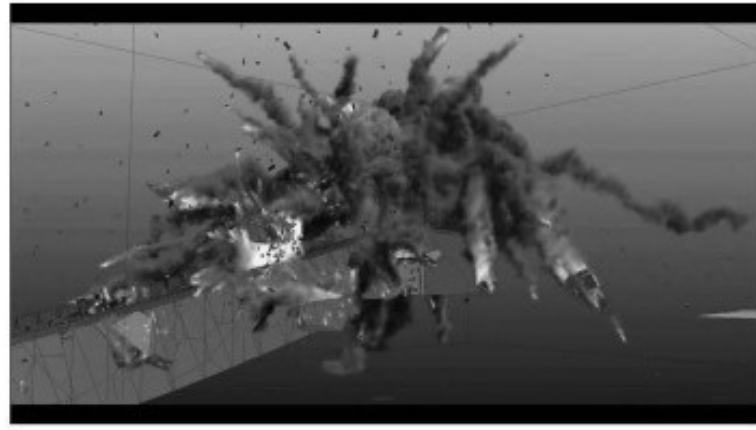
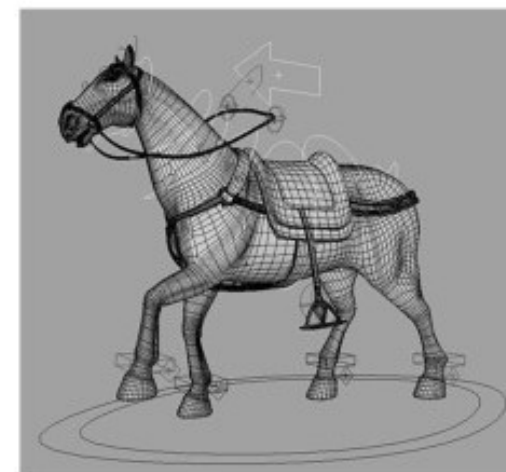




Pipe Line - animation 3D



000

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 |



001

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

002

Grands acteurs

003

Grands acteurs

Weta Digital



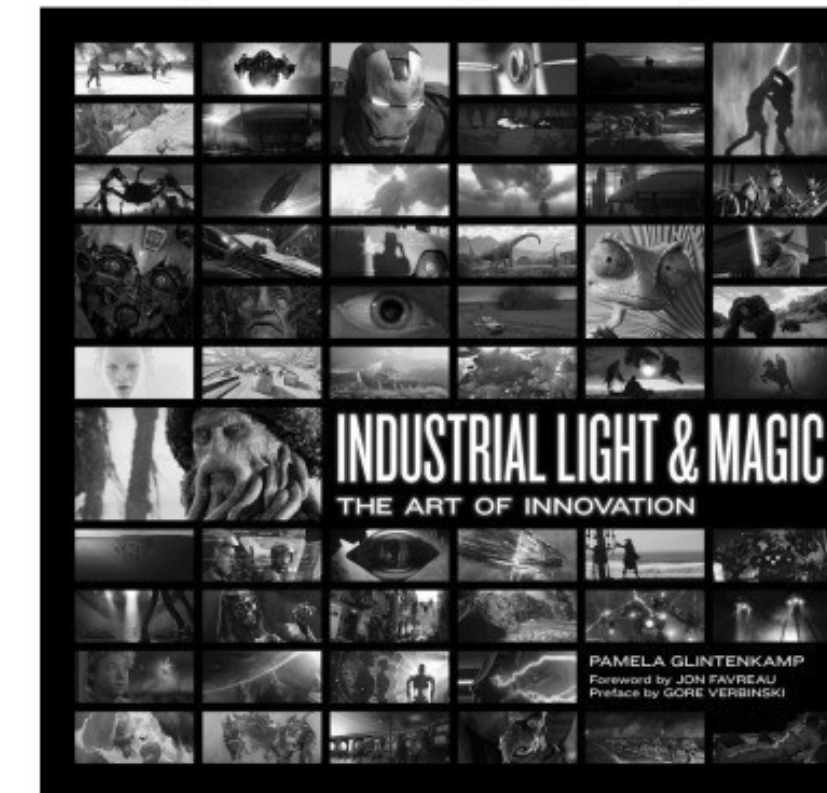
~ 800 personnes
Nouvelle-Zélande: Wellington

004

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

005

Grands acteurs

TeamTO

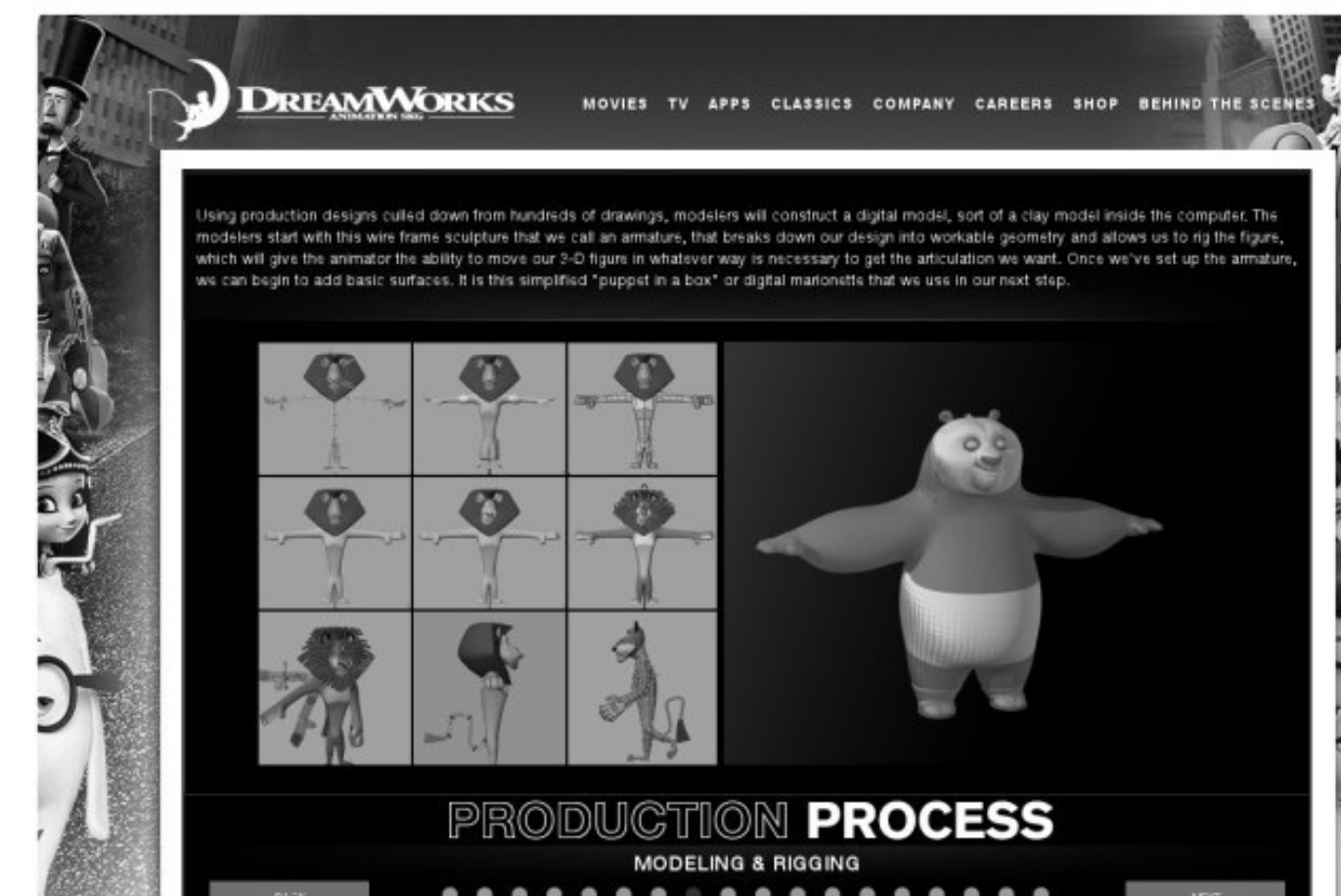


006

Grands acteurs

Disney
Dreamworks
Pixar

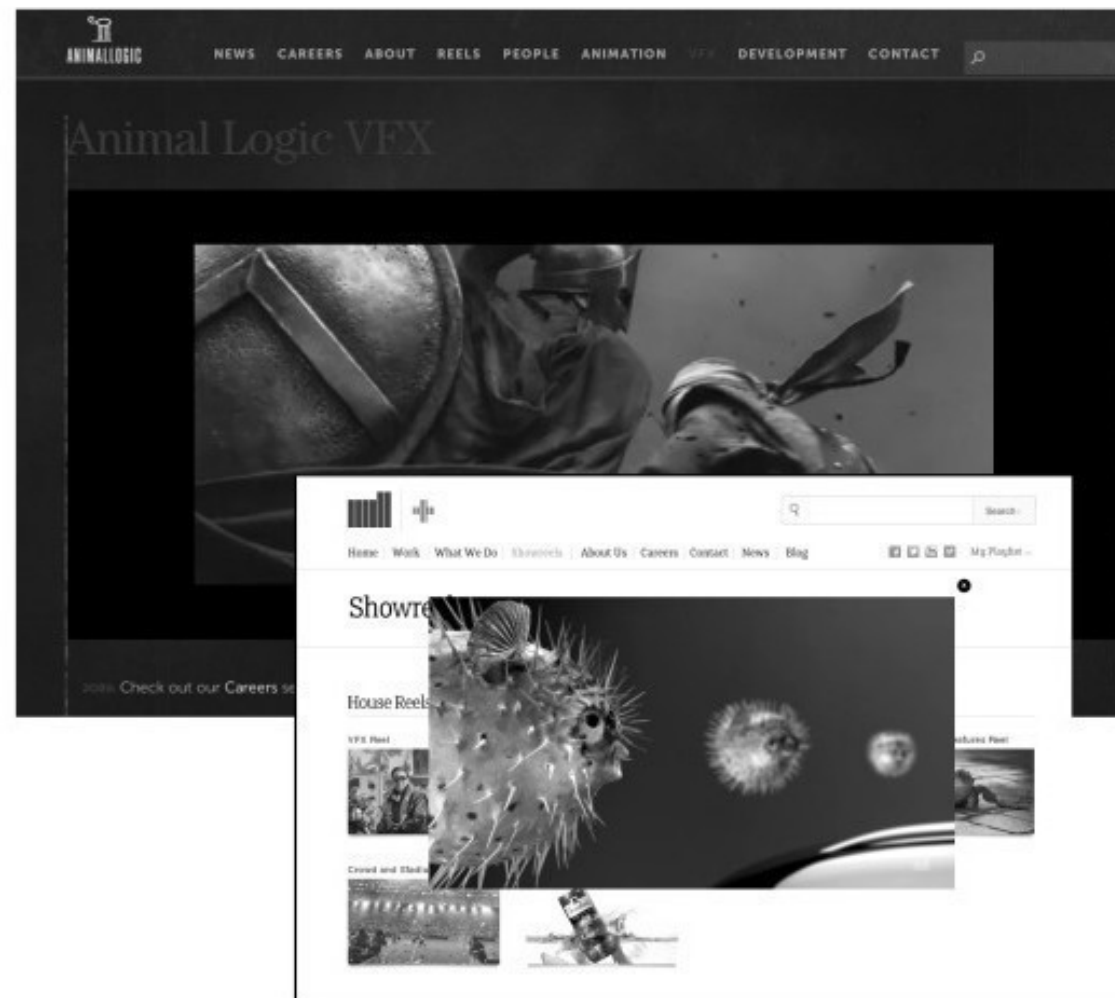
VFX + Creation



007

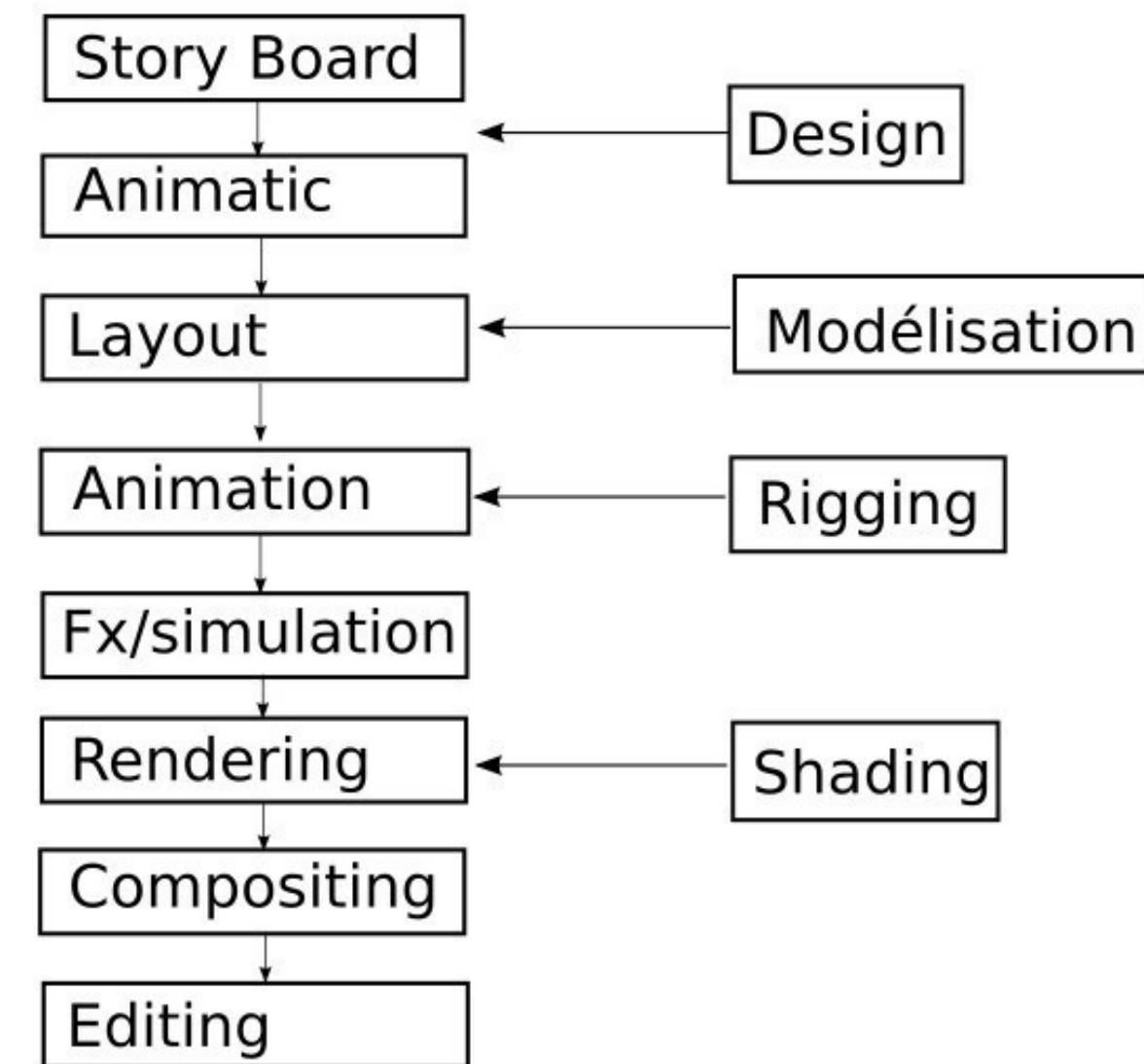
Grands acteurs

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



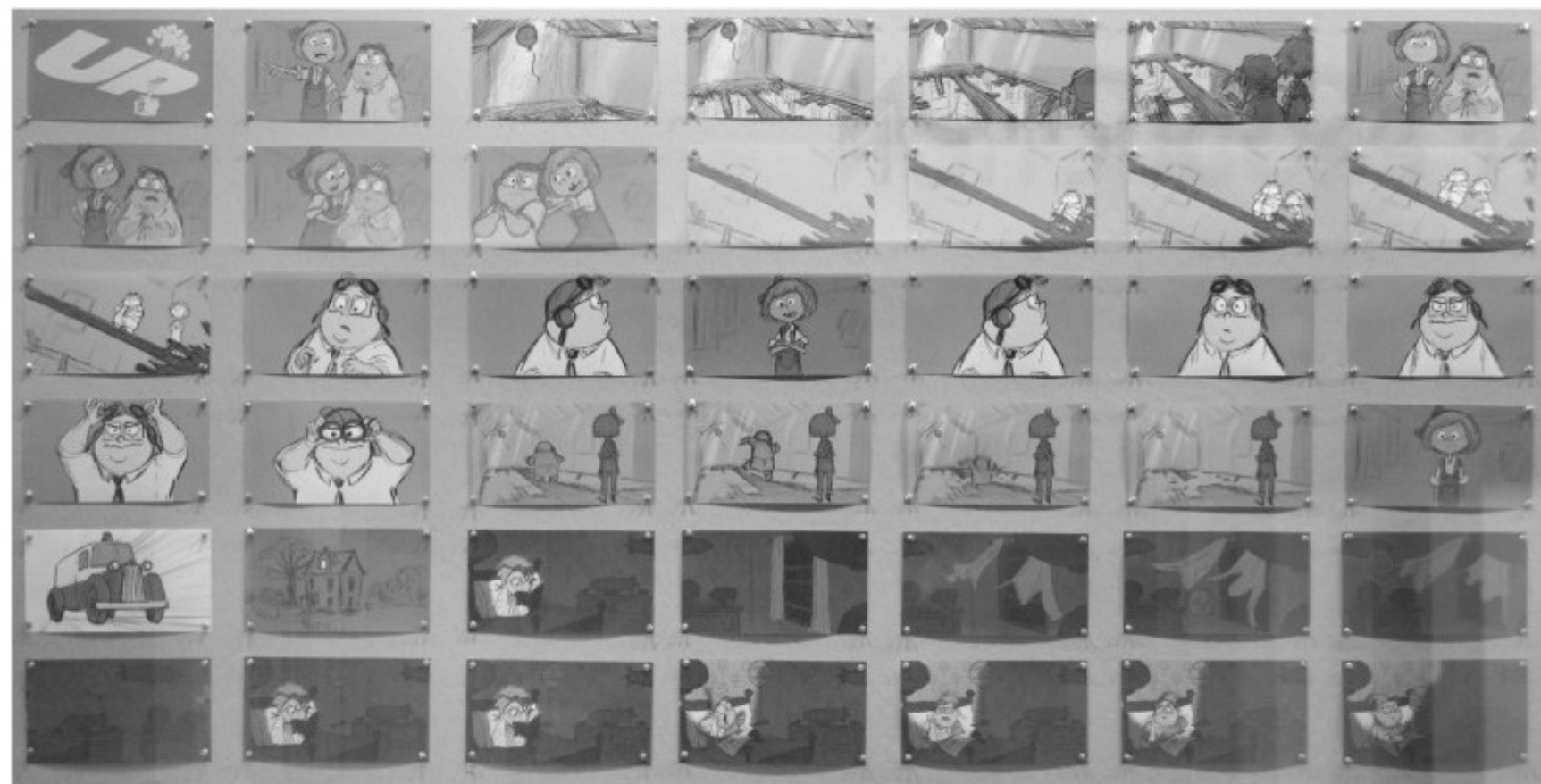
008

Pipe line création



009

Storyboard



Peu de dessins, exprime une histoire

010

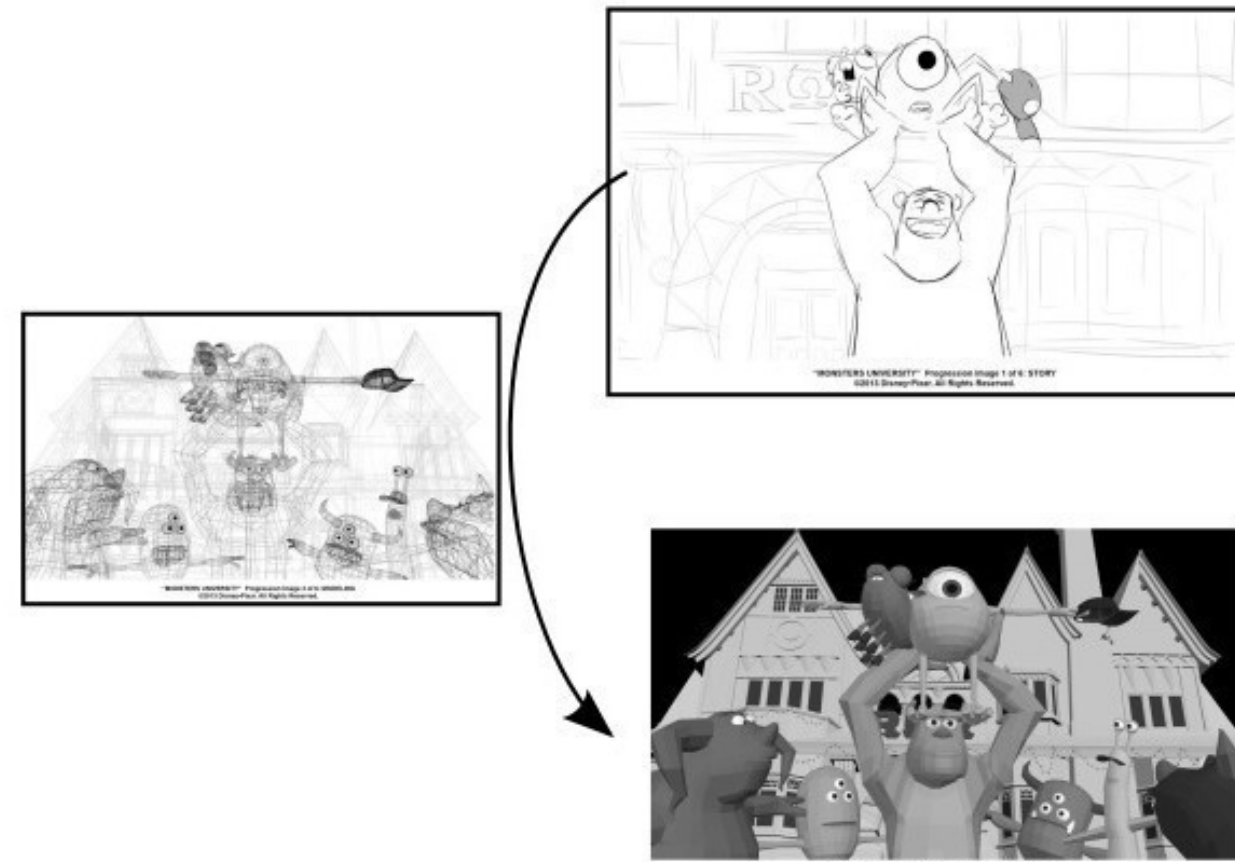
Animatics

~storyboard animé



011

Layout



Placement

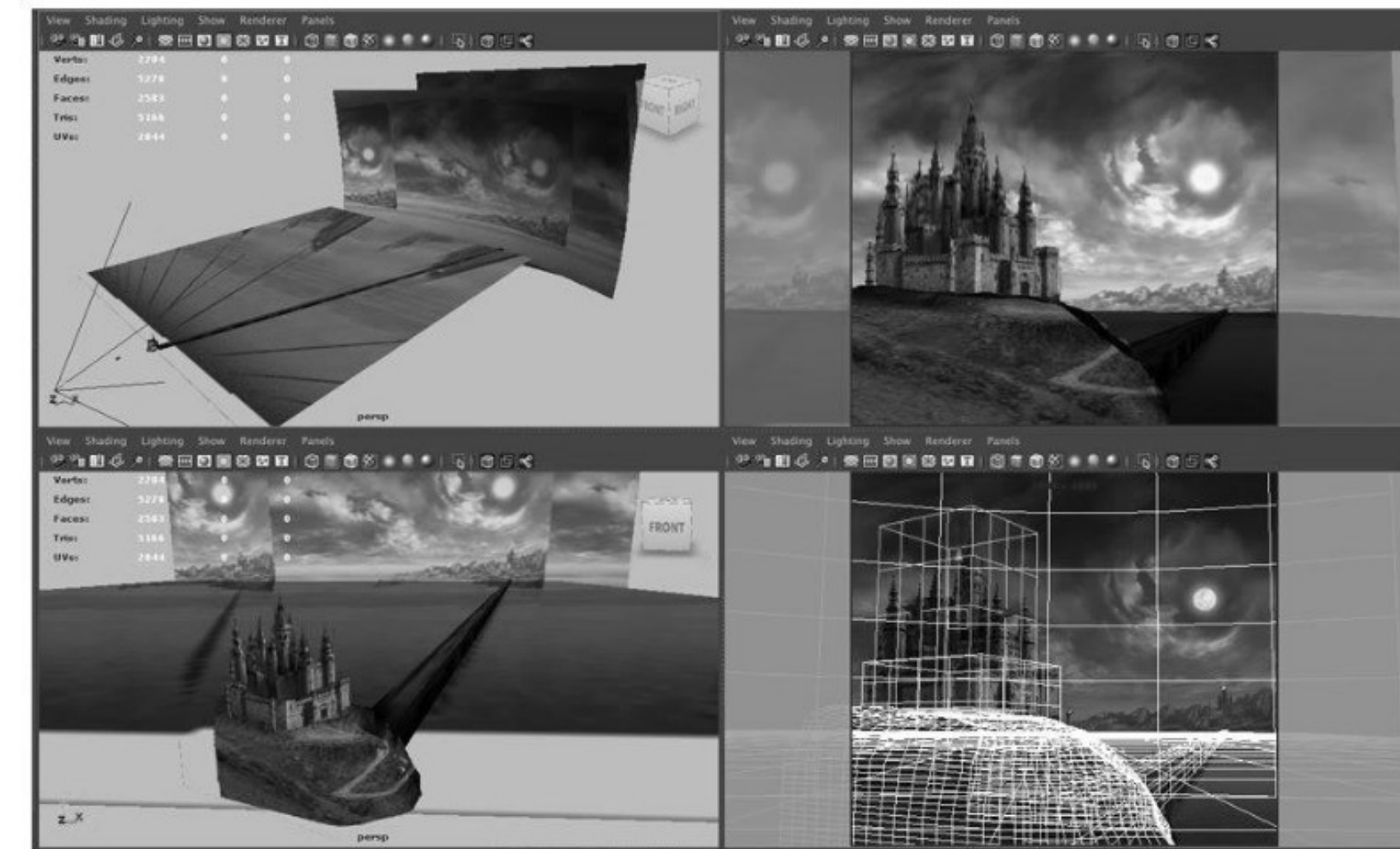
- de la caméra, champs de vision, perspectives (5-15 s/j)
- des volumes, de la continuité

Choix des éléments 2D / 3D

Pas d'animation faciale

012

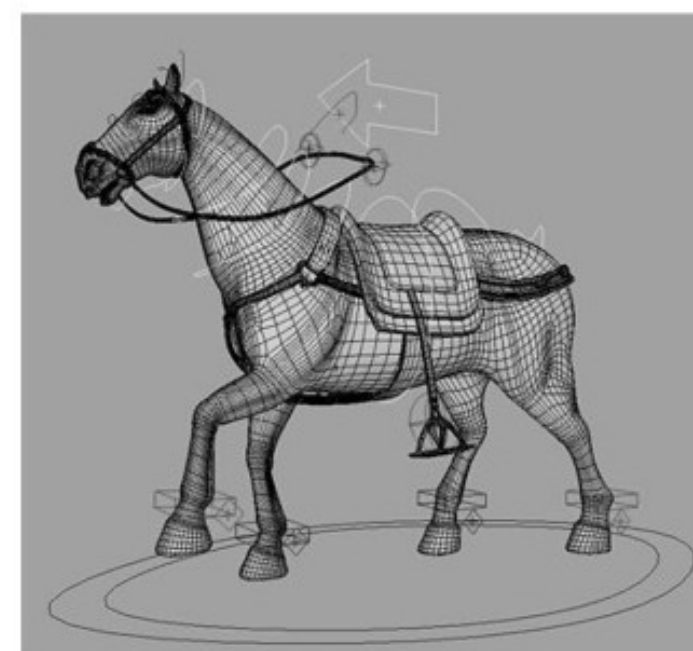
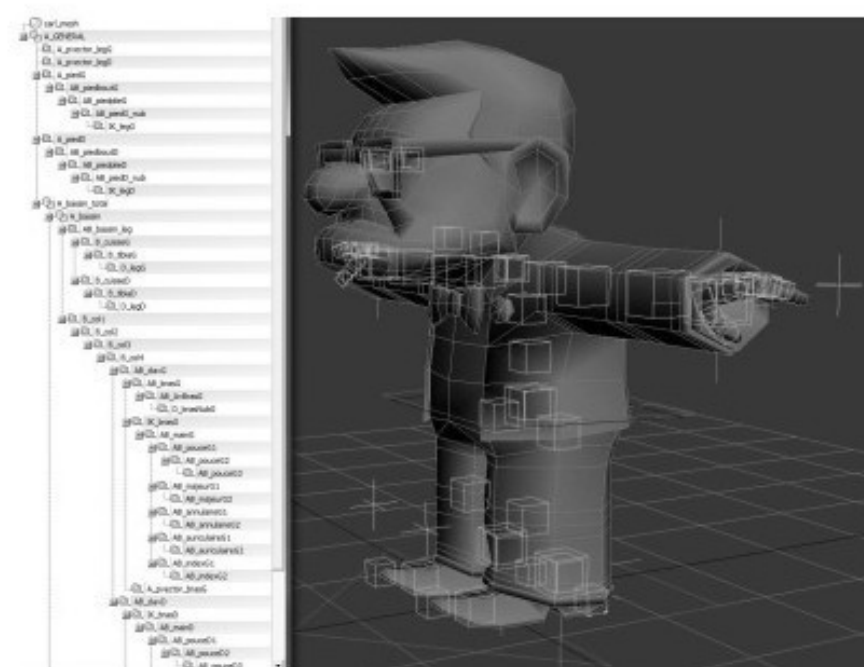
Matte Painting



013

Animation

1. Rigging

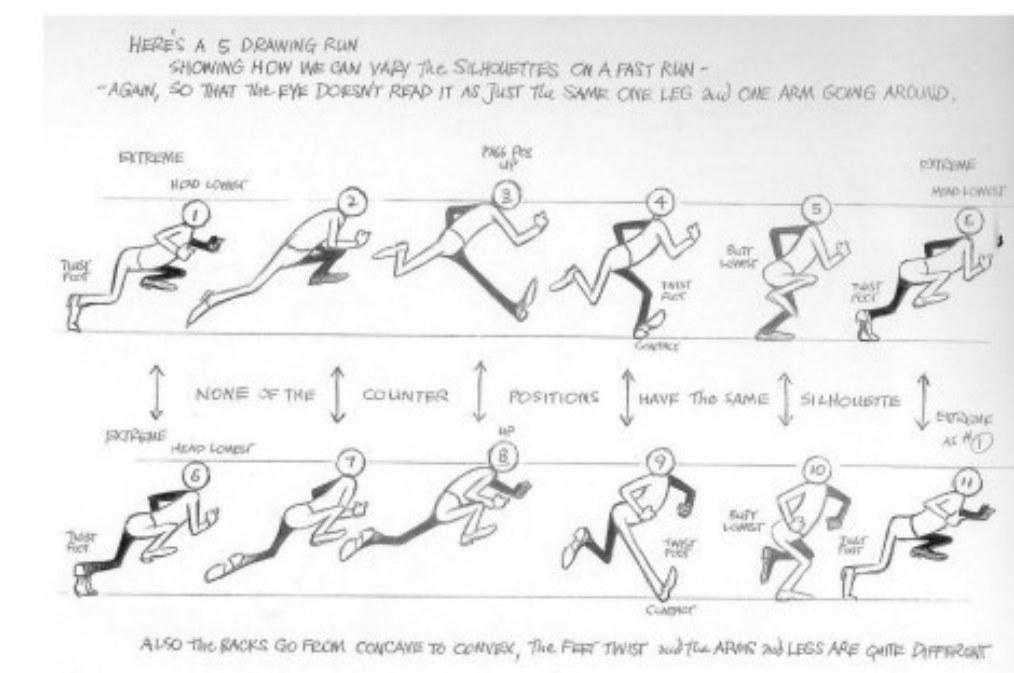
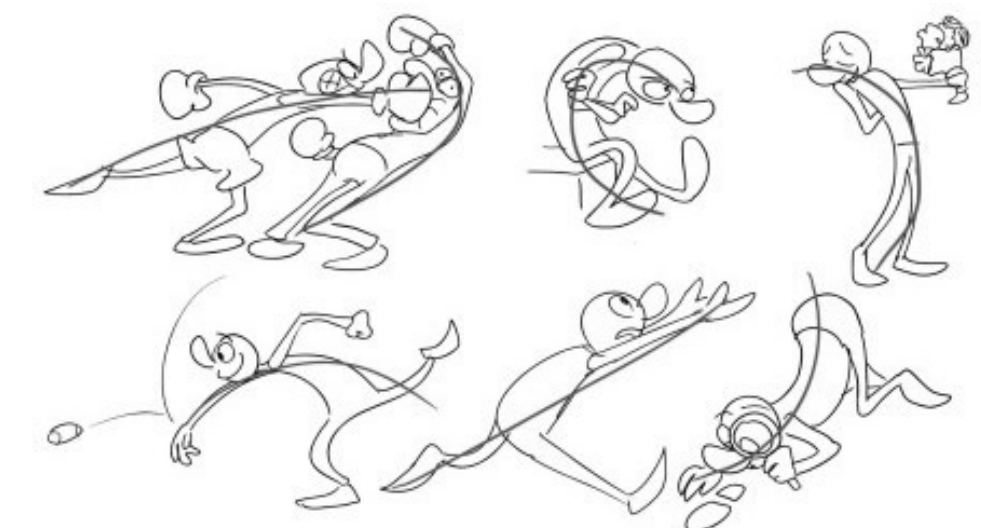


014

Animation

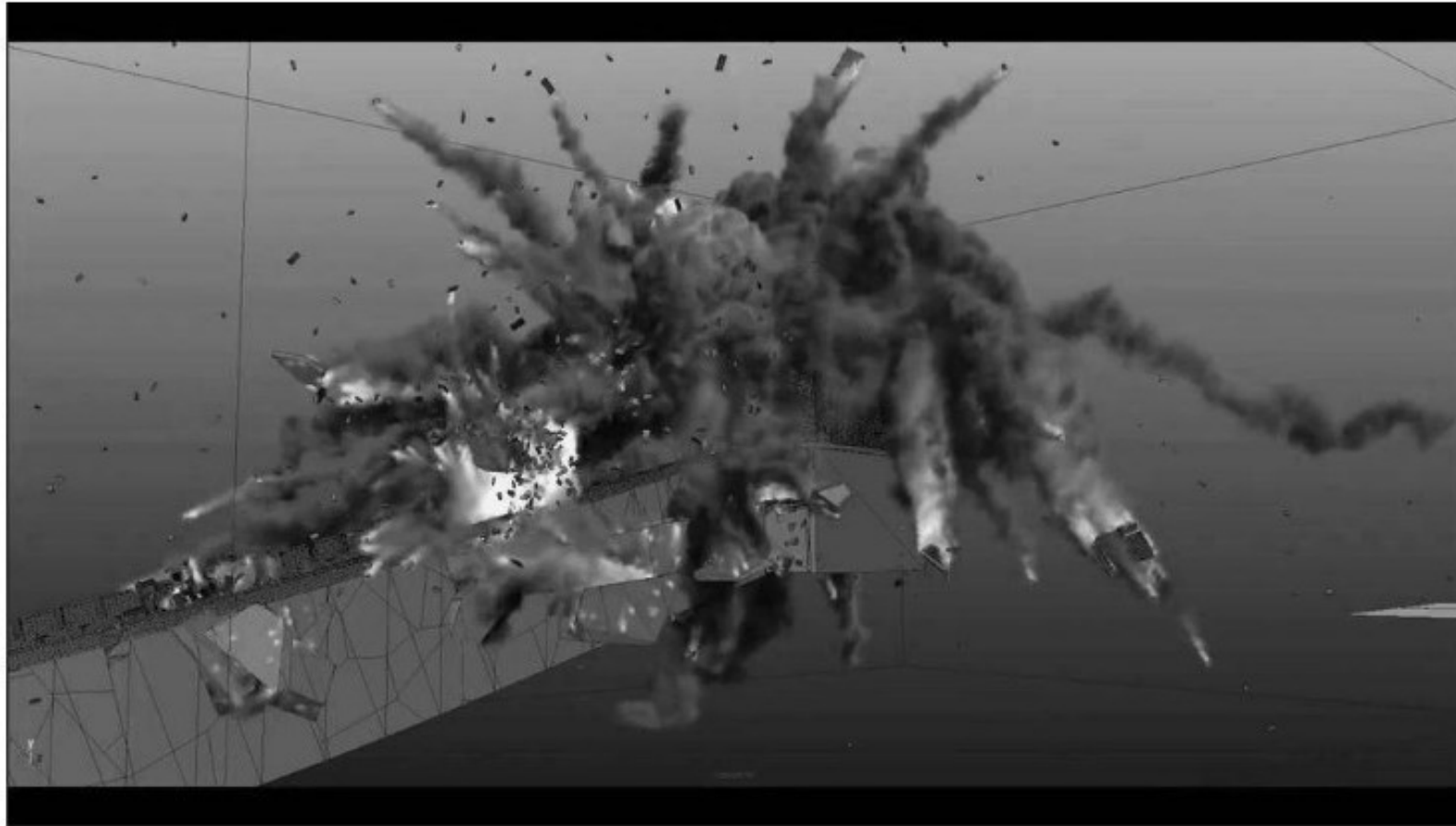
2. Keyframes

- Posing
- Spacing
- Timing



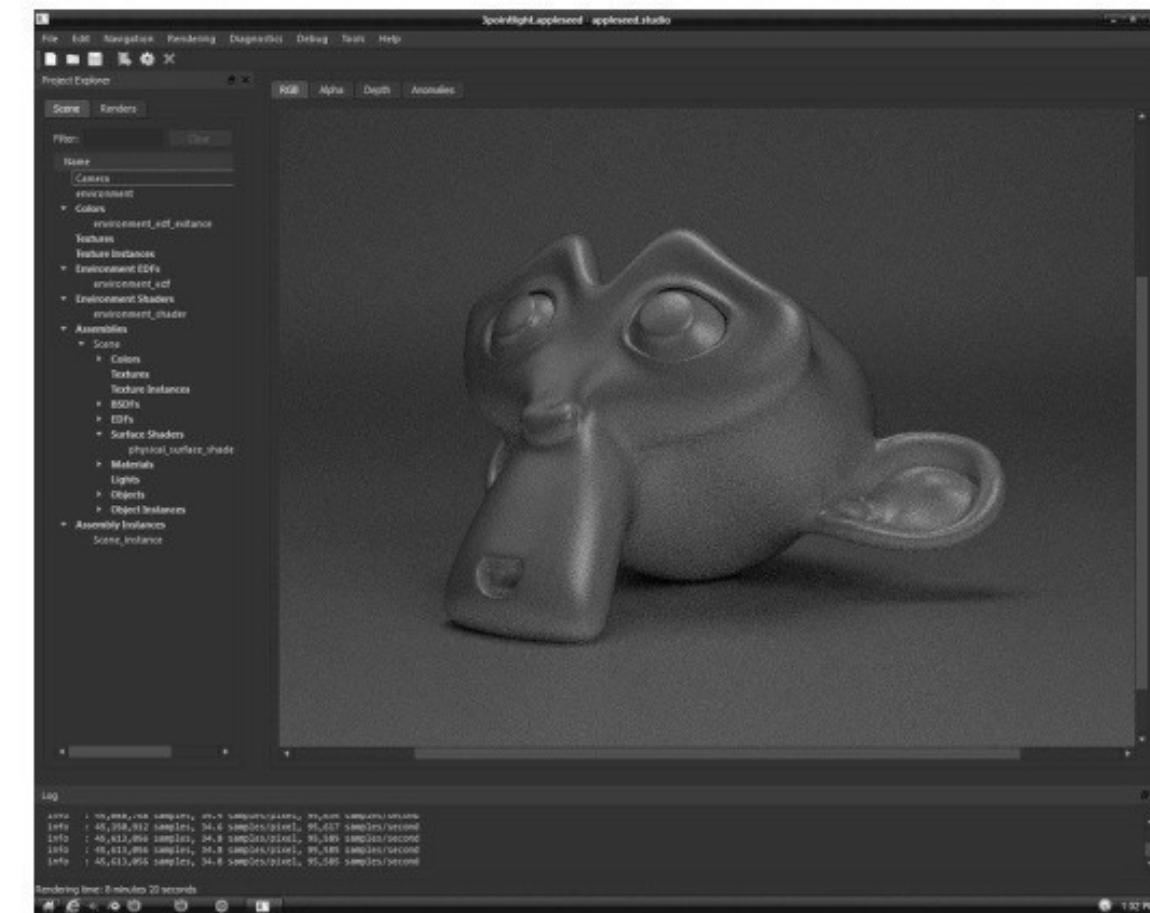
015

Special effects



016

Rendering



017

Rendering

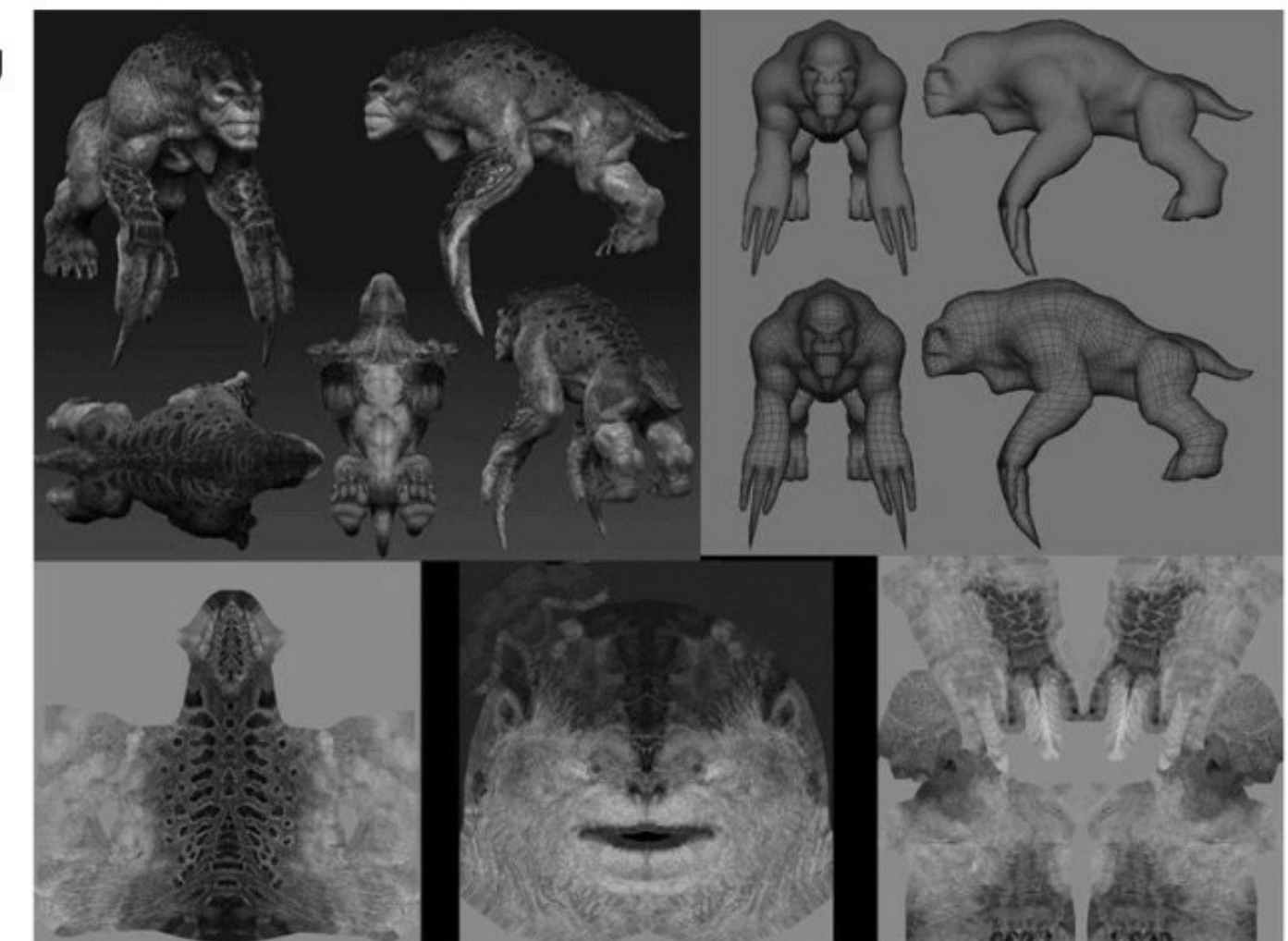
1. Lighting
2. Texturing
3. Shading



018

Rendering

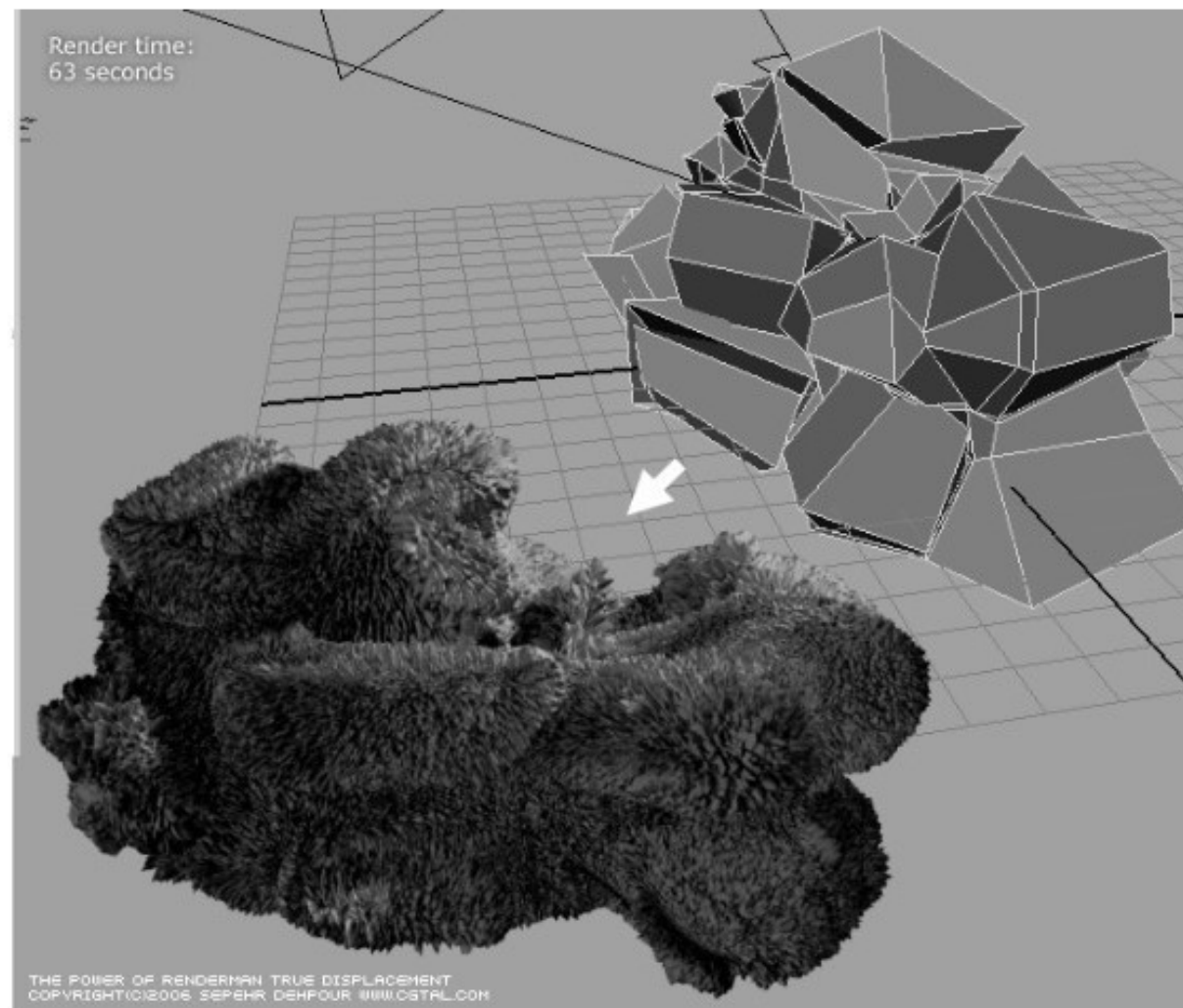
1. Lighting
2. Texturing
3. Shading



019

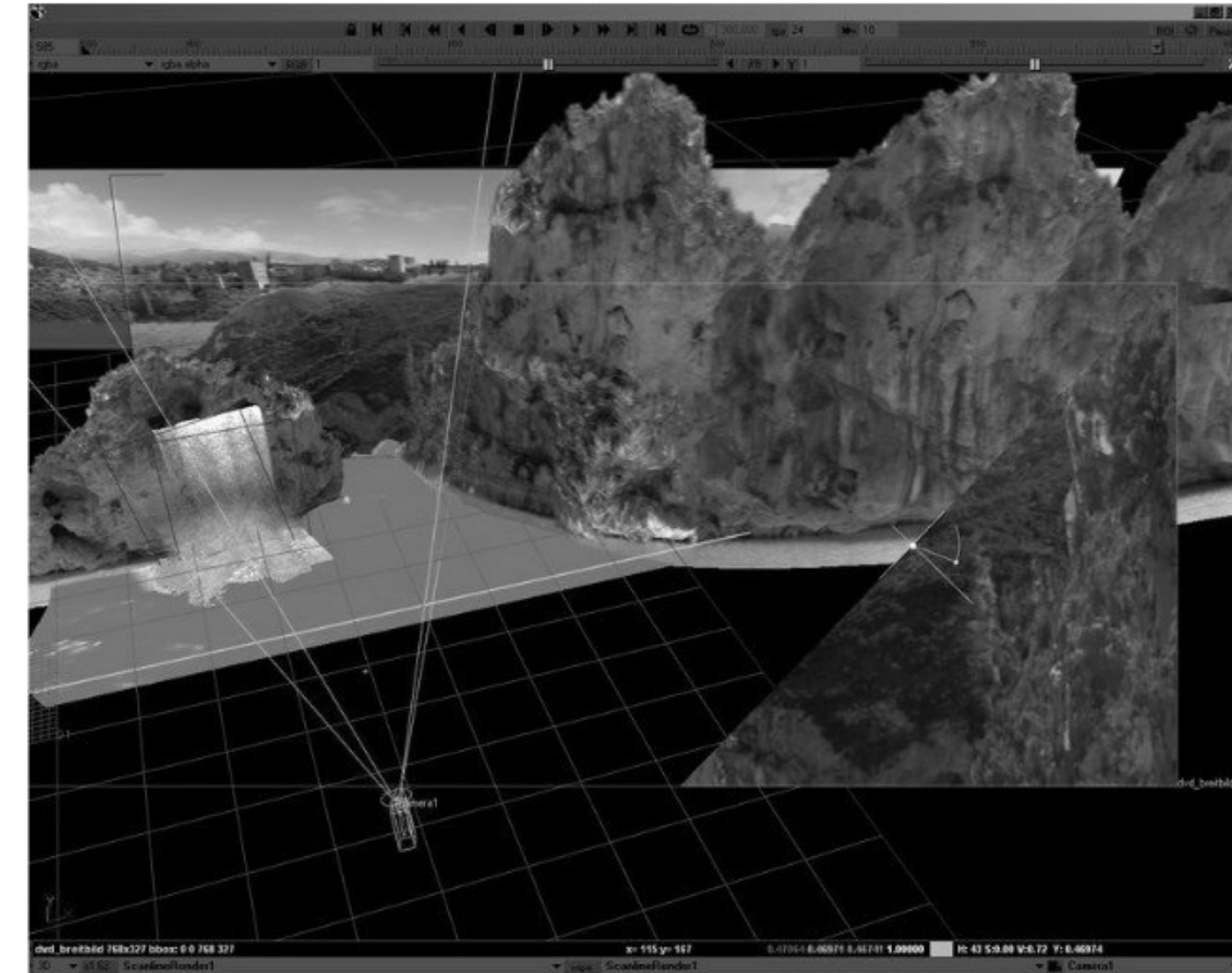
Rendering

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



020

Compositing



021