



PRODUCTION PIPELINE

THE QUEST OF THE GRAAL

SOPHISTICATION

- Artistic quality due to educated viewers,
- Production sophistication due to the complexity of the financing models and improved artistic quality,
- Highly demanding broadcasters due to a competitive environment.

TYOLOGY OF PRODUCERS

Producers

- No defined pipeline
- Outsourcing
- Preproduction and post production
- Fully equipped with distribution and cp departments

Producers / manufacturers

- Defined pipeline
- Staff managment
(output, productivity)
- Need of services
- Faster communication

IP Producers

- No pipe
- Subcontracting to services companies or producers/manufacturers

PRODUCTION STRUCTURE

- Line Producer
 - Dedicated to the project
 - Focused on the content, coherence of the project
 - Responsible for the budget and schedule
 - Relationship with broadcasters and coproducers
- Production manager
 - Team management, output, schedule
 - Dedicated to the project
 - Day to day life of the production
- Head of Productions
 - Build the budget/worksplit/copro/pipeline
 - Transversal role
 - Relationship with transversal partners

WHAT IS A PIPELINE ?

The necessary tool to respect 4 fundamentals

- **Financing**
- **Worksplit**
- **Delivery
Schedule**
- **Budget**



52 episodes x 15 stages
=
780
possibilities to get into trouble

1. Premisce
2. Outline
3. Design
4. Story-board
5. Animatic
6. Assets (modeling, rigging, texturing)
7. Previz (lay-out)
8. Animation
9. Lighting
10. Rendering
11. Compositing
12. Editing
13. Music
14. Sound
15. Deliverables



BUT HOW TO BUILD THE PIPELINE ?

DEVELOPMENT

A

FUNNEL TO HELP

PRE-DEVELOPMENT

The core of the concept and design

DEVELOPMENT

A project fitting with the broadcasters audience



AFTER DEV ASSETS

- A literary and graphic bible
- 5 to 10 premisses
- 5 scripts
- A full episode animatic
- A test of animation (trailer, teaser)
- A first draft of pipeline to produce the project

Happy Broadcasters !!



A CASE STUDY

Calimero



PARAMETERS

- **Format** : 104 x 11'
- **Budget** : 14 millions Euros
- **Creative approvals** :
 1. TF1
 2. Disney Europe
 3. Rai Fiction + Studio Campedelli Italian Coproducer
 4. Marco Pagot (representative of the authors and right holders)
- **Broadcasters** :
 1. TF1
 2. Disney Europe
 3. Rai Fiction
 4. SRC (Radio Canada)
 5. TV TOKYO

WORKSPLIT

- **Gaumont Animation**
- 104 scripts
- 104 design pack
- 104 episodes CGI assets
- 104 story-boards & animatic
- 28 episodes from Lay-out to compositing at TEAMTO France
- 32 episodes from Lay-out to compositing at GDC China
- 31 episodes from Lay-out to compositing at Xentrix India
- Postproduction (picture and sound)
- French and English version
- **Studio Campedelli**
- 13 episodes from Lay-out to compositing at ANIMOKA

THE KITCHEN – *THE PIPELINE*



PIPELINE FIRST BASICS

- **Do's and don'ts in CGI for scriptwriters : 14 pages document**
- **The playground for scriptwriters : 84 pages assets bible**
- **The story is the Key but the limit is the budget !**

THE MECHANICS

- **Define artistic and technical parameters**
- **List & sort all manufacturing stages**
- **Analyze strengths and weaknesses of parties**
- **Agree on production tools – software – Equipment**
- **Check delivery format (refer to broadcasters and distributors tech/spec)**

THE NECESSARY TOOLS

- **THE R-SYNCH**
- **THE ASSETS MANAGER**
- **THE ASSET TRACKING**
- **THE PIPELINE DRAWING**

THE ASSETS TRACKING

EPS SCENES FULL ANIMQ LO3D Anim Compo CA148 - Anim Le silence de l'orgue

ToDo

Full Export

FILTERS

Not Sub.

To Fab

Subm

No St.

Check

RIK

TbF

OK

Refresh Status

Display:

Thumb

Titles

Vignettes

Stats

Basket All

001	002	003	004	005	006	007	008	009	010
011	012	013	014	015	016	017	018	019	020
021	022	023	024	025	026	027	028	029	030
031	032	033	034	035	036	037	038	039	040
041	042	043	044	045	046	047	048	049	050
051	052	053	054	055	056	057	058	059	060
061	062	063	064	065	066	067	068	069	070
071	072	073	074	075	076	077	078	079	080
081	082	083	084	085	086	087	088	089	090
091	092	093	094	095	096	097	098	099	100
101	102	103	104	105	106	107	108	109	110
111	112	113	114	115	116	117	118	119	120
121	122	123	124	125	126	127	128	129	130
131	132	133	134	135	136	137	138	139	140
141	142	143	144	145	146	147	148	149	150
151	152	153	154	155	156	157	158	159	160
161	162	163	164	165	166	167	168	169	170
171	172	173	174	175	176	177	178	179	180
181	182	183	184	185	186	187			

2014/09/05 00:00:00:00 animation_ep148_sh001_013 178 - 1280 x 720 - 28 fps

Artist4 Focal 32 mm EP-148 SH-001 001

Sc Fr Goto

Basket

LO3D Anim Compo

099 107 109 110 114 115 123 151 162

Upload

Check

Import Com.

Multi Act.

Download

Bask. Stats

Display:

Thumb

Titles

Vignettes

En attente de agentv3.hibee.gaumontanimation.net...

THE PIPELINE DRAWING

- WRITING -

Interaction



Script BreakDown List

- 1- Dépouillement par Assistant / Réal
 - Créas / Réut (Chars, BG, Props, Fx)
 - Briefing précis pour lancer la fabrication des Proxies > Avec Réal+Déco
- 2- Dial-List
- 3- Dépouillement par D-Technique
 - Difficultés Tech > Interdictions

- STAGING -



STORYBOARD

- 1- Idéalement sous ToonBoom
 - Récupération des Sets 3D et Props existants pour Travail de Board au Plan
 - Placement Cameras
- 2- Keypose Anim & Ref

+ LIGHTBOARD

- 1- Placements en niveau de gris (2D) des directions de lumières et composition des Séquences



2D first

PreDESIGN - BW & RGB

- 1- Design Characters :
 - Turn & Details
 - Main Expressions/Attitudes
 - Main Poses
 - Extra Ref Phonemes
- 2- Design BGs
 - Designs (Estab & Details)
 - Orthographics View
 - Mattes & Skydomes
- 3- Design Props :
 - Turn & Details
 - Animations Ref

3D soon

- Proxies & Low Def - Modeling

- 1- Modeling Assets Low Def for Layout (Appro Size & others)
- 2- Modeling Assets as reference for HD Modeling
- 3- Modeling for 2D Design as ref if needed

PostBoard Bkd List

- 1- Dépouillement Assistant / Réal
 - Créas / Réut (Chars, BG, Props, Fx)
- 2- Dépouillement Technique
 - Difficultés Tech > Interdictions

2D again

PostBoard DESIGN - BW & RGB

- 1- Additionnal needs Chars :
 - Turn & Details
 - Main Expressions/Attitudes
 - Extra Ref Phonemes
- 2- Confo BGs
 - Designs (Estab & Details)
 - Orthographics View
 - Mattes & Skydomes
- 3- Confo Design Props :
 - Turn & Details
 - Animations Ref

+3D

Interaction

Animatique :D



- 1- Montage Vignettes Boards
- 2- Exports des Timings en frames pour chaque plans
- 3- Dépouillement Sécu Frame Ass-Réal

LAYOUT By Seq CG Animatic / Light

- Import Final Assets
- Scene Planning
- Final Preview
- > CG Animatic (From 2D animatic)

Modeling HD

- > Design BW needed

Texturing / Lighting

- > Design Rgb needed
- > 2D Mattes needed

Setup / Rigging

- > Animations Ref (Attitudes expressions...) needed

...extra 3DFX

- > Tech/Art Brief needed and percentage of scenes



ANIMATION FACTORY

- > Key Character Animation + .mov Playblast
- > Secondary Animation + FX Proxies
- > Visual extra 3DFX



RENDERING

1. Renderlayers by scenes
2. Precomp files (.png & .mov)
3. Retakes if needed



Animatique 3D



- 1- Update 2D Animatic with CG Animatic Playblast



RE-TAKES & APPROVALS

2D FX Animation (Flash)

- 1- Check Révisé Banques FX (70%)
- 2- Animation FX au plan sur CG Animatic (20%)
- 3- Animation FX sur Animation Linebest (10%)

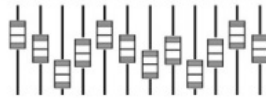
Go!!



COMPOSITING
ier Choix



POST.PRODUCTION



Interaction



Interaction
M.Pagot + TF1

Lay Back



**MASTER
& P.A.D**



THE X-FILES

- **RENDERING ISSUES**
- **STUDIOS OUTPUT**
- **HOLIDAYS LIST**
- **BROADCASTERS COMMENTS AND DELAYS**
- **BACKSTAGE PRODUCTION**

BUT KEEP FOCUSED



A word cloud featuring the phrase "thank you" in multiple languages and scripts. The central and largest text is "thank you" in red. Other prominent words include "danke" (blue), "gracias" (green), and "merci" (orange). Smaller words include "спасибо", "dziękuję", "sukriya", "kop khun krap", "arigato", "go raibh maith agat", "teşekkür ederim", "ngiyabonga", "moichhakkeram", "obrigado", "bedankt", "iyala", "maururu", "sagele", "unjees", "lenima kasih", "고맙습니다", "dank je", "tappadh leat", "merci", "dakujem", "arigato", "takk", "merci", "moichhakkeram", "go raibh maith agat", "arigato", "takk", "dakujem", "merci".

спасибо
bedankt
obrigado
iyala
maururu
dziękuję
sagele
unjees
danke
danke 謝謝
dank je
ngiyabonga
teşekkür ederim
gracias
tappadh leat
moichhakkeram
go raibh maith agat
sukriya
kop khun krap
arigato
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lenima kasih
고맙습니다
merci
arigato
takk
dakujem
merci