

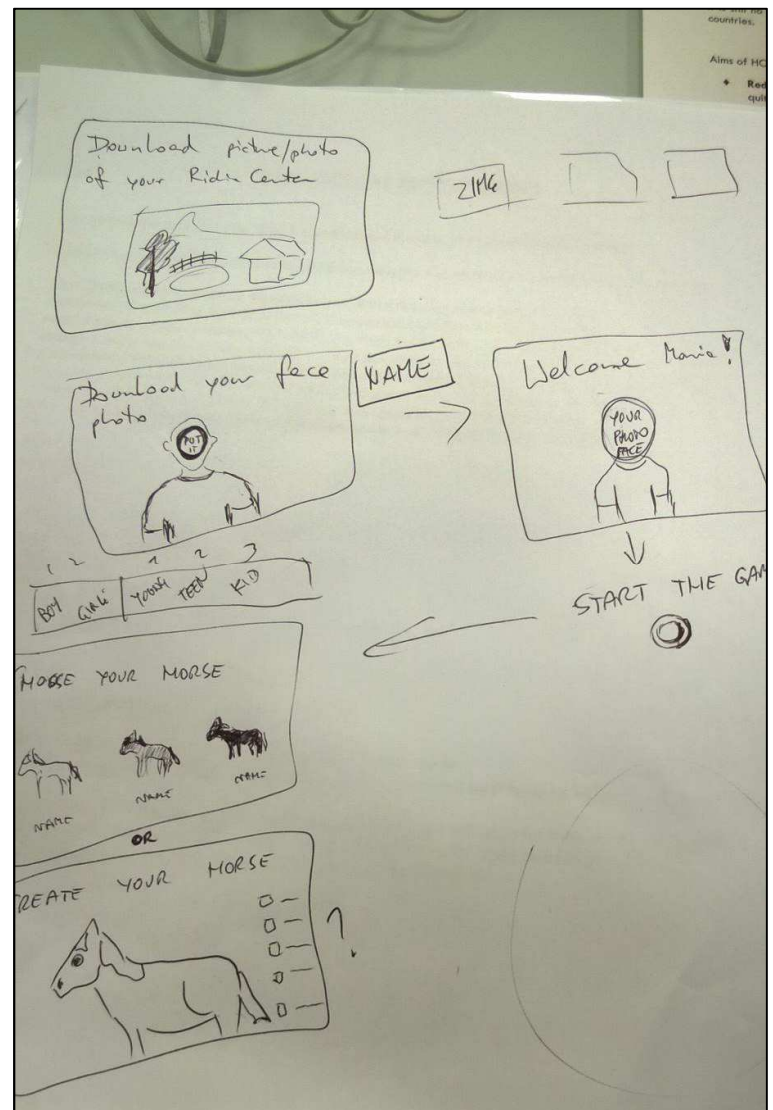
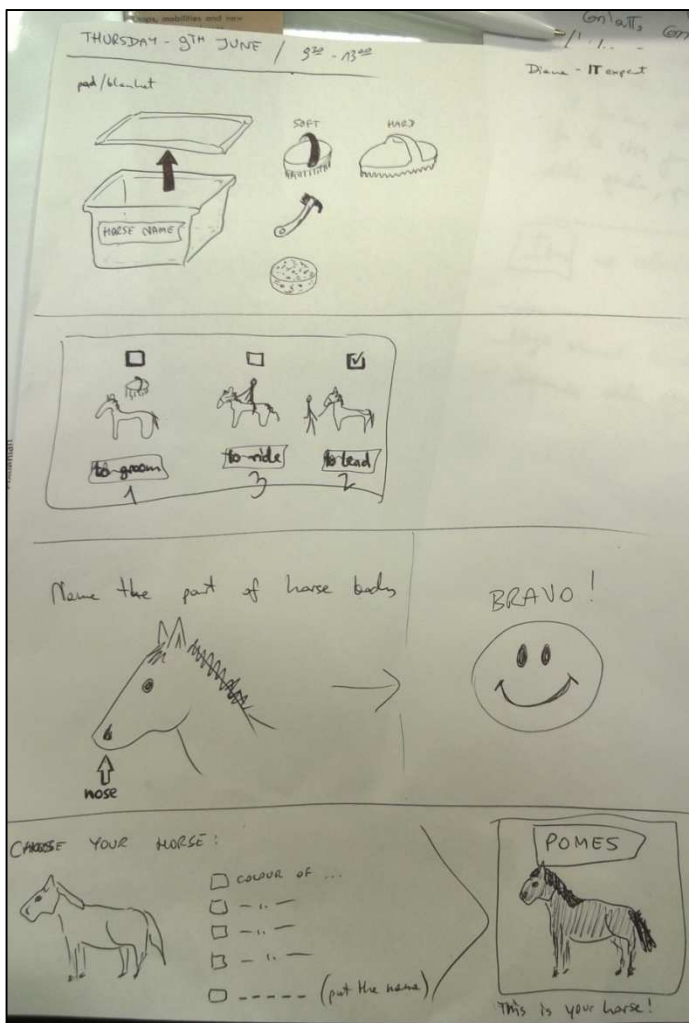


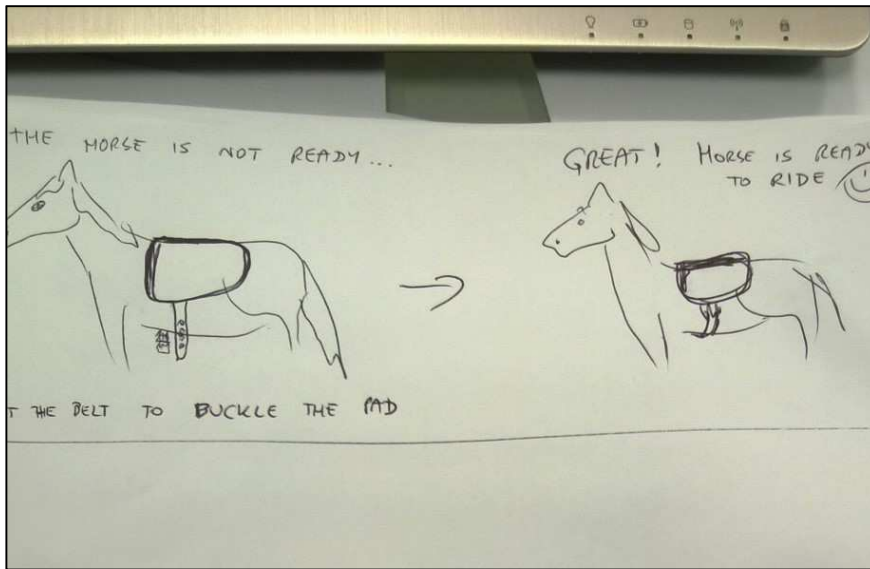
SCHEDULE FOR THE ANIMATION DEVELOPMENT

STEP 1 → JUNE 2016

1. First analysis and hypothesis about the animation development during the Consortium Meeting in Rome – 9th June 2016

CIRSES shared with project's Partners a first idea concerning the structure of Game/Animation for the preparation of the autistic students for their riding sessions

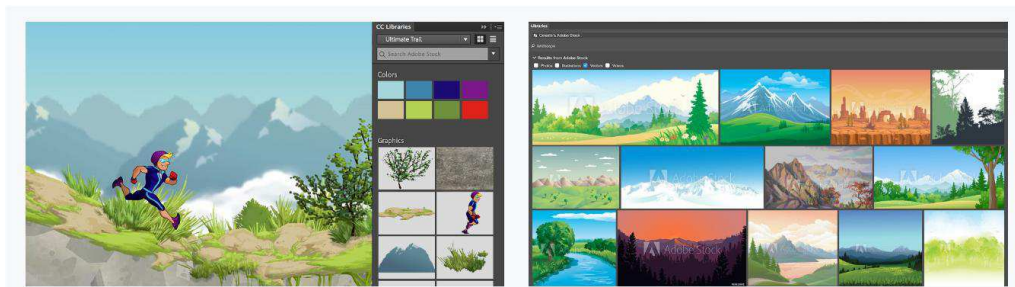




STEP 2 → SEPTEMBER 2016

2. IDENTIFICATION OF THE SOFTWARE FOR THE ANIMATION DEVELOPMENT

Adobe Animate CC



→ Product Details

- Drawing, illustration and authoring
 - Vector art brushes – Modify the path of a stroke after it's been drawn, and scale them to any resolution without losing quality. You can also make custom brushes and import brushes created with Adobe Capture CC.

- 360° rotatable canvas – Rotate the canvas on any pivot point as you draw to get the perfect angle and strokes. You can even use this feature with a Wacom Cintiq!

- Improved pencils and brushes – Draw smooth, precise vector outlines along a curve and get faster live previews.

- Easier audio syncing – Control audio looping directly on the timeline, without having to code.

- Faster color changing – Naming tagged colors lets you change one color and have it automatically update your entire project.

- Colored onion skinning – Easily orchestrate complex animations now that adjacent frames can have different color and alpha values.

- CreativeSync integration ◦Adobe Stock – Browse and license millions of high-quality photos, illustrations and vector graphics directly in Animate CC. You can even add life to static content by adding animations to them.

- Creative Cloud Libraries – Access colors, vector graphics and brushes directly as you work.

- [Update 2/8: We’ve also added Typekit integration!]

- Output capabilities ◦Multiplatform support: HTML5 Canvas, WebGL, Flash (SWF), AIR, video, and custom platforms (such as SVG) via extensions.

- 4K+ video export – Export videos with custom resolutions for the latest Ultra HD and Hi-DPI displays.

- Custom resolution export – Revitalize older content by resizing and optimizing them for any resolution, such as Ultra HD and Hi-DPI displays.

- OAM support – Export your project as an .OAM file for easy importing to Adobe Muse, InDesign, DPS and Dreamweaver.

STEP 3 → NOVEMBER 2016

3. Studying objects more proper for the activities.

CIRSES will study how to choose proper objects to be used for representing some activities with horses, involving all the HORSE partners asking them to participate in skype sessions with Diana Oreffice – CIRSES ITC expert.



Objects'/activities' exemples

STEP 4 → JANUARY 2017

4. Storyboard creation (objects, games structure, sounds, colors, animations)

CIRSES will share the storyboard creation process with HORSE partners asking them to participate in skype sessions with Diana Oreffice – CIRSES ITC expert.

STEP 5 → FEBRUARY 2017

5. Digitalization of the objects and drawings → backgrounds setting, characters/users profiles preparation (based on sex, skin color, age...)

STEP 6 → MARCH – APRIL 2016

6. Storyboard implementation

STEP 7 → MAY 2017

7. Testing.
CIRSES will share the animation testing with HORSE partners asking them to participate in skype sessions with Diana Orefice – CIRSES ITC expert

STEP 8 → JUNE 2017

8. Medias transferring (DVD, Youtube, Internet)