

Project name :	Natural User Interaction in Cars		
work package Title:	Scene Designing		
Start/finish Date:	12-10-2013/12-3-2014		
Leader:	<leader’s name>		
Participants:	<team members>		
Task Description: Provide the environment for game engine			
Task phases		Estimated duration	Due time
Concept design/sketch		8 days	20/10/2013
Convert to 3D		2 weeks	1/11/2013
Rendering		2 days	3/12/2013
adapting with interface			
Import to game engine			
Software: 3D max/blender			
Other: Photoshop,Z-brush			
Results: Results will be converted in mesh format to the game engine interface			
Reference Document: <documents provided to being achieve for documentation >			