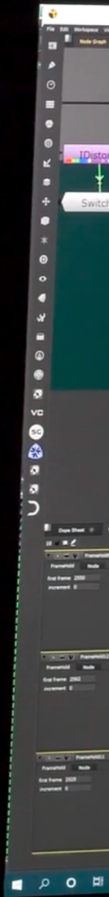
When it all comes together

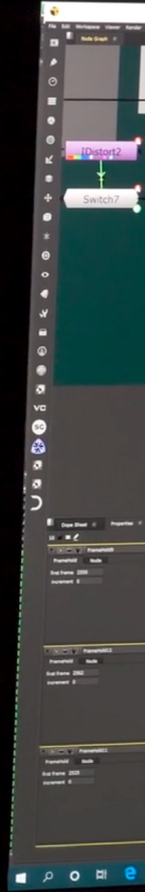
- Compositing
- Editorial
- Animation
- Sound Design



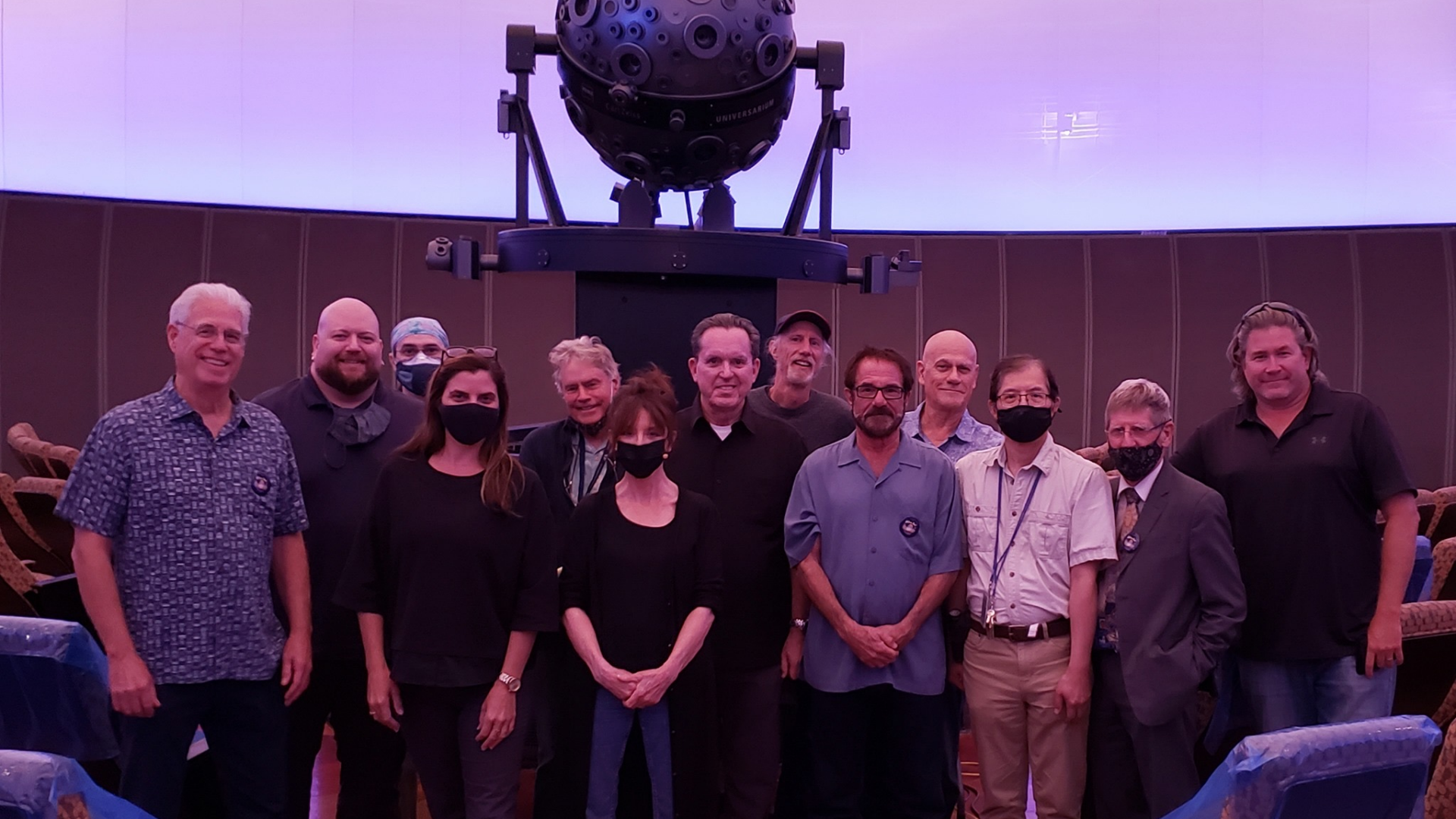
Source Layers
Set Position: C:\Users\root\work\premiere\10_render\animate_SHOW\pos_0001_TC.mpf
FPS: 30.00

Position









Delivery

Showtime!

- Slicing for the Dome
- Data Management
- Archive
- Master Deliverables List



Delivery Tracking

Shot Data Location and Slice Tickets

SHOTGRID Inbox 2 My Tasks Media Projects All Pages People Apps Migrating to Autodesk

SIGNS OF LIFE Overview Media Assets Sequences **Shots** Tasks Time Logs Review Notes Tickets Versions Published Files Files Slice Tickets Other

Shots ★ All Shots Show

Thumbnail Shot Code Sequence Status Data Location Cut In Cut Out Cut Durat... Version Used in Edit Bid Total Shot Crew Status Sta Status anim Status fx Status light Status Sta

| | | | | | | | | | | | | | | | | | |
|--|---------|-----|--|--|-------|--------|--------|---------------------|---------|--|--|--|--|--|--|--|--|
| | sat_030 | sat | | | 1,001 | 2,968 | 1,968 | @sol_sat_030_comp_c | 241 hrs | | | | | | | | |
| | sat_040 | sat | | | 1,001 | 3,467 | 2,467 | @sol_sat_040_comp_c | 521 hrs | | | | | | | | |
| | lag_010 | lag | | | 1,001 | 5,021 | 4,021 | @sol_lag_010_comp_c | 384 hrs | | | | | | | | |
| | sei_010 | sei | | | 1,001 | 11,317 | 10,317 | @sol_sei_010_comp_c | 132 hrs | | | | | | | | |
| | ori_010 | ori | | | 1,001 | 3,962 | 2,962 | @sol_ori_010_comp_c | 505 hrs | | | | | | | | |
| | ori_020 | ori | | | 1,001 | 4,128 | 3,128 | @sol_ori_020_comp_c | 534 hrs | | | | | | | | |

SHOTGRID Inbox 2 My Tasks Media Projects All Pages People Apps Migrating to Autodesk

SIGNS OF LIFE Overview Media Assets Sequences Shots Tasks Time Logs Review Notes Tickets Versions Published Files Files **Slice Tickets** Other

Slice Tickets ★ Add Slice Ticket Sort Fields More

| ID | Title | Status | SOP Date | Filepath | Still Image | Filepaths | Error Message | Audio | 5 |
|----|---|--------|----------|---|-------------|------------------------|--|-------|----|
| 6. | sol_pro_010_comp_main_v040 | X | 11/04/19 | @sol_pro_010_comp_main_output_v040.00475.png | | | | | 54 |
| 6. | sol_hom_030_sta_starting_starfield_v001 | X | 11/04/19 | @sol_hom_030_sta_starting_starfield_masterlayer_v001... | | | | | 54 |
| 6. | sol_low_000_comp_comp_main_v008 | X | 11/04/19 | @sol_low_000_comp_comp_main_output_v008.00475.png | | | | | 54 |
| 6. | sol_mic_010_comp_comp_main_v017 | X | 11/04/19 | | | | Ticket set to "Image" but "Filepath" is empty. Please fill with a file paths | | 54 |
| 6. | sol_mic_010_comp_comp_main_output_v017.m4 | X | 11/04/19 | @sol_mic_010_comp_comp_main_output_v017.01001.png | | | | | 54 |
| 6. | sol_sol_065_comp_comp_main_v005 | X | 11/04/19 | @sol_sol_065_comp_comp_main_output_v005.01001.png | | | | | 54 |
| 6. | sol_hom_005_fx_fx_milkyWay_main_output_v015 | X | 10/29/19 | @sol_hom_005_fx_fx_milkyWay_main_output_v015.0100... | | | | | 54 |
| 6. | sol_sol_065_comp_comp_main_v003 | X | 10/29/19 | @sol_sol_065_comp_comp_main_output_v003.01001.png | | | | | 54 |
| 6. | sol_martianCity_tex.texture.textureDome_v013 | X | 10/29/19 | | | Z:\jobs\soi\assets\... | | | 54 |
| 6. | sol_sol_065_comp_comp_main_v004 | X | 10/29/19 | @sol_sol_065_comp_comp_main_output_v004.01001.png | | | | | 54 |
| 6. | sol_martianCity_tex.texture.textureDome_v013 | X | 10/29/19 | | | Z:\jobs\soi\assets\... | | | 54 |
| 6. | sol_sol_065_comp_comp_main_v005 | X | 10/29/19 | @sol_sol_065_comp_comp_main_output_v005.01001.png | | | | | 54 |
| 6. | sol_martianCity_tex.texture.textureConcept_v013 | X | 10/29/19 | | | Z:\jobs\soi\assets\... | | | 54 |
| 6. | sol_low_010_comp_comp_main_v029 | X | 10/24/19 | @sol_low_010_comp_comp_main_output_v029.01001.png | | | | | 54 |
| 6. | sol_bac_010_comp_comp_main_v004 | X | 10/24/19 | @sol_bac_010_comp_comp_main_output_v004.01001.png | | | | | 54 |
| 6. | sol_sol_065_lght_light_comp_v025 | X | 10/24/19 | @sol_sol_065_lght_light_comp_output_v025.01001.png | | | | | 54 |
| 6. | sol_low_000_comp_comp_main_output_v006 | X | 10/24/19 | @sol_low_000_comp_comp_main_output_v006.00475.png | | | | | 54 |
| 6. | sol_low_010_comp_comp_main_output_v030 | X | 10/24/19 | @sol_low_010_comp_comp_main_output_v030.01001.png | | | | | 54 |
| 6. | sol_pro_010_comp_comp_main_v037 | X | 10/21/19 | @sol_pro_010_comp_comp_main_output_v037.00475.png | | | | | 54 |
| 6. | sol_low_010_comp_comp_main_v027 | X | 10/21/19 | @sol_low_010_comp_comp_main_output_v027.01001.png | | | | | 54 |



Signs of Life

Samuel Oschin Planetarium
GRIFFITH OBSERVATORY®

The background of the slide features four abstract, dark gray, metallic-looking geometric shapes in the corners. These shapes resemble stylized, truncated pyramids or prisms, each with sharp edges and reflective surfaces that catch the light, creating bright highlights and soft shadows. They are positioned in the top-left, top-right, bottom-left, and bottom-right corners, framing the central text.

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