



Rapid Generation of Production Ready Character Assets

Data Acquisition

Capture Subject utilizing a variety of capture methods each suited for the desired final outcome.

3D Scanning

- Utilizing State of the Art Scanning Technologies from Structured Light, to Laser, to Depth Camera



Photogrammetry

- Taking a series of photos from a multitude of angles to capture your subject and generate a high resolution 3d Model

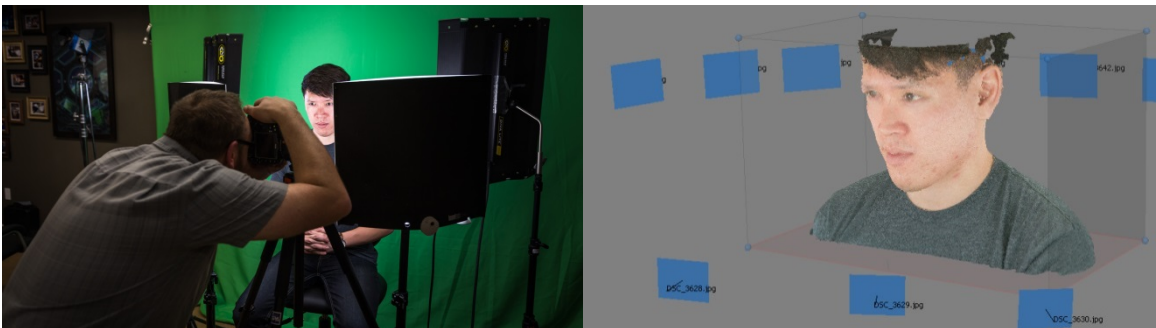


Photo Capture

- Taking photographic reference for digital sculpture and traditional modeling



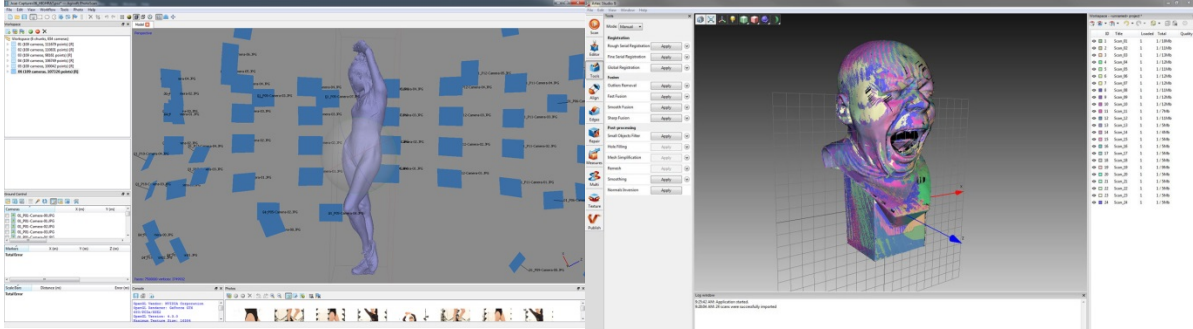


Data Processing

Cleanup and refinement of captured data for further processing.

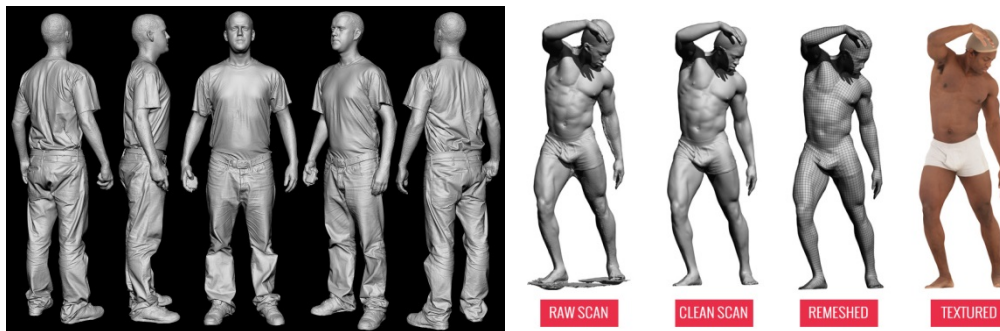
In Software Processing

- Refining captured data to generate high resolution polygonal mesh



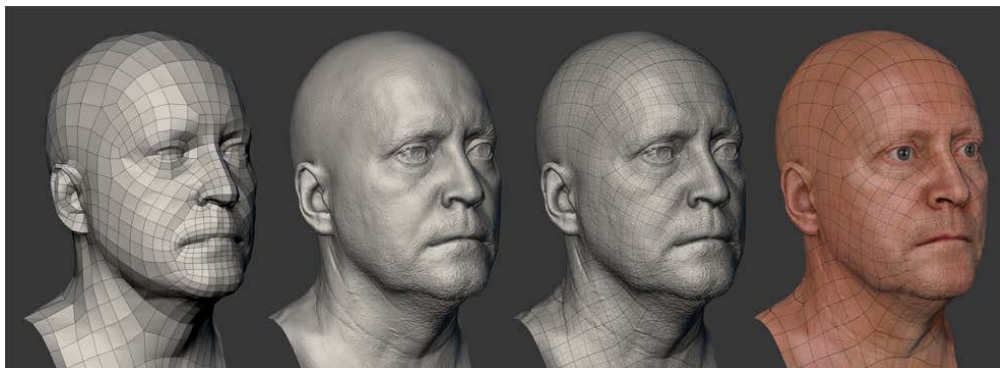
Digital Sculpture

- Further processing of captured data to get desired high resolution detail / digital texturing look



Production Asset Preparation

- Creating low polygon representation of high resolution data



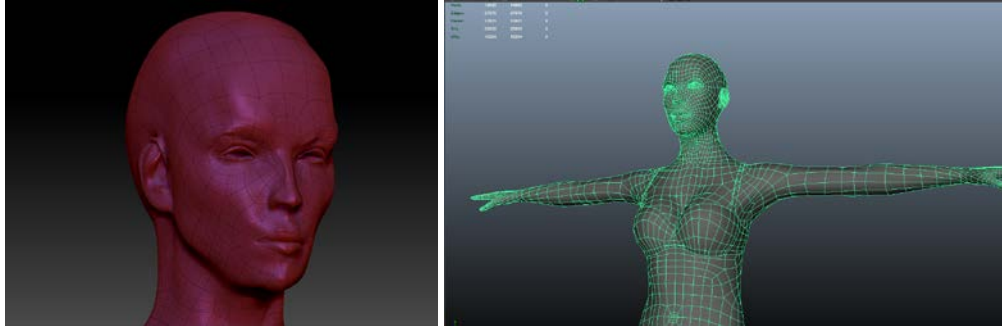


Preparing Assets for Production

The process of further refinement of the generated asset, further preparing it for production.

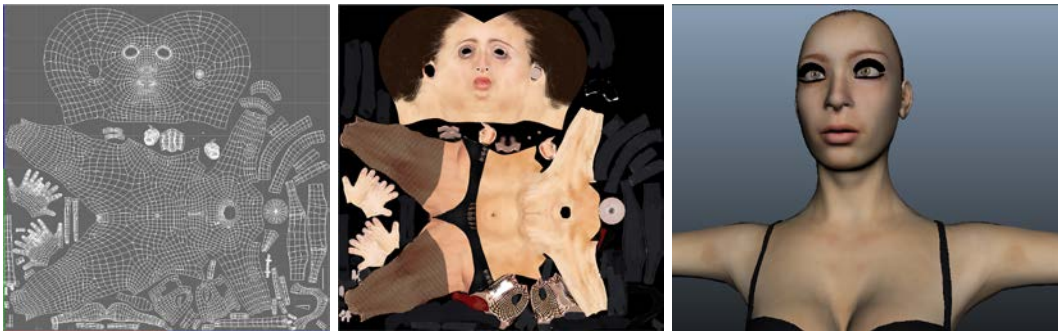
Modeling

- The process of refining the generated model to enhance the final outcome for production.



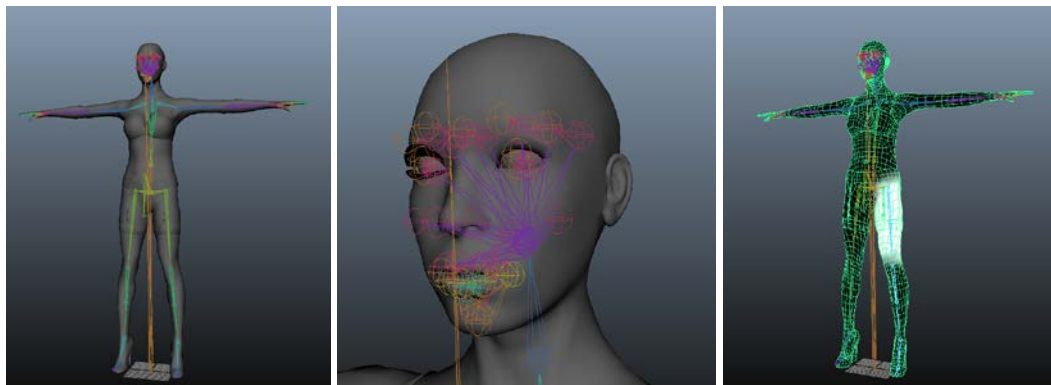
Texturing

- The process of generating high resolution maps to apply to the model to generate highly detailed output



Rigging

- The process of creating a skeletal system for animation purposes to drive the characters movement.





Live Action Capturing for Animation

The process of motion capture and performance capturing for rapid animation generation

Body Performance Motion Capture

- The process of utilizing state of the art sensor based motion capture to capture the live actor's movements.



Facial Performance Motion Capture

- The process of capture the actor's facial performance during an audio recording session.

