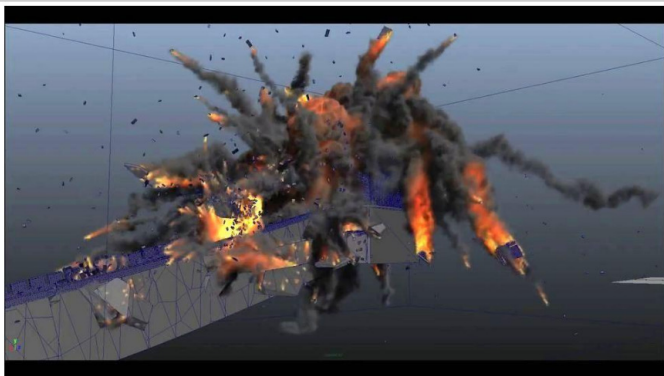
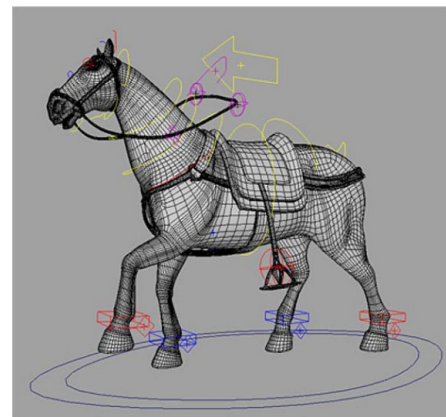




Pipe Line - animation 3D



Catégories d'animation

- Dessin animé 3D

Réutilisation éléments
Beaucoup de scripts
Efficacité
Pipe line très important

1 artiste
5s anim/j

- Long métrage

Qualité avant tout
Moins de scripts
Pipe line moins automatisé
Beaucoup de retouches manuelle

1 artiste
1s anim/j

- Publicité

1 pub = 1 nouveau projet
Quasiment entièrement manuel

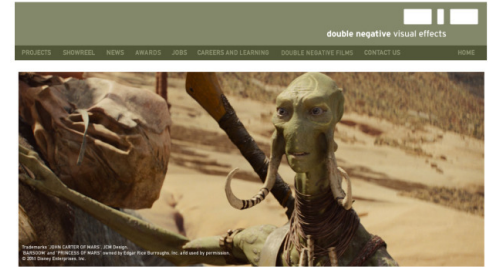
<1s /j



Fonctionnement

Studio fonctionnent par sous traitance

Projet de Studio cinéma, Ubisoft, Disney, etc.



Partie R&D: Profil techniques et techniques/artisitques

Mise en place des pipe lines

Scripts

Nouvelles méthodes

automatisation

Partie artistique:

Artistes numériques

Intermittents du spectacle

Ratio: 1 ingénieur, 10 artistes

Grands acteurs

Grands acteurs

Weta Digital



~ 800 personnes
Nouvelle-Zélande: Wellington

Grands acteurs

Industrial Light & Magic (ILM)

(Disney)



Plus grande entreprise de VFX

San francisco: 700 (500 artistes)

Singapore: 400 (200 artistes)

London: 200

Vancouver: 200

Grands acteurs

TeamTO

Productions

News

Press Review

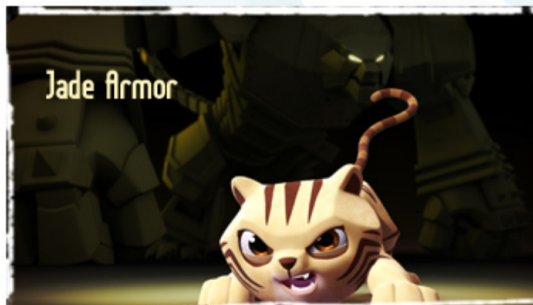
About TeamTO

Team

R&D

Jobs

Contacts



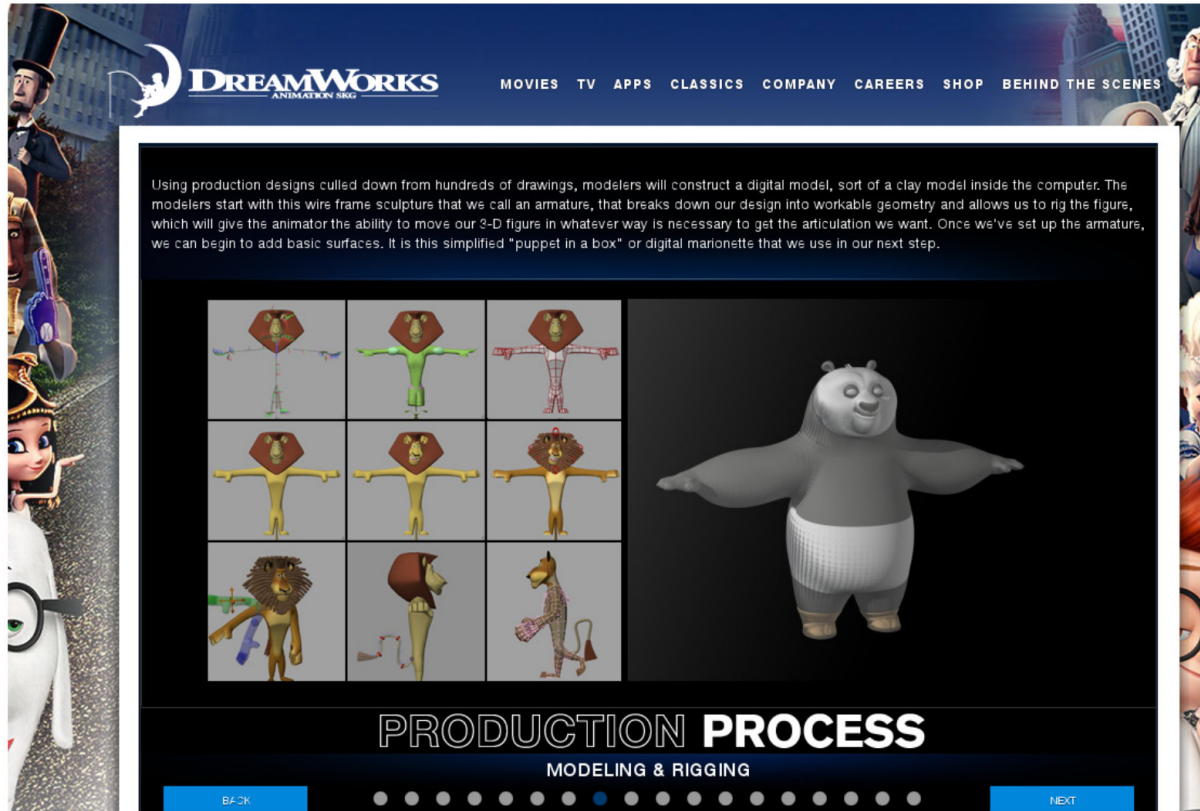
Grands acteurs

Disney

Dreamworks

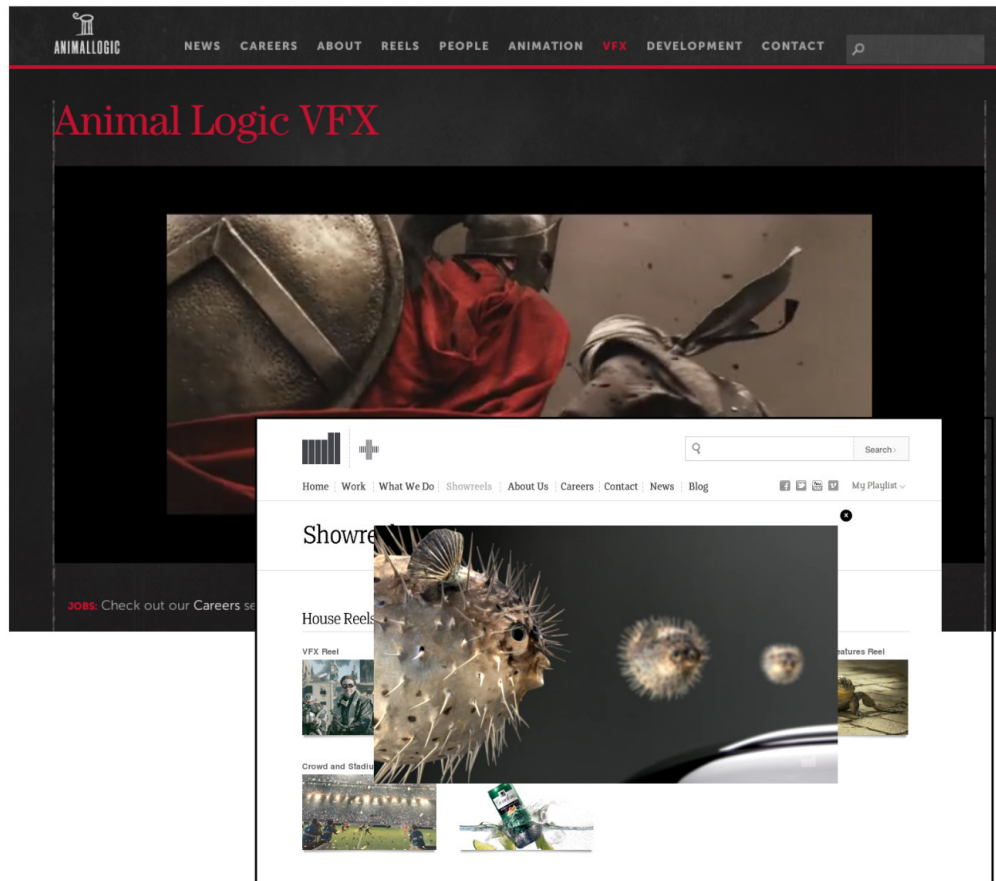
Pixar

VFX + Creation

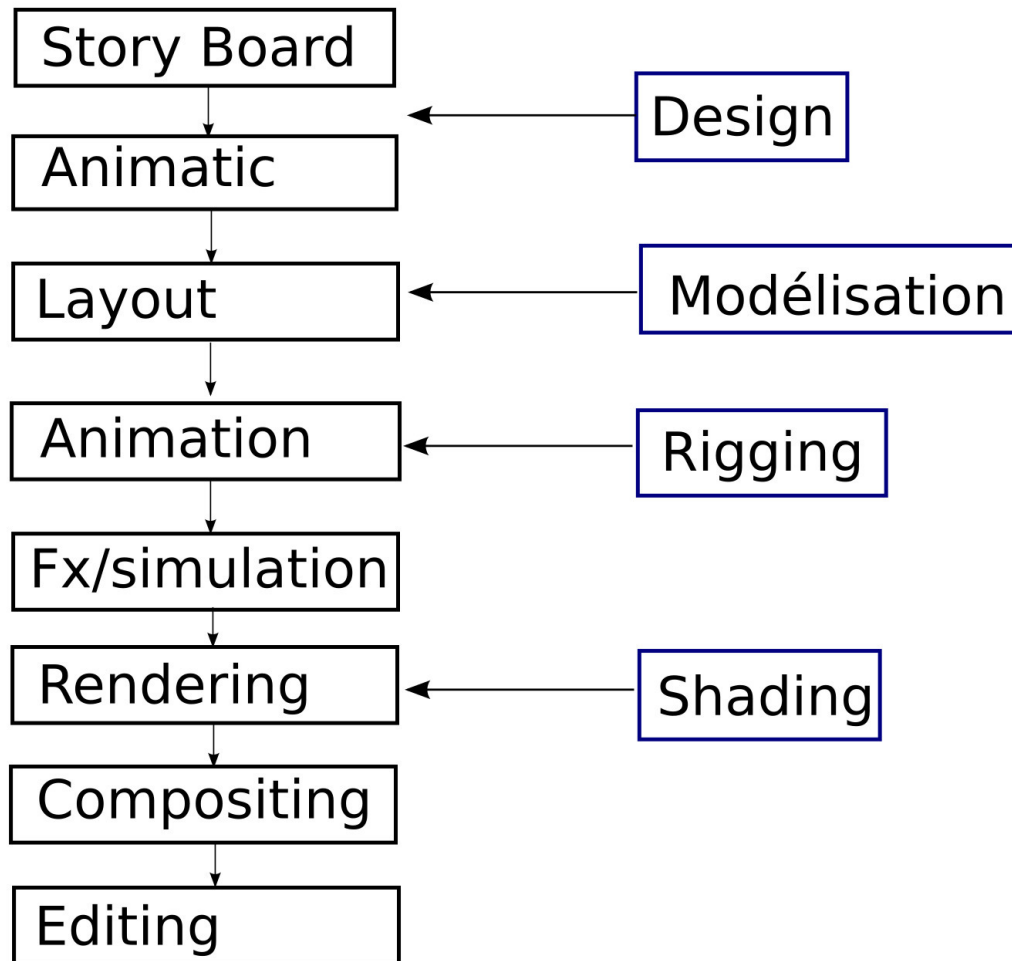


Grands acteurs

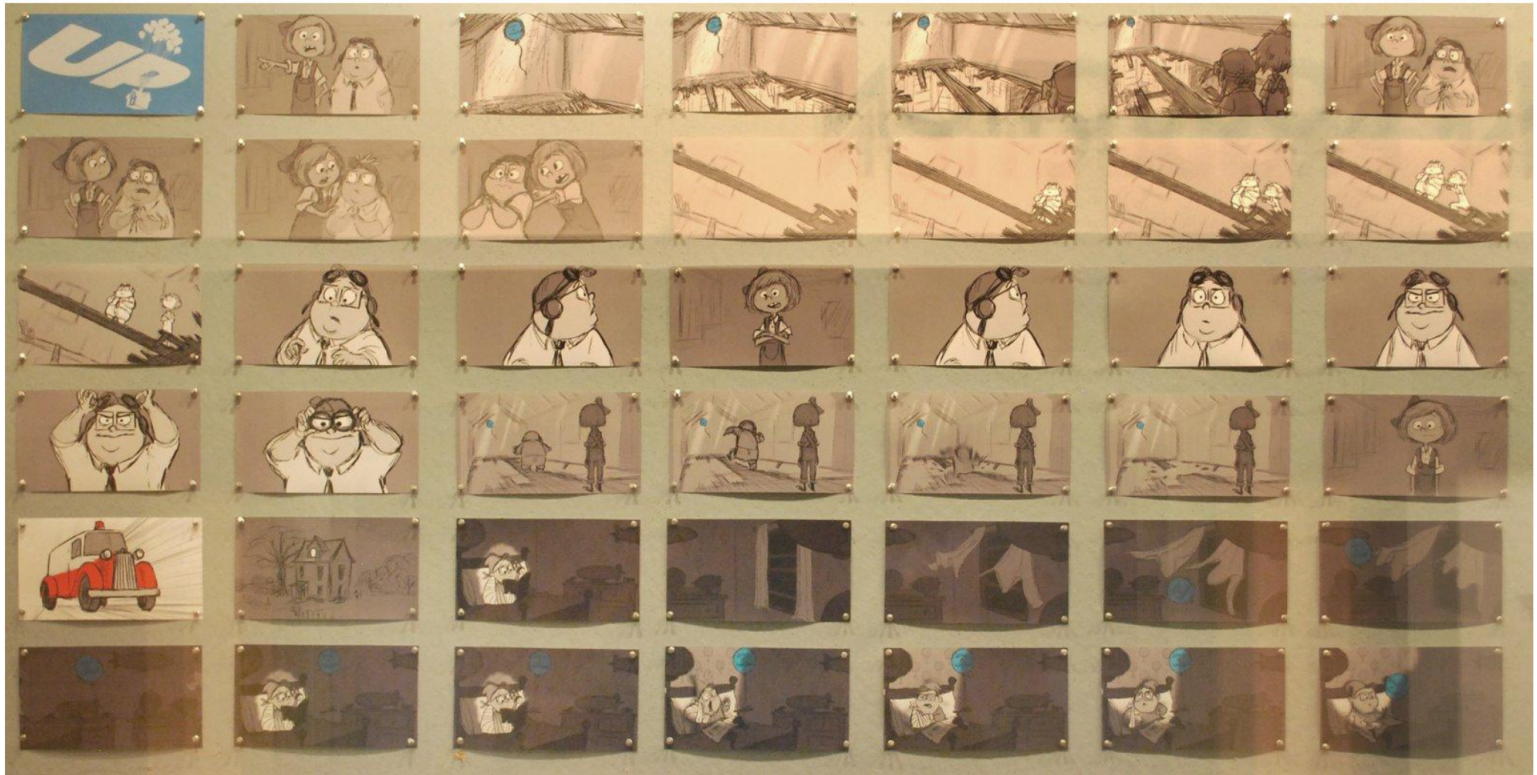
Digital Domain
Blur Studio
MPC
Mirada
WhiskyTree
AnimalLogic
Double Negative
TeamTo
Quantic Dream
Cebas Visual
The Mill
Crystal Dunamics
...



Pipe line création



Storyboard



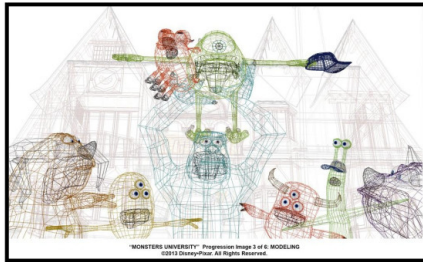
Peu de dessins, exprime une histoire

Animatics

~storyboard animé



Layout



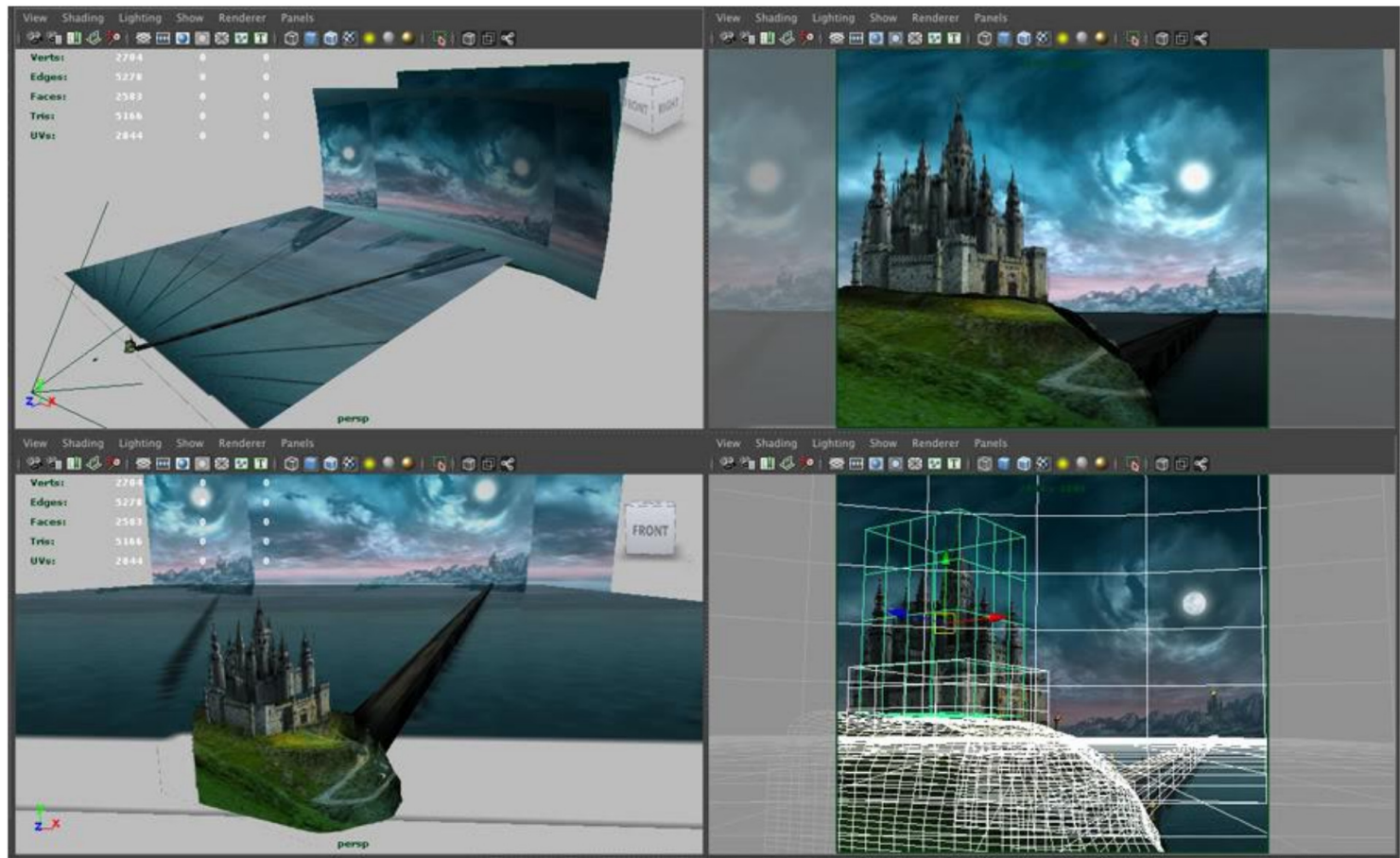
Placement

- de la caméra, champs de vision, perspectives (5-15 s/j)
- des volumes, de la continuité

Choix des éléments 2D / 3D

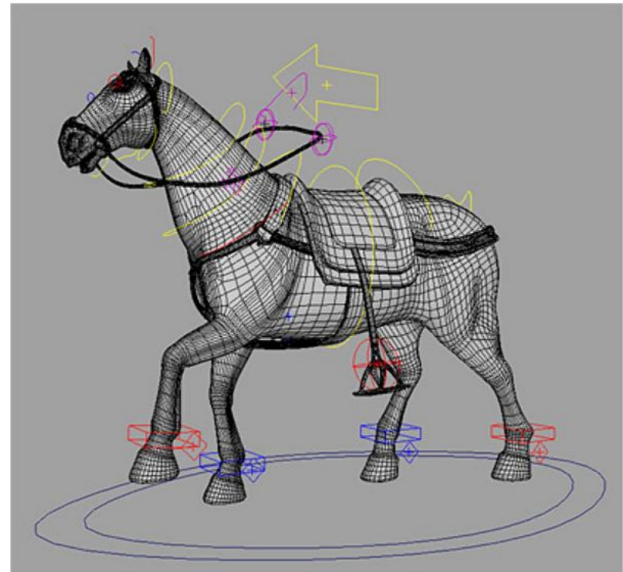
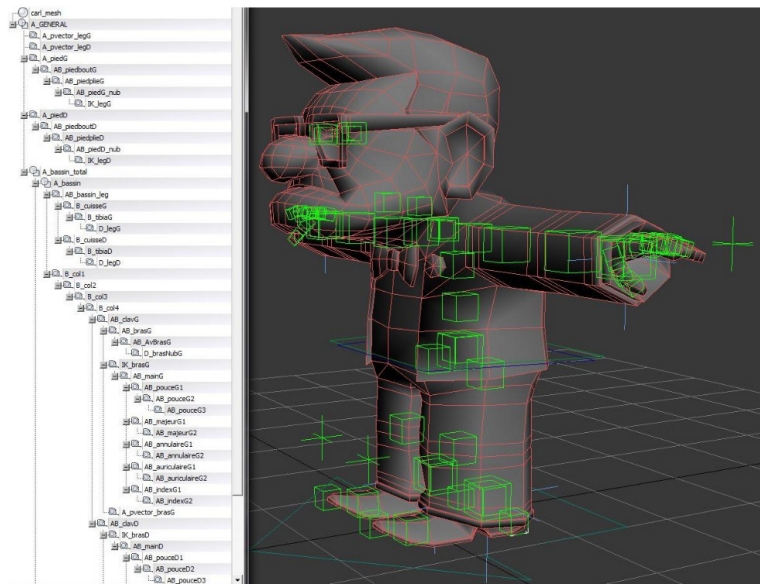
Pas d'animation faciale

Matte Painting



Animation

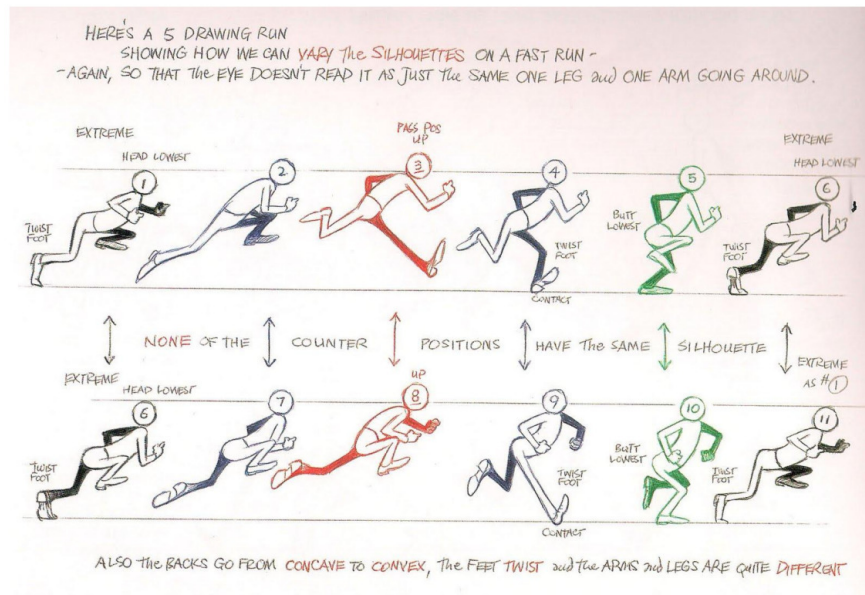
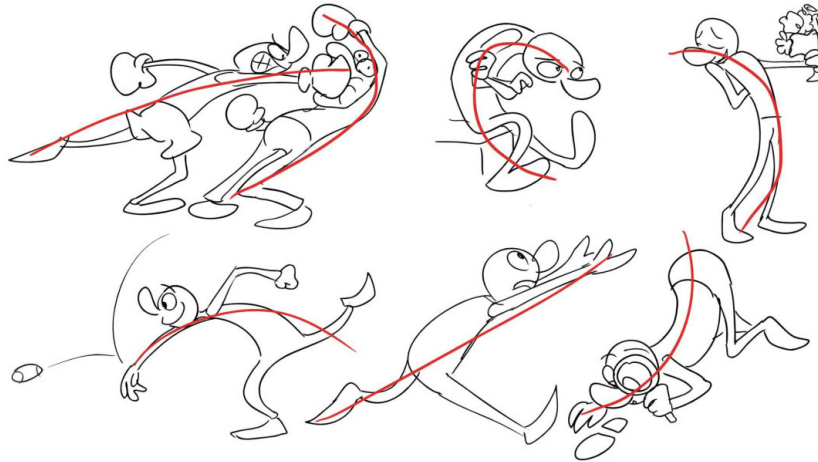
1. Rigging



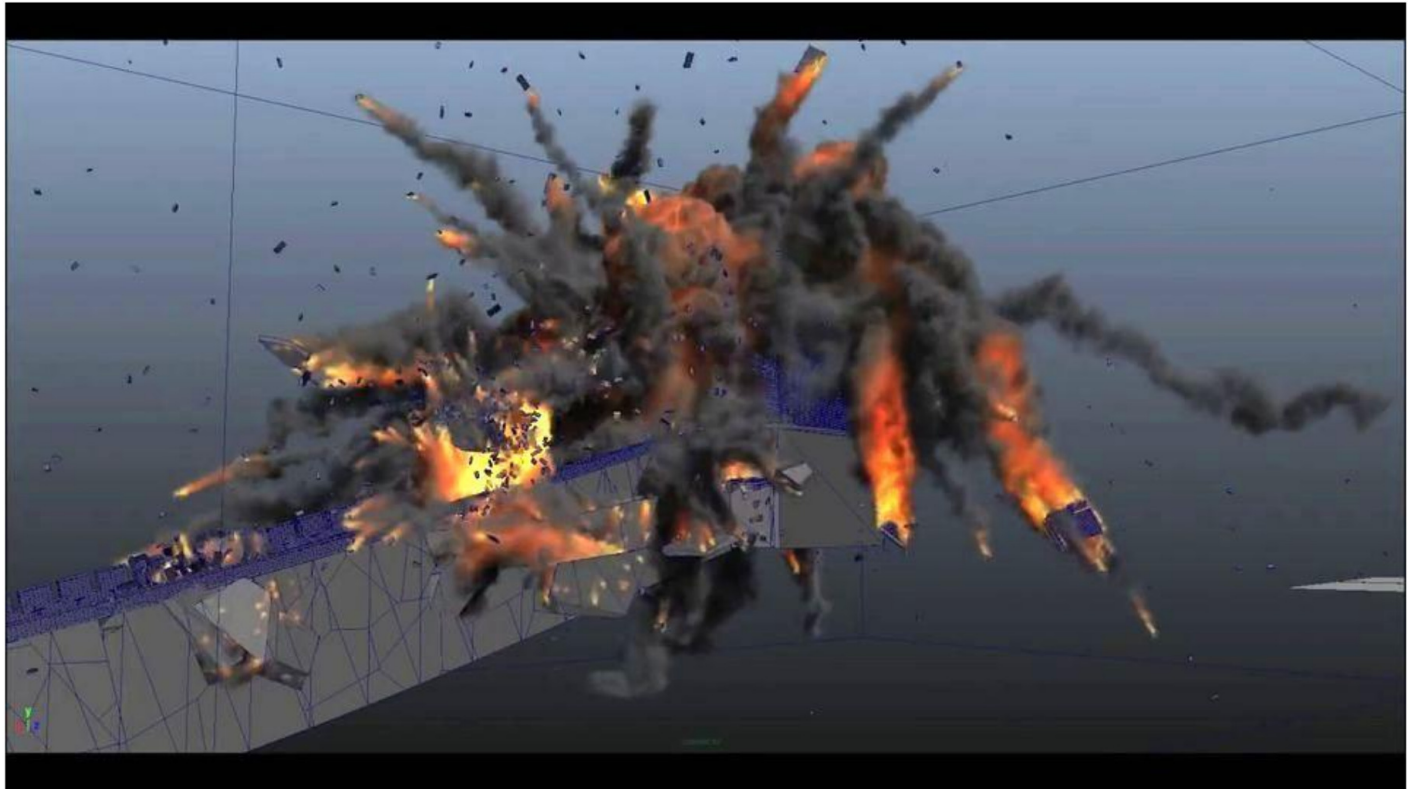
Animation

2. Keyframes

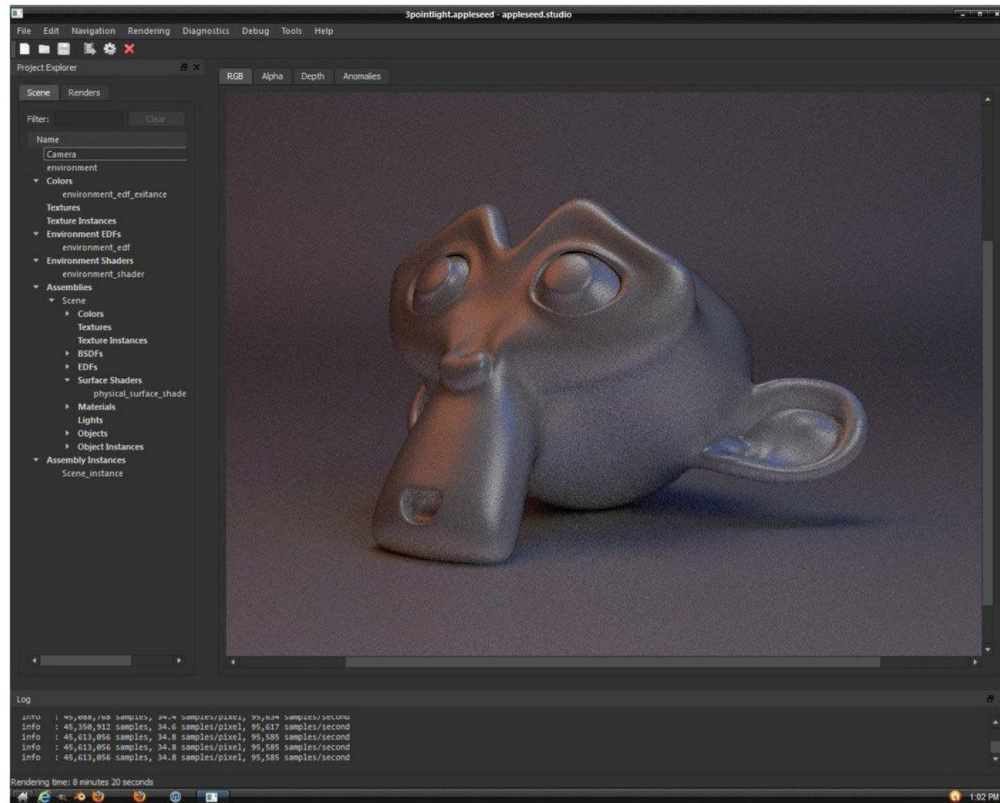
- Posing
- Spacing
- Timing



Special effects

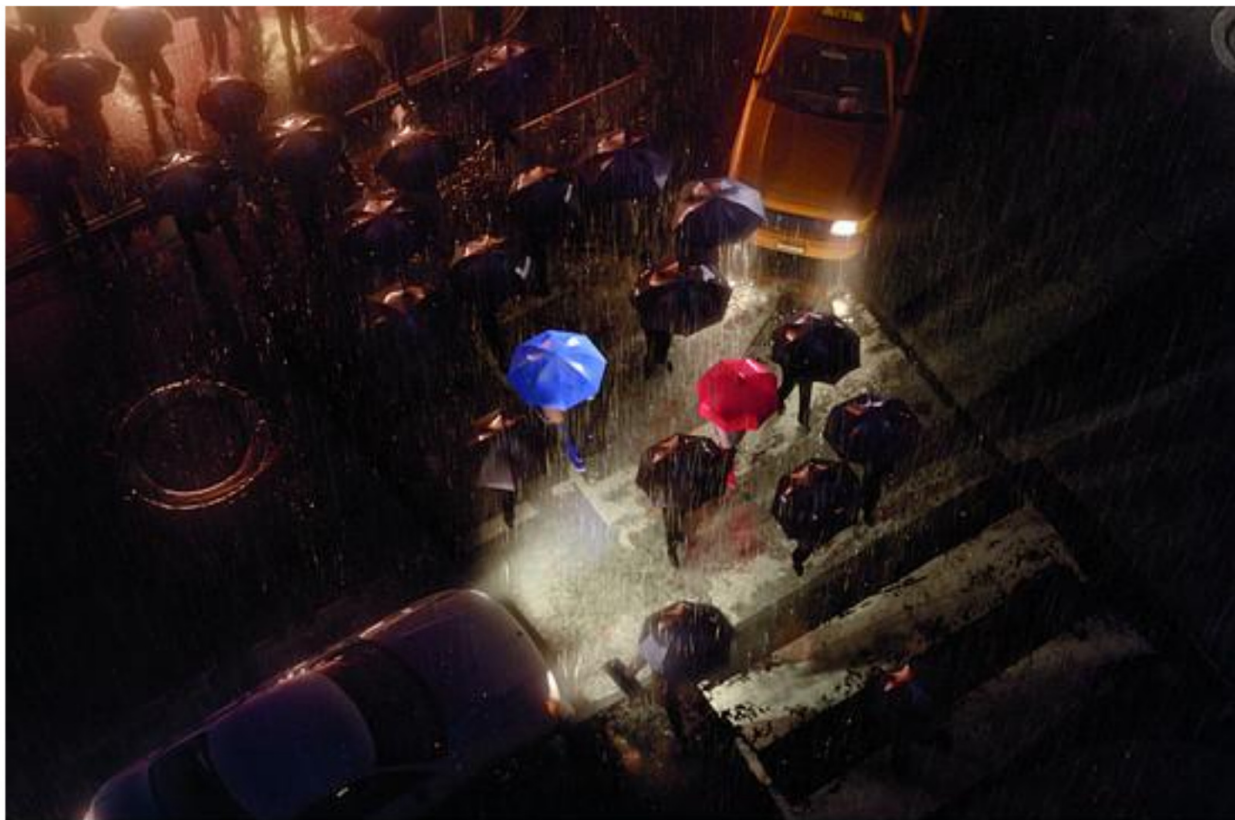


Rendering



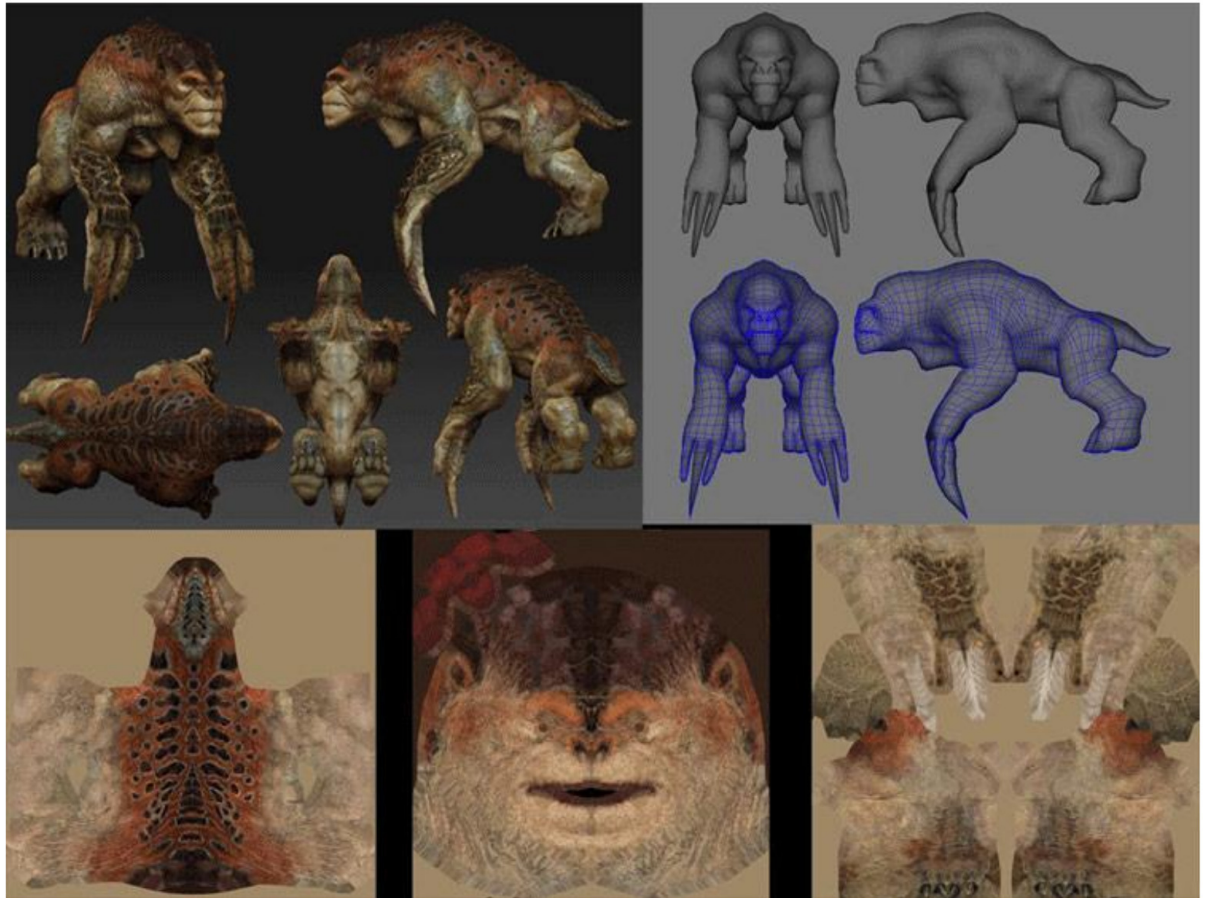
Rendering

1. **Lighting**
2. Texturing
3. Shading



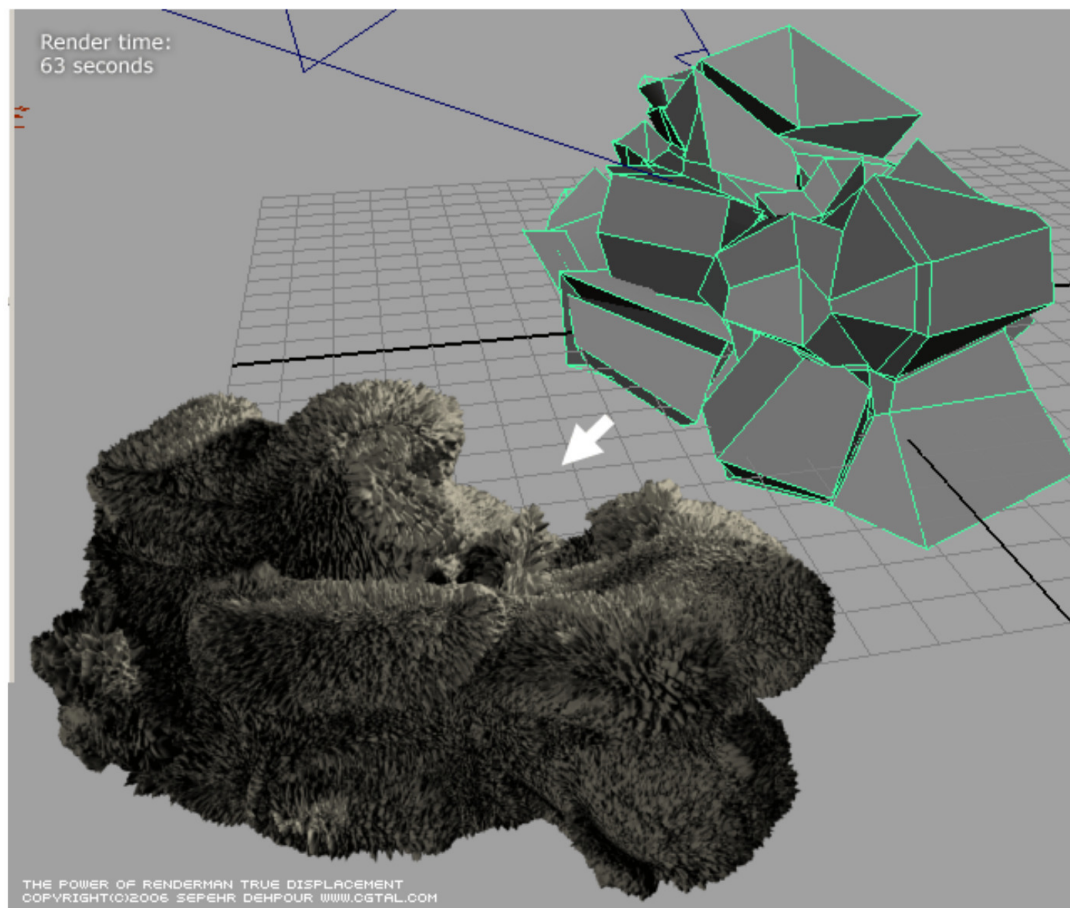
Rendering

1. Lighting
- 2. Texturing**
3. Shading



Rendering

1. Lighting
2. Texturing
- 3. Shading**



Compositing

