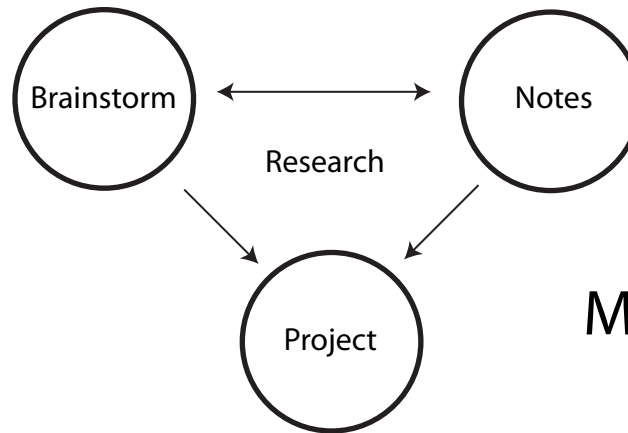


# PROJECT

## Avoiding



# DESIGN:

## Masterpiece Syndrome

Q: Is this reasonable?

Time frame?	Do I have funding?	Do I have the facilities?	Do I have the equipment?	Do I have the skills required?	Who is involved?
↓	↓	↓	↓	↓	↓
How much do I have?	Can I get it?	Can I get them?	Can I get it?	Can I learn them?	Can I complete it alone?

Q: Is this reasonable?

Programming	Animation	Compositing	Motion Capture	Character Design	Editing	Rendering	Output
<ul style="list-style-type: none"> <li>- Hours</li> <li>- Java, C++</li> </ul>	<ul style="list-style-type: none"> <li>- Hours</li> <li>- F.P.S</li> <li>- 1s, 2s, 3s</li> <li>- Aspect Ration</li> <li>- Resolution</li> </ul>	<ul style="list-style-type: none"> <li>- Hours</li> <li>- Layers</li> <li>- Green Screen</li> </ul>	<ul style="list-style-type: none"> <li>- Scheduling</li> <li>- Lab Techs</li> </ul>	<ul style="list-style-type: none"> <li>- Rigging</li> <li>- Modeling</li> <li>- Texturing</li> </ul>	<ul style="list-style-type: none"> <li>- What Program?</li> <li>- Sound Design</li> </ul>	<ul style="list-style-type: none"> <li>- Scheduling</li> <li>- Time?</li> <li>- Resolution</li> <li>- Aspect Ratio</li> </ul>	<ul style="list-style-type: none"> <li>- What is the Delivery Format?</li> </ul>

Q: Is this reasonable?

# Avoiding Masterpiece Syndrome

(In no particular order)

- Watch out for Tunnel-vision / Obsession
- Perfectionism can lead to disaster
- Move on to another component if you are stuck
- Not sure, indecisive...Sleep on it
- Don't be hesitant to ask peers or professors for help or opinion
- Do not be afraid to alter your plan
- Be prepared to go with "Plan B or C"
- Things will NOT go perfectly
- Set realistic goals
- Learn to live with it
- Your project should not revolve entirely around one thing
- Everyone is guilty of this, you are not alone 😊
- What's in the "Minds-Eye" will differ from physical reality
- Don't let a particular problem keep you from seeing the big picture
- You may have to settle for less than expected
- Keep your project fluid
- Expect the unexpected
- Enjoy your work