**Technical Skills and Learning Curves:**

For this project I will be utilizing the following programs:

* Maya
* After Effects / Premiere
* Max/MSP/Jitter
* Photoshop / Illustrator
* Audition / Audacity
* Nuke (maybe)

The utilization of Maya will be for creating the backgrounds that will eventually be rendered into a full scene. Foliage will be necessary in order to create the illusion of depth in the scene—I might consider using flat imagery though to still create the same effect as what would be seen from a side angle (should also consider the fact that the camera will be moving very quickly, and won’t necessarily have time to ‘dawdle’ on the imagery presented). I will create the utility poles as well as the street and the barricades that keep cars from careening off into the ditch. I will use After Effects/Premiere as the means to compile all of the footage in the end into a cohesive piece. I’ll use these programs as well to composite in some added effects such as light streams and glows to make the shots ‘pop’

 Max/MSP/Jitter will be used as an experimental aspect of the short. It will have the video fed into the program and output sound based on what is seen—I’m thinking that this will be where most of my learning for this project comes from, as I am comfortable using the other programs for obtaining a desired effect. Photoshop/Illustrator will be used (as mentioned) to possibly create some flat imagery that will move slowly (parallax effect) in the background behind the 3D footage.

I think the most difficulty will come from getting a desired sound from Max/MSP that syncs up with the visuals. It will solely be experimentation on my part, as I cannot fully control what the program will give me (yet).

I’m excited to see where it goes!