Pipeline Automation & Real-time

3D & Animation studios all over the world are integrating game engines to their pipelines for more creative freedom, better storytelling, faster iterations, overall higher quality output and negligible render times, all for a lower price tag. This industry shift is happening, fast. Will your studio get on board or be left behind?

➢ **Reduce the size of your production teams**

➢ **Overall better quality output and faster turnaround times**

➢ **Reduce human errors and greater automation**

➢ **No more big render farm!**

Ready to start?

- You have identified a specific production or project that is aligned with the benefits of game engine technology

- Your key staff members are on board with pilot project from Director, production, IT, modeling, previz/layout, animation, lighting/comp, fx thru to render wrangling.

- Jump start your studio's game engine integration by working with the experienced team at Imaginary Spaces, you can either hire us for custom development or deploy our *ready to use* product.

Potential savings

	Animation Team	Light, Comp, Fx, Shot Finaling, Render Wrangling Teams
Traditional CG pipeline	25 artists	21 artists
Game Engine pipeline	25 artists	7 artists
Yearly savings for Game Engine pipeline (14 artists @ $60K salary)	-	**Save $840,000**

Our Services and Product

Pipeline Assessment | *Consultants*

We'll assess & recommend a pipeline that suits your production and vendors needs. With our in depth 3D pipeline knowledge, we can help you improve:

- ➤ Seamless integration of real-time engines
- ➤ Efficient exchange of work between artists and vendors
- ➤ Automation of repetitive or error-prone processes
- ➤ Tight integration of Layout, Animation, and Editorial for unified collaboration
- ➤ Easy asset reuse between projects for faster project spin-up times
- ➤ Enablement of truly remote collaboration, empowering team members to work from anywhere
- ➤ Establishment of a controlled technology stack between studios and artists/vendors

Assessment | USD$5,000
Developers & senior consultant rates available

Product | *Pipeline in a Box™*

Initial release includes the *Shot Manager* tool composed of its 4 main features:

Shot Browser | This feature helps reduce the time spent to locate your files. It also helps to reduce the human errors factor by always looking for the most up to date versions available and automatically naming your file as per the naming convention.

Shot Sync | ShotSync is a "one stop shop" for the user to ensure they have the right files and information to complete their work without the need to chase anything or anyone.

Review & Render | This automated process allows the artists to submit their work for review via a simple interface and connects the render with the production tool without any additional work required.

Publish & Save | Helping to create clean files to share, this feature is a must for collaboration and allows team members to work together without too much effort.

Basic | USD$50,000/year
Enterprise | USD$100K/year
Perpetual license | Contact us

Pipeline Team For Hire | *Custom Development*

Installation | We work with your IT (or can act as your IT point of contact) to install systems

Configuration | We will configure pipeline steps, project structure & nomenclature, version control strategies and the editorial review process

Workflow customization | We will work with you and create core editorial real-time workflows

Automation and optimization | We automate editorial and vendor IO processes plus CICD to ensure real-time readiness

Studio deployment | We'll deploy the pipeline and tools so that your team can start working

Product support | We'll onboard and support artists & IT so that they can use all tools effectively

Request a quote
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