

# World of Clouds

## ESCAPE FROM MILL STATION

Buy the Catalina PBY 3D model and support the game!



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### [Took pictures of myself this morning ...](#)

By WoC | June 26, 2018 at 06:45 PM EDT | [No Comments](#)

... In different poses.

I took them with me standing in underwear so I can build the concept design of the character from the ground up.

Its a bit of a challenge to sit in Starbucks and cut pictures out of myself in underwear very funny.

I picked a seat in the back corner with my screen facing away from everyone LOL

### [Charging HD camera tonight for shooting myself tomorrow ...](#)

By WoC | June 25, 2018 at 09:41 PM EDT | [No Comments](#)

I am looking at character design videos on You Tube tonight.

Charging HD camera to shoot myself from different angles tomorrow.

Then I kick off with the final production design for Roy Stratik.

### [Workflow for the final character designs ...](#)

By WoC | June 25, 2018 at 05:55 PM EDT | [No Comments](#)

Workflow for character designs EfMS game project:

0. Template: 8.5X11 inches, RGB, 300 dpi.
1. Picture reference of plain front view.
2. Line trace of picture reference.
3. Body only. (wearing underwear) Messy hair. Wet hair.  
Tired face. Good face. Dirty face. Scarred or bruised face.  
Wet face. Sand covered face. Wet body. Scarred or wounded body.  
Dirty body.
4. Clothing and gear different versions and different color tones.  
Wet clothes. Dirty clothes. Torn or damaged clothing and gear.
5. Alternative angles of the above.
6. Alternative poses of the above.

### [Revamped my folder structure getting ready for final game building ...](#)

By WoC | June 25, 2018 at 12:09 AM EDT | [No Comments](#)

<input type="checkbox"/> Name	Date	Type
Animation_ref	11/23/2017 8:39 PM	File folder
Blender_exports	11/23/2017 8:23 PM	File folder
Blender_scripts	11/23/2017 8:23 PM	File folder
Codecs	11/23/2017 8:37 PM	File folder
Contracts_and_ads	5/30/2018 5:53 PM	File folder
Copyright_issues	5/30/2018 5:53 PM	File folder
Crew_and_cast	11/23/2017 8:16 PM	File folder
Design	6/24/2018 8:52 PM	File folder
Dialogue	5/30/2018 5:50 PM	File folder
Digital_Fusion_scripts	6/24/2018 9:07 PM	File folder
Fundraising	6/24/2018 9:00 PM	File folder
Keyboardkeys	6/24/2018 8:59 PM	File folder
Luts	11/23/2017 8:32 PM	File folder
Music	5/30/2018 5:50 PM	File folder
NDA	6/18/2018 5:13 PM	File folder
Nuke_exports	6/24/2018 9:11 PM	File folder
Nuke_renders	6/24/2018 9:08 PM	File folder
Nuke_scripts	11/23/2017 8:31 PM	File folder
Packaged	11/23/2017 8:34 PM	File folder
Particles	11/23/2017 8:38 PM	File folder
Patches	11/23/2017 8:26 PM	File folder
Photoshop_files	6/24/2018 9:08 PM	File folder
Plugins	11/23/2017 8:33 PM	File folder
Prototype	11/23/2017 8:06 PM	File folder
Research	11/23/2017 8:14 PM	File folder
Soundfx	5/30/2018 5:50 PM	File folder
Story	12/12/2017 2:18 PM	File folder
Talent_release	6/18/2018 4:53 PM	File folder
Teasers_trailers	11/23/2017 8:20 PM	File folder
Testing	11/23/2017 8:33 PM	File folder
Textures	11/23/2017 8:25 PM	File folder
Unreal_renders	11/23/2017 8:31 PM	File folder
Unreal_scripts	11/23/2017 8:06 PM	File folder
Web_archive	6/24/2018 9:12 PM	File folder

#### Shifting over to final production design on characters ...

By WoC | June 24, 2018 at 10:24 PM EDT | [No Comments](#)

I will be doing the final production design and all the characters next. After that I will build them in Blender, rig them and texture them. After they are all done and test imported into UE4 I will schedule a video shoot with myself only and perform all the animations. Then I will be ready to start building the locomotion system for the main character and build the movements for the NPC characters. This time I will focus on getting all the characters completed first before I even start level building inside Unreal 4.

#### Shoot cancelled ...

By WoC | June 24, 2018 at 04:03 PM EDT | [No Comments](#)

Decided to cancel the shoot tomorrow and attempt to play all the characters myself. Budget reasons. We will see how that goes.

#### Getting ready for Monday shoot ...

By WoC | June 23, 2018 at 08:09 PM EDT | [No Comments](#)

Giving actors on set versions of script with their dialogue in bold letters. Working down my prep list >>

1. Print out everyone's dialogue, 2 copies each.
2. \$\$\$ cash in envelopes.

3. Snacks.
4. Charge HD camera.
5. Test SD on camera.
6. Test transfer to 5 TB drive through old laptop.
7. Charge externals.
8. Charge old laptop.
9. Look at test footage and determine specs.
10. Bottled waters, crackers, fruit, bagels crm cheese.  
plastic utensils and paper plates.  
paper napkins.
11. Pack pillow.
12. Storyboard shots carefully - think about them.  
Print out.
13. Laundry.
14. Clean and check equipment.
15. Bring pens for signing.
16. Print out extra copies of contracts.
17. Buy extension cords.
18. Make check out and place in envelope.

[Ready for Monday's shoot ...](#)

By WoC | June 23, 2018 at 12:07 AM EDT | [No Comments](#)

Locked and loaded for Monday's shoot.  
Looking forward to it. :-)

[Contracts and meetings with actors ...](#)

By WoC | June 19, 2018 at 01:50 PM EDT | [No Comments](#)

Monday is first day of shooting.  
Contracts with actors drawn up.  
Waiting for meetings with actors starting tomorrow morning.

[Character roles' confirmed ...](#)

By WoC | June 17, 2018 at 05:16 PM EDT | [No Comments](#)

9 Characters roles' locked.  
Whole bunch pending.  
Wednesday I will be meeting the first group of actors.  
Monday the 25th I will probably be shooting the first half day.

[Found an old picture of me on the set of Maximum Surge 1995 ...](#)

By WoC | June 15, 2018 at 06:11 PM EDT | [No Comments](#)





#### Casting begins ...

By WoC | June 14, 2018 at 01:42 PM EDT | [No Comments](#)

Handing out character sheets today.

#### Script revisions completed ...

By WoC | June 13, 2018 at 11:08 PM EDT | [No Comments](#)

Script revisions completed.

I am drawing up character sheets starting tomorrow morning.

I hope I can get the major ones printed up tomorrow so I can start handing them out.

#### On the last level with script revisions ...

By WoC | June 13, 2018 at 10:40 PM EDT | [No Comments](#)

So I will surely finish today.

Tomorrow morning I have to set up the individual characters sheets and then casting officially begins.

I want to shoot on the 25th so there wont be much time to find actors.

If I cant find all of them by the 25th then I will shoot the ones I find later, just later.

#### At level 10 ...

By WoC | June 13, 2018 at 06:30 PM EDT | [No Comments](#)

(Submarine) with script revisions.

I expect and hope to finish that up today.

Music score submissions keep coming in and I am getting some really nice work.

#### On page 137 out of 187 with script revisions ...

By WoC | June 12, 2018 at 11:32 PM EDT | [No Comments](#)

Pretty confident I will finish up tomorrow.

Then its drawing up character sheets.

#### 6 actors confirmed so far ...

By WoC | June 12, 2018 at 05:15 PM EDT | [No Comments](#)

Rolling right along for the 25th which I am hoping the first shooting date will be.

Otherwise just working on script revisions and about 2 thirds through the entire story.

#### Halfway ...

By WoC | June 11, 2018 at 09:48 PM EDT | [No Comments](#)

Reached the halfway point with script revisions.

At level 8 ( Canal ).

Hoping I can wrap this up quickly so I can print out those character sheets.

#### Might shoot outdoor rather than in a studio ...

By WoC | June 11, 2018 at 05:51 PM EDT | [1 comment](#)

In order to save even more money I am considering to shoot outdoors in a park.

Then I can take 2 actors at a time and I wont have to worry to get everyone's schedules to agree.

I think that approach might make more sense and then I can take my time and do it right.

I wont have to race against schedules.

I am only considering that new plan right now.

#### Did a huge simplification of the keyboard functions in game ...

By WoC | June 10, 2018 at 10:02 PM EDT | [No Comments](#)

I decided to go with a simple overlay for inventory items but it wont freeze the game. You will be able to move your mouse over a grid and select clothing and equipment. I am also having the character himself decide where to store what on his body so that the player doesn't have to think about it.

[Reached page 102 ...](#)

By WoC | June 10, 2018 at 08:49 PM EDT | [No Comments](#)

... out of 185 for script revisions.

I am hoping to wrap up tomorrow and finish off the character sheets by Tuesday.

[Add on Craigslist placed ...](#)

By WoC | June 10, 2018 at 04:28 PM EDT | [No Comments](#)

<https://bellingham.craigslist.org/tlg/d/need-actors-for-game-project/6612931766.html>

I placed an add on Craigslist (above) for video shoot coming up soon.

First actor already responded to it.

Otherwise I need to work on script revisions today and next two days.

Then character sheets, print them out and start the casting.

Really looking forward to the video shoot its going to be awesome.

[Decided to take 2 more days for script revisions and character sheets ...](#)

By WoC | June 09, 2018 at 10:31 PM EDT | [No Comments](#)

Not making as fast progress with script revisions as I would like so I am going to take two more days and work on that. Then on Tuesday I will draw my character sheets up. So I should kick off on casting on Wednesday next week.

[Script revisions ...](#)

By WoC | June 09, 2018 at 06:22 PM EDT | [No Comments](#)

IGV contacted me and wanted to see the prototype game version.

Slim chance of getting funding from them I think but you never know.

Other than that I am rendering a new Catalina shot out starting today its shot 9 in the montage

I am putting together.

At level 4 out of 15 with script revisions and its going well.

Little worried I am not going to get the characters I have in mind for the roles but lets hope.

I am also still considering playing all the parts myself if all else fails.

Perfectly prepared to do that.

[Casting to begin very soon ...](#)

By WoC | June 07, 2018 at 04:04 PM EDT | [No Comments](#)

Looks like I will finish up with script revisions tomorrow night.

Then I will put character sheets together Saturday and Sunday.

On Monday I want to print the character sheets out and start handing them to actors I have in mind to fill those roles.

My time budget for casting is two weeks starting Monday and I want to do the video shoot

(3D modeling and animation references) from the 25th to 29th of this month.

I can move the shooting dates if I have to.

I plan to shoot with 2 cameras. One for face and one for full body.

Then I also want to not shoot HD but just a consumer, lower res format so I can save on disc space.

[Ohshitbear ...](#)

By WoC | June 07, 2018 at 11:41 AM EDT | [No Comments](#)

A woman told me what nickname her friends gave her during her teen years shortly after they returned from a horse ride.

Its "Ohshitbear" :-)

Thought that was pretty funny :-)

[Got more great musical score submissions in today ...](#)

By WoC | June 06, 2018 at 07:03 PM EDT | [No Comments](#)

I am getting really great work submitted to me.

Otherwise just working on script revisions.

[Putting little moments of humor in like this one hoping it will be funny ...](#)

By WoC | June 05, 2018 at 06:42 PM EDT | [No Comments](#)

The man reaches for a hammer on his tool belt: "Use this to pry it open. Will be stuck from all the moisture probably and very heavy to lift. Watch your back!" Jack Banger throws the hammer at Roy, it barely misses him and stops stuck in a large rusty tank just behind Roy's head. Water is streaming out of the hole. Roy waves back: "Thanks! Nice throw! ..." (quietly mumbling to himself) Just a little rusty maybe." Jack Banger continues banging away on the water wheel he is sitting on.

[More script revisions and stupid forum comments ...](#)

By WoC | June 05, 2018 at 02:54 PM EDT | [No Comments](#)

Added one more short cinematic.  
Just to add little more humor to a moment.  
And then I am getting really tired of retards on forums that make comments like I am not worthy of Kickstarter because my financial situation is not stable enough.  
How fucking retarded is that?  
Why do I even waste my time on those public forums?

[The List Maker is a small snail like creature ...](#)

By WoC | June 04, 2018 at 11:40 PM EDT | [No Comments](#)

> Cinematic 3. The List Maker is sitting near the door and is glad to see Roy in one piece and with the key: "Now you can get through that trap door and go talk to that Baker up there. He is not very friendly, and his Rolling Pins complain at him all the time, but he might talk to you. He probably knows where your friends are". Then Roy leans in closer and notices that the List Maker is sitting next to a tiny and very flat coffin. There are several tiny candles lit all around it. Roy: "Who was that?" List Maker: "Oh that was my beloved wife. Someone stepped on her. It was a horrible accident." Roy: "I am very sorry to hear that." List Maker: "Thank you sir. You better be going. You need to find your friends before the Stone Hunters do something terrible to them. I will remember you." Roy walks away towards the wooden staircase ...

[Submitted my game for funding here ...](#)

By WoC | June 03, 2018 at 10:00 PM EDT | [No Comments](#)

<https://www.pcgamer.com/former-sony-ceo-and-epic-games-team-up-to-fund-pc-first-indie-projects/>

[Got my first two submissions for music for the game ...](#)

By WoC | June 02, 2018 at 10:28 PM EDT | [No Comments](#)

First two submissions came in today for music for the game.  
Looking forward to hearing more.  
Very grateful for composers who are willing to do these submissions on spec.

[Added another character. Jumpthief ...](#)

By WoC | June 02, 2018 at 08:37 PM EDT | [No Comments](#)

A would be Jumpthief.  
Roy finds the skeleton on the mountain ledge with its hand stuck in a rock.  
Don't want to get into details about exactly why its hand is stuck inside a rock :-)

[Script revisions according to a plan ...](#)

By WoC | June 02, 2018 at 08:27 PM EDT | [No Comments](#)

I am doing all the revisions on the story in these basic categories:

1. Revisit cinematics and tighten them up.
2. Go through each scene on every level and add as many wonderful and funny moments as possible. Its those memorable moments that count.
3. Check for more possible choices player can make and routes he or she can take through the game story.
4. Final checks. Read through it one more time.

[Wish I could just take a year and work on only the script ...](#)

By WoC | June 02, 2018 at 04:20 PM EDT | [No Comments](#)

I came up with more good ideas for a scene last night and I was just thinking that I wish I could just take a year and work on only the script.  
Even with only 2nd revisions its already shining 4 times as bright. :-)  
I cant say what ideas I had last night since it will give too much of the story away but its going to be "sharpening key scenes" all this coming week.

### Turbulence. Helping people find religion since 1903.

By WoC | June 01, 2018 at 09:48 PM EDT | [No Comments](#)

LOL

### Opening cinematic a new version ...

By WoC | June 01, 2018 at 07:37 PM EDT | [No Comments](#)

> Cinematic 1. Sounds of radio talk between base and planes searching the sea for a lost plane fade in from black ...

Flying through dark clouds. There is a reflection of the sun on the ocean below, but it drops in and out as the clouds move in front of it. Its roughly in the shape of a large triangle. Shimmer of lightning flashes. Then a bright flash and a Catalina PBY plane suddenly appears between the clouds. Almost like a ghost plane that just appeared out of nowhere ...

In the cockpit Specs, the copilot, hands a large binoculars to Roy Stratik, the captain an pilot of the plane. Roy looks through it for a second, panning over the ocean below, then hands it back to Specs. Specs adjusts the glasses on his face: "We will soon end up down there with that missing plane if we don't turn around."

Roy keeps his gaze at the clouds ahead and over the ocean: "We came a long way out here today. We've flown through a little bad weather before. Nothing the Cat can't handle." Specs looks at the clouds ahead: "Yeah but that storm looks pretty nasty ..." He looks at Roy with a wink in his eyes: "It is the Bermuda Triangle you know ..." Roy looks back at him dismissing his last remark.

Then a hatch opens underneath them, between their feet. Levers, the bombardier, pops out from the hole: "You guys seeing that lighting up ahead? We are not going to fly into that are we?" He looks at Specs, not expecting an answer from Roy. Specs just looks at Roy and then brings the binoculars back up to his face and scans the clouds ahead. He looks really worried.

Then suddenly Crackles, the radio operator's face appears in the door opening between Roy and Specs: "Just got word that the other planes turned around. We are now alone out here." Specs looks at Roy. Levers look at Roy and then lowers himself back down the hole and closes his hatch. Specs looks at Crackles and winks in a way that says "well we are not going to get a response out of Roy". Crackles pulls his face at Specs and moves back towards his post. He leans over the shoulder of Nav, the navigator: "Where are we?" Nav holds his hand over his microphone in front of his face: "With that storm out there are you kidding me. No idea man. If we just turn back the way we came now, then I can find our position pretty quickly." Crackles leans in closer to Nav while putting his hand over his own mic. Nav's hand slips off his mic: "Well with Captain Issues at the wheel you know that is not going to happen."

Specs looks up: "We heard that." He looks at Roy hoping that would have an effect. Roy talks into his mic: "Strings, how are the engines holding up?", brushing off the comment from Crackles as if he didn't hear it. Strings, the flight engineer is sitting in the tower and looks out at them through small windows that are being battered with rain: "Getting a nice shower. I am jealous."

In the back of the Catalina Sling and Goggles are scanning the ocean each with their own binoculars through the Blisters. The machine guns had been removed and their stations now serve as lookout posts. Rain is slamming their windows too. Sling looks at Goggles: "Can't see anything through these windows anymore. Might as well turn around." Goggles lowers his binoculars and looks back at Sling. They don't look very hopeful that that will happen anytime soon.

Roy seems to drift off a little, staring at the rain slamming up against the windshield in front of him.

There seems to be the image of a woman in a light dress taking shape in the water flowing over the windshield in front of him. He is not sure ... but it looks almost real ...

Then a lighting flash shakes the plane. A loud thunder clap. Specs looks straight at Roy: "I can't see anything out there anymore ..."

Roy talks into his mic. "O.k. let's turn around. Where are the other search planes? Any of them near us? Positions?" Nav responds: "The others turned back already. We should be alright. No one else flying out here right now pretty sure ..."

Sling and Goggles look at each other wondering if this is over now.

Roy signals to his copilot and they turn the plane around. Lightning strikes near the plane again and shakes it violently. "Yeah let's get out of here", Specs mumbles in Roy's direction. Roy looks at the rain water's flow that changes suddenly on the windshield in front of him as the plane makes a slow turn ... He lost the image of the woman ...

Nav is talking into his mic: "My dials are all over the place but I think our heading is right. This storm is seriously screwing with my readings. As soon as we get out of this I should be able to tell exactly what our position is. Keep eyes out there we will be flying a little blind for a few minutes ..."

He looks at his instruments. Its spinning all over the place. Nav mumbles to himself: "Shit, never seen them this crazy before ...". Levers in the front lookout yells back through his mic: "I can't see shit! We need to get out of here!" Specs looks straight at Roy. Roy is turning the plane around and tries to look confident and in control.

Then a very bright lighting flash and a loud explosion hits the Catalina! Its starboard engine has been struck by lightning. "Shit! Engine hit!", Strings in the tower yells out. Debris from the wing and engine hits one of the glass copulas in the back and Goggles stumbles back and loses his balance. Crates with supplies in the back of the plane shifts around violently. Levers stick his head out of the portal in the floor of the cockpit and yells: "Fuck!"

Roy struggles to get the plane under control. Then another loud explosion and a flash of lightning. All the windows in the plane shatters! Glass is flying everywhere in the cockpit. Copilot is putting his goggles on and trying to hand Roy's to him ... but Roy sees a woman standing in the doorway of the cockpit with his naked eyes. He is not sure he is seeing it ... the glow of the light is so intense ... then he hears his copilot yelling at him to protect his eyes. Is it a glow from lighting or a very bright white light? Roy puts the goggles on. Glass is swimming around in the cockpit around Roy's eyes in slo mo. Through the broken window in front of Roy a bright glow begins to grow out from a gap between the clouds ahead. Both Roy and his copilot tries to see what it is they are flying into while they try to block the bright light with their hands ...

The Catalina plane tumbles into the gap between the clouds and disappears into the bright white light

Roy is slowly regaining consciousness. In his hand he is holding a family picture with a woman standing behind everyone in a doorway. The picture is flapping wildly in the rushing wind and the white light blocks everything out around his hand. Just the sound of howling wind. No engine sounds. Roy removes his goggles and looks at the picture in his hand. The windshield is broken, and shit is blowing in through the windows. No one else is in the cockpit. Just the debris and glass flying around wildly inside the cockpit. Roy looks closer at the picture in his hand with the woman flying in the doorway. It's the same woman he thought he saw standing in the doorway of the plane. Then he comes to his senses. he tries to see outside but there is just a thick fog outside. Can't see through it. It seems very bright and heavenly though. Is it the next morning already? Did he doze off and missed what happened last night? Where is his copilot? It's only him alone in the cockpit. Levers is gone too. The hatch to Levers' section is open. His window glass in the nose of the plane is broken too and only his journal is lying down there and flapping around in the wind.

Roy tries to talk to the navigator through his headset but there is no answer. He looks back through the open door of the cockpit but sees no one in the back of the plane. The door between the cockpit and the rest of the plane seemed ripped open. As if something monstrous passed through the aircraft. He seems to be alone onboard. Outside the gentle rush of air. Both engines are dead and the propellers are spinning slowly from the airflow. Surrounding the plane is a thick fog or white cloud. Visibility is down to only a few feet beyond the windshield. All the windows of the plane seem to be shattered so the air is just blowing through the aircraft picking up whatever it can and playfully pushes it around and out the back windows. Roy is trying to get a grip on himself. His head hit something, and he sees blood on his hands. He wonders where everyone is. Where that woman is. If she was real or not. Then he sees a break in the thick fog ahead. There seems to be a large mountain ahead ... or cliffs ... not sure hard to see. A few moments later, the fog has thinned enough, and he sees a very tall vertical mountain cliff in front of him. There seems to be a ledge big enough to land on. Roy tightens his seat belt and throws a few switches to expose of any remaining fuel in the wings. He reaches up and turns another lever on the ceiling to correct the balance of the plane. It's going to be a rough landing. He knows it. Done it before. The Catalina drops its fuel and gets pushed upward slightly by the strong wind moving through the canyon around it. The ledge is growing bigger and bigger and he begins to see a tall building of some kind on the far end where the ledge ends ...

The Catalina's wheels drop out. Roy holds on to the steering wheel as tight as he can. The plane swoops down and Roy knows he is going to get only one shot at this. Just as the first wheel touches the rocky ground surface of the ledge, the starboard engine, the same one that was struck by lightning, explodes. The plane swings around just enough so the starboard wing hits the vertical cliff. It breaks off and the plane skids across the ground while Roy tries his best to keep it on the ledge. A wheel breaks off as the big plane slides on its belly and comes to a standstill right on the edge of the ledge, with its port side wing extending far out over the ledge. It stops in front of the strange building right at the end of the ledge. Roy sits back in his seat and just stares out at the structure in front of him not sure what to make of it, or where the hell he is ... <

#### Script revisions ...

By WoC | June 01, 2018 at 05:22 PM EDT | [No Comments](#)

Decided to continue working on script revisions until end of next week.

The Catalina preservation society emailed me back after I asked them if they know where I can get any original radio chatter between ground control and Catalina crews during post WW2 sea rescue operations and told me that they themselves are looking for it and seemed to be unable to find any :-)

So I told them that I will let them know if I happen to find any.

Other than that ATT switched my SIM card off in my phone because I am not paying my phone bill while I am in development, just to save as much money as possible.

So now my phone had this little red light blinking on me day in and day out.

So I fixed that problem by not tossing the SIM card but just flip it upside down and re-inserting it into the phone.

I will use it again at some point but phones are just too damn expensive these days.

I just use it as a media player, camera and email checker at the moment.

#### Studio is confirmed. Its going to work out great ...

By WoC | May 31, 2018 at 07:11 PM EDT | [No Comments](#)

Its with the Upfront Theater group here in Bellingham.





#### Going to look at studio ...

By WoC | May 29, 2018 at 06:08 PM EDT | [No Comments](#)

This coming Thursday at 2pm.

I will take a camera with me and shoot some reference pictures.

I plan to do the video animation and modeling reference shoot there in about 5 weeks.

#### Name change of copilot ...

By WoC | May 29, 2018 at 03:41 PM EDT | [No Comments](#)

"The Weener" is getting a little of the wrong kind reaction so I changed it to "Specs or Spec" which is a little kinder :-)

#### The 8 member crew of Catalina finalised ...

By WoC | May 28, 2018 at 07:37 PM EDT | [No Comments](#)

1. Roy Stratik. (Pilot and captain).
2. Patrick Wealan (the Weener) (Copilot).
3. Crackles. (John Simonds) (Radio operator).
4. Nav. (Jim Sneider) (Navigator).
5. Sling. (John Seels) (Waist Gunner Port side (left looking forward)).
6. Goggles. (Bob Jenson) (Waist Gunner Starboard side (right looking forward)).
7. Strings. (Larry Edington) (Flight engineer).
8. Levers. (Dane Waterson) (bombardier (in the nose of the aircraft)).

#### I will decide on a music composer for the game project ...

By WoC | May 27, 2018 at 08:53 PM EDT | [No Comments](#)

... On the 31st of August 2018.

#### A few dates and advance schedule ...

By WoC | May 27, 2018 at 08:13 PM EDT | [No Comments](#)

So looks like May 28th - June 1st reworking of script and tightening it up.

2nd of June to 10th of June character sheets / design and outline.

Casting June 11th - 24th.

Video shoot of characters' modeling and animation references 25th - June 29th.

So 3D modeling of characters will begin in July :-)

#### Decided to take one more week and just rework the script ...

By WoC | May 27, 2018 at 07:03 PM EDT | [No Comments](#)

... and make it as good as I can.

More jokes, fewer cinematics, shorten cinematics, more suspense, more clever tricks and puzzles and so on.

I think its important to really nail the script before doing any further work.

#### Around 5 weeks before I do animation reference video shoot ...





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