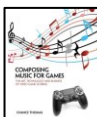


May + June						
25	26 Music Design	27 Music Design	28 Scoring Palette Setup	29 Main Theme	30 Main Theme	31 Cue 1 Loop
SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
1	2 Cue 2 Loop	3 Cue 3 Loop	4 Cue 4 (3 layers)	5 Cue 5 (3 layers)	6 Cue 6 (3 layers)	7 Cue 7 Loop Cue 8 Stinger Cue 9 Stinger
8	9 Cue 10 Loop Cue 11 Stinger Cue 12 Stinger	10 Cue 13 Loop Cue 14 Stinger Cue 15 Stinger Cue 16 Stinger	11 Cue 17 Loop Cue 18 Stinger Cue 19 Loop	12 Cue 20 Cinematic Cue 21 Cinematic Cue 22 Cinematic Cue 23 Cinematic	13 Cue 24 Stinger Cue 25 Loop Cue 26 Stinger	14 Layback & Orchestration
15	16 Layback & Orchestration	17 Layback & Orchestration	18 Live Recording	19 Live Recording	20 Editing	21 Editing
22	23 Mixing	24 Mixing	25 Mixing	26 Mixing	27 Mixing	28 Formatting, Archiving, Delivery



From the Book, *COMPOSING MUSIC FOR GAMES*

by Chance Thomas

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