

VFX WORKFLOW FOR YOUR FILM

A SHORT GUIDE

In Pre-production | On set | In Post-production

In Pre-production

- Prepare references for the creatures, environments or effects that you would like to be in your film.
- Get in touch with us and tell us about your project. We will ask for those references straight away. :)
- Prepare storyboards and/or ask us to help with them.
- Let's work on concept art of the creatures, environments and effects together.
- We will give you a ballpark VFX budget.
- Book our VFX Supervisor for the shoot, or we can guide a crew member who can take on that responsibility.
- Prepare the list of equipment needed on set for VFX, if any.
- Don't forget to add VFX shots to shooting schedule

References

References are examples of environments, personages, effects and styles that you like.

This is the first and most important step in creating VFX for your project.

You can use any videos and images you find on Internet as references.

Storyboards

Storyboarding is used for both animation and film projects and is basically a drawing of the frame. If you feel lost with this task, we will be happy to work on them with you.

Concept art

Concept design is a process of creating the unique look and feel of the character, location or even entire world.



On set

If you plan to shoot your effects:

- Prepare for phone and other screen replacements (tracking markers on screen).
- Make sure green/blue screen is properly lit.
- Place tracking markers.
- Shoot clean plates.

If you need VFX created:

In order to create great visual effects for your film, we need to collect some "data" from the set.

The items on the list will vary depending on the project's technical requirements.

We will let you know what needs to be obtained and done during the shoot, to get the best VFX results.

- Place tracking markers.
- Shoot clean plates.
- Take HDRI maps.
- Make 3D scans.
- Make sure green/blue screen is properly lit.
- Plan the shot to avoid unnecessary future rotoscoping.
- Take lighting references.
- Get distortion grid shots and gather camera and lens information.
- Get animation references with stand in actors.

Just in case you are curious, on the next page you will find a scheme of how the CGI/VFX workflow works.

Depending on the project, some steps can be omitted while others have multiple iterations.



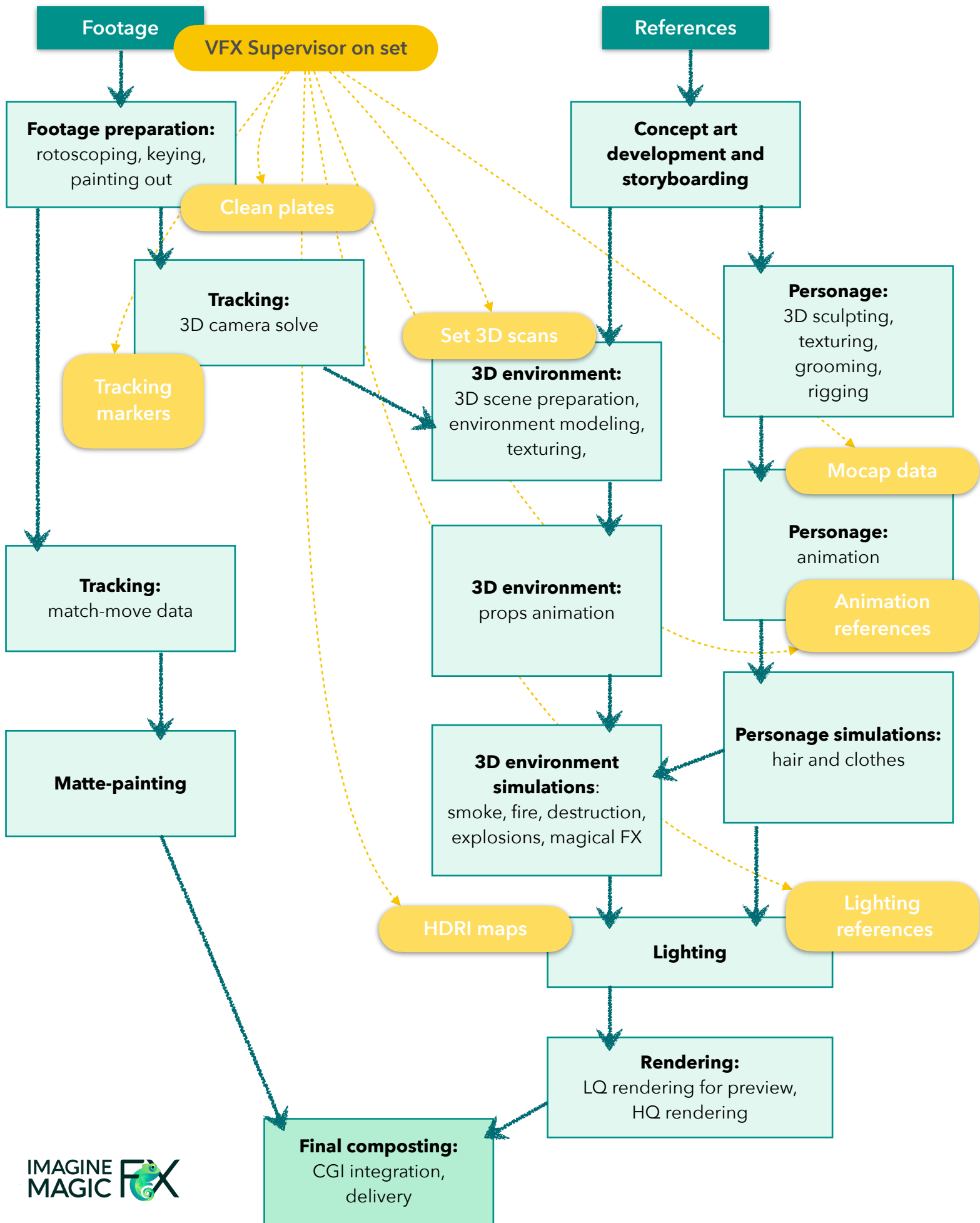
VFX Supervisor

Not all types of VFX will require a presence of the VFX Supervisor on set.

The VFX supervisor makes sure that your VFX team has everything they need to accomplish your project successfully.

In cases when a VFX supervisor cannot be on set for any reason, we can work with a member of your team and guide them through the technical steps that are required by the project.





In post-production

- Send us the previews, when you have a locked cut, but before color.
- Let's have a call where we discuss all your wishes, requirements and expectations in detail and establish the scope of work. This when references are handy again.
- We send you a formal quote.
- When quote is accepted, we will request the full resolution footage and other files like HDRI maps and clean plates, if required.
- Get ready to give feedback when we send you first previews.

Technical terms we use

- **CGI** - Computer-generated imagery.
- **Compositing** or digital compositing is a process of assembling multiple images or sequences in order to create the one final desired result.
- **Keying** or green/blue screen keying is a technique that allows to separate actors or objects from the green screen environment, so that they can be composited to the other shots.
- **Rotoscoping** - is a process of separating (cutting out) some parts, objects or people in the shot that allows us to bring them to another shot, or put other things behind them.
- **Painting out** - a process of removing unwanted objects from the shot.
- **Clean plate** - a shot of the scene without actors in it. It is used for painting out unwanted elements from the original shot.
- **Matte painting** - is the process of digital creation of environments or some parts of it that were not present in the shot.
- **HDRI map** - High Dynamic Range Image map that is used in 3D workflows that allows us to match the lighting of CGI creatures and objects to the light in the shot.
- **Rigging** - a process of creating bones in 3D characters and object that enables animation.
- **Grooming** - a process of creating hair, fur, feathers and scales on the 3D characters.
- **Mocap** - short for motion capture, which is the is process of recording the movement of objects or people. Then we transfer that movement on to the CGI characters.
- **LQ** - Low resolution suitable for preview
- **HQ** - High resolution render

Let's talk

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