



A-VFXSTUDIO

АСУММЕТРИ

СТУДИЯ ВИЗУАЛЬНЫХ ЭФФЕКТОВ И ТРЕХМЕРНОЙ АНИМАЦИИ

WWW.A-VFX.COM



О ТОМ...

ЧТО МЫ МОЖЕМ И КАК МЫ ЭТО ДЕЛАЕМ...

ABOUT

The VFX and 3D animation Studio **Asymmetric VFX** was founded in 2007.

Victor Luckysov, one of the ex-owners of a very well-known Moscow Dr. Picture Studios, has built his own studio on a base of the Dr. Picture team. It helped to involve both the 10-year experience and the well-worked together team.

At present time Asymmetric VFX and Dr.Picture Studios keep up good relationship and business collaboration.

The concept of ASYMMETRY in our artistic work means harmony and the aspiration for life. In nature asymmetry and harmony go hand in hand.

"The most important part of our success is the team: artists, animators, supervisors, programmers and producers which all make a team of professionals. We have the best people working in our company!"

(V. Luckysov, Asymmetric VFX Chief)

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FEATURE FILMS

Wolfhound

Director: N. Lebedev

Central Partnership, 2007



For "Wolfhound" our team created realistic backgrounds, fantasy characters like The Stone Morana Tornado, The Stone bird and the Bat, which follows the main character throughout the whole movie.

The number of SFX in the movie is totaling around 900 frames.



Mr. Magorium's Wonder Emporium

Director: Zach Helm

Mandate Pictures, USA, 2007

Starring: Natalie Portman, Dustin Hoffman



While for this Hollywood particular film we produced the animation of dolls and toys in a magical toy store. We created one of the most complicated movie scenes in which the main character, played by Natalie Portman, brings to life all the toys in the store.

The number of all the living toys in some frames reached 800 at a time.



FEATURE FILMS

Night Watch

Director: T.Bekmambetov

Bazelevs Production, 2004



Day Watch

Director: T.Bekmambetov

Bazelevs Production, 2006

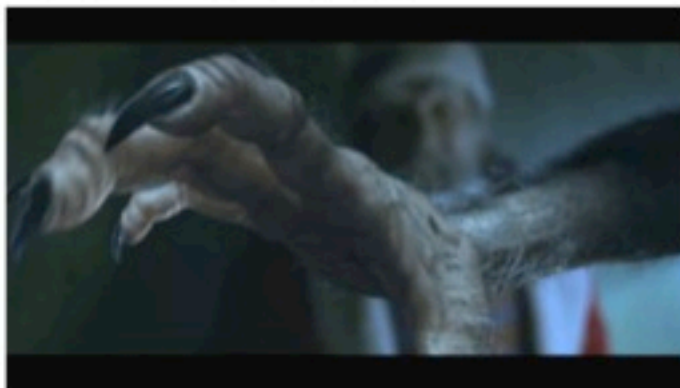
For Timur Bekmambetov's "Watches" we created realistic creatures and animals such as a fantasy creature - spider-doll Mashen'ka and the realistic crows.



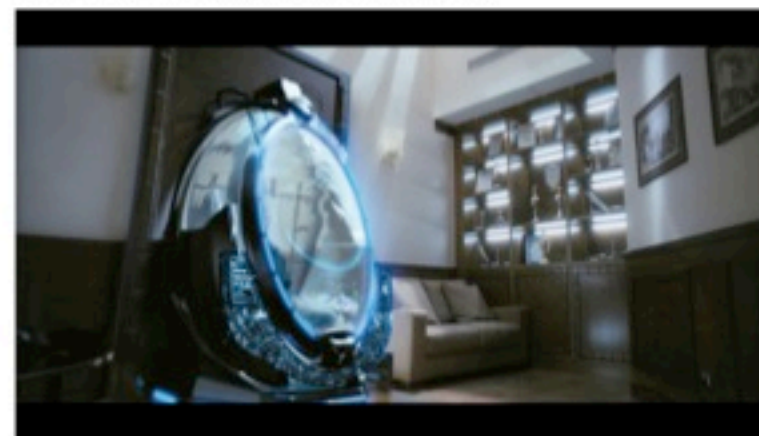
Spartakiada. Local Warming

Director: V.Luckysov

OKKO PRODUCTION, 2008



All the VFX (around 250 frames) in this movie were produced by the team of our studio. Including a fairytale character Koschey and a device produced by him – the magical pressure chamber.



FEATURE FILMS

Smersh XXI

Director: K.Maksimov

PS TVC Studio, in production



Fantasy creature the White Lion, whose model & animation we are developing, has lion's body & manners, feather mane & human face.

Moreover for this motion picture we animate realistic helicopters animation & do a lot of digital backgrounds (matte-paint). Now we're working on 80 VFX frames, overall time approximately 7 minutes.

Star Love

Director: V.Zaikin

A1 Kino Video, in production



For this particular film we're creating special characters-alien Toads, developing animation of fantastic machine (cosmoplane) & realistic machine (airplane flying in the clouds).

When working on animation of alien creatures animator is relying on shooting material, while basing on real actors performance. Also it is necessary to take into account anatomic differences between human & toad faces.

At the moment we are also working on the production of VFX for the **"Habitated island"** motion picture directed by F. Bondartchuk and an animation movie **"Kin-Dza-Dza"** directed by G. Danelia.

TV COMMERCIALS

We create visual effects for movies and commercials as well. The major difference between the production of VFX for a movie and for a TV commercial is the time difference, when the second one demands much less time to be completed. Considering this, we build different systems (pipeline, see section "In-studio developments") and distribute resources. The technologies we use stay the same.

We work with the worldwide advertising agencies such as BBDO Marketing, BBDO Impact, BBDO Tiempo, Leo Burnett, Young & Rubicam, Publicis, Aaron Lloyd.

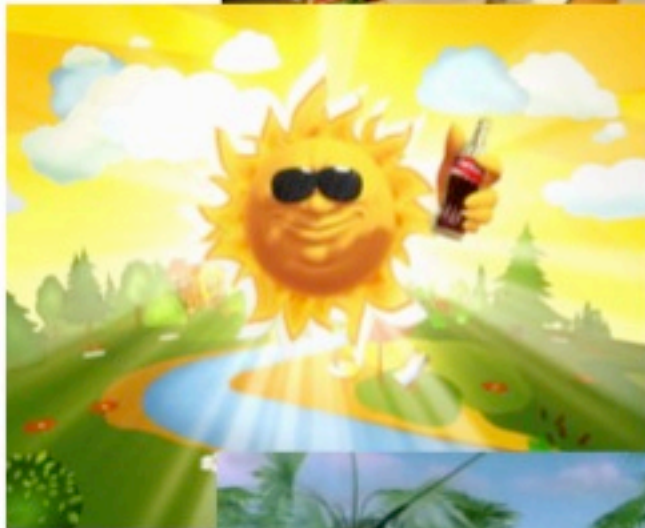
Among our all-time clients are Procter & Gamble, Mars, Coca-Cola, Danone, Heineken, PepsiCo, Fritolay, Hochland Russland etc.



ASYMMETRY

TV COMMERCIALS

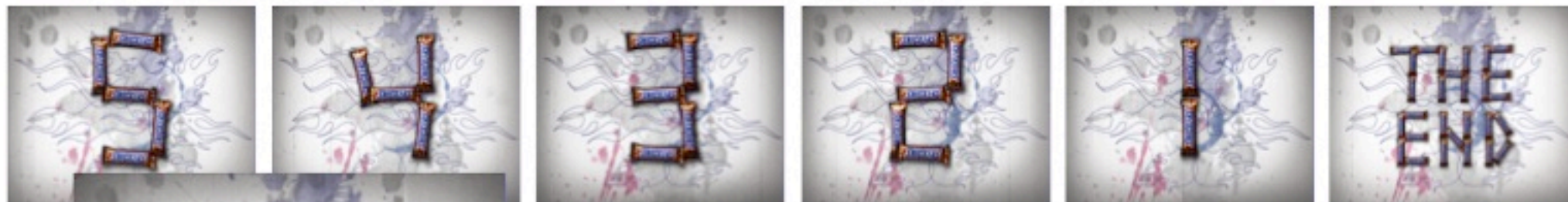
We produce 3D animated characters, each of those has its own unique character and a prototype among well-known actors. For instance, the Red MM's prototype is Deni De Vito.



DIGITAL CONTENT

Apart from TV commercials we make reels for mobile phones, Internet & clips to be displayed on billboards in supermarkets.

Reels for mobile phones



Clips for displaying on billboards in supermarkets



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МИНСТРАВСОРАЗВИТИЯ РОССИИ ПРЕДУПРЕЖДАЕТ:
КУРЕНИЕ ВРЕДИТ ВАШЕМУ ЗДОРОВЬЮ

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МИНСТРАВСОРАЗВИТИЯ РОССИИ ПРЕДУПРЕЖДАЕТ:
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ASYMMETRY

POSTERS

We make posters with high resolution (more than 10000 pixels), thus we can print them in billboard format.



VFX SUPERVISING



VFX-supervisor - is a person who helps director to think up visual effects on preproduction stage & is in charge of it's creating during production period. In shooting period, supervisor makes sure for the scenes with VFX elements to be shot technologically properly.

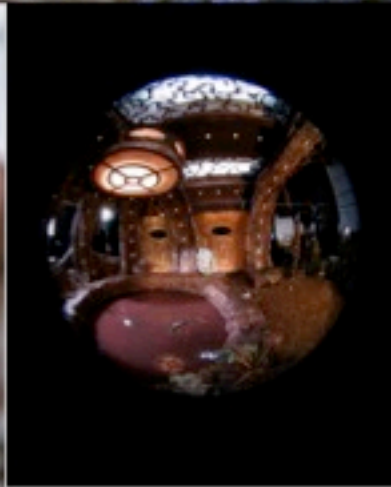
When shooting scenes with VFX elements, presence of vfx-supervisor is necessary on set, thus we can make such elements with the best quality & without overuse of resources.



ASYMMETRY

VFX SUPERVISING

One of the most important stage of VFX production is creating the system of real lighting in 3D space. For this purpose we record white balls, do special photo session with special "fish eye" lens, shooting of mirror spheres & other devises.



VFX SUPERVISING

In some commercials animated characters are implanted into real conditions & interact with real actors. In order to imitate the surface, color, proportions of the characters, supervisors do their best to find solutions such as dressing up doubles in characters costumes.



Shootings of "Cheetos Egyption" among the ruins of ancient city Luxor



ASYMMETRY

VFX SUPERVISING

Another idea of such a technique is to demonstrate to the client & a person from advertising agency, who are present on the shootings, for what reasons this or that BG is shot, so that they can imagine the whole scene in action.

It is one of the specific features, that is character of the VFX commercials creating process.



"Mirgorodskay" promo reel shooting process



"Danone" commercial shooting process.
In the role of dinosaur Dino - vfx supervisor

MATCHMOVING

Matchmoving - is an integral part of the process when CG elements or CG character are implanted into the real scene. The task is to make identical copy of real camera & actor's movements in the 3D scene, that artists & animators can continue their work with it.



Penguin, "Mirgorodskaya" promo reel



Fantasy character Koschey, feature film "Spartakiada. Local warming"

ASYMMETRY

MATCHMOVING

According to the director's idea for LG commercial, there flowers should appear on the walls & on the appliances.

But as it happened with moving camera tracking was necessary.



While shooting scenes for feature film "Star love" special markers were used, that helps to make the further process of replacing actor's face onto 3D toad face easier & make an identical copy of actor's performance.



"Fitting" of toads' heads to the bodies.

3D MODELING

Modeling - is one of first stages when starting work on 3D character. The work starts from carefully painted sketch. Then basing on approved sketch 3D object is modeling.

Modelling 3D heads of alien toads, feature film "Star Love"



Testing visualization of toad skin texture without color

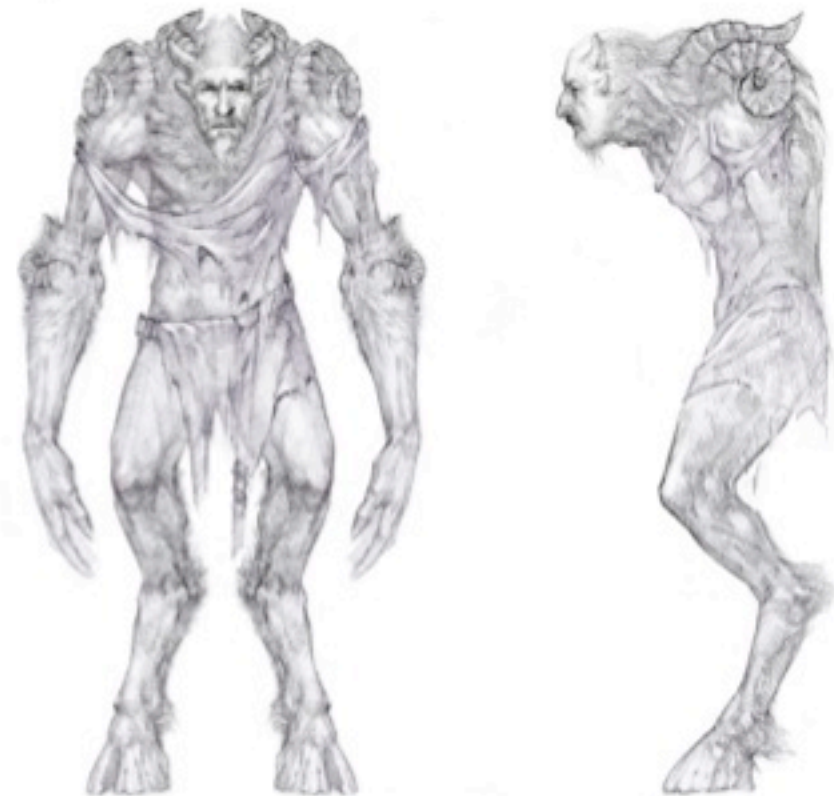


ASYMMETRY

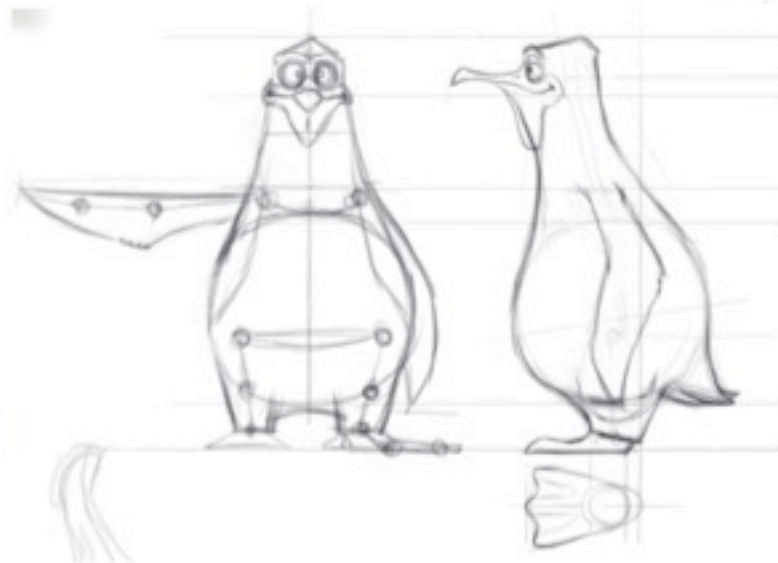
3D MODELING



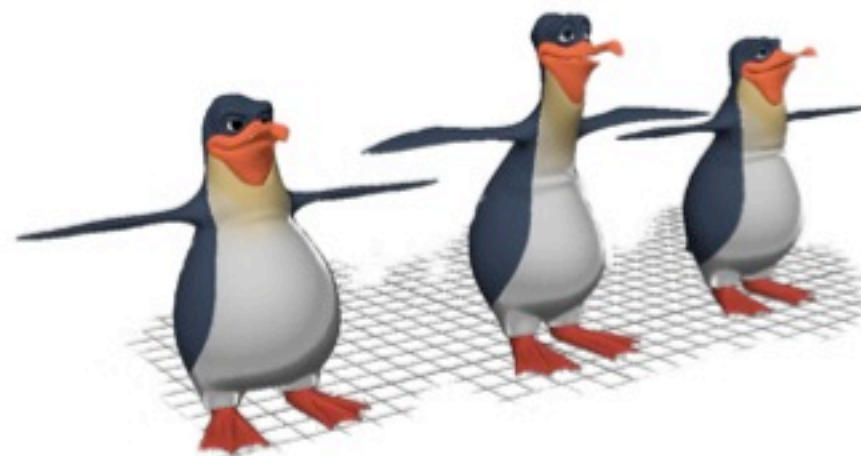
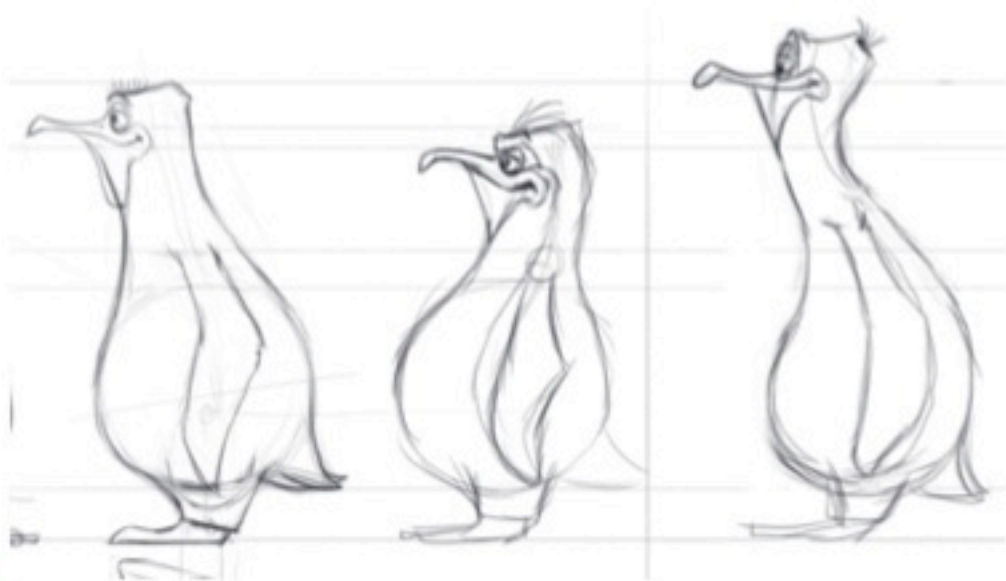
Development of 3D model of fairy character for feature film "Spartakiada. Local warming"



3D MODELING

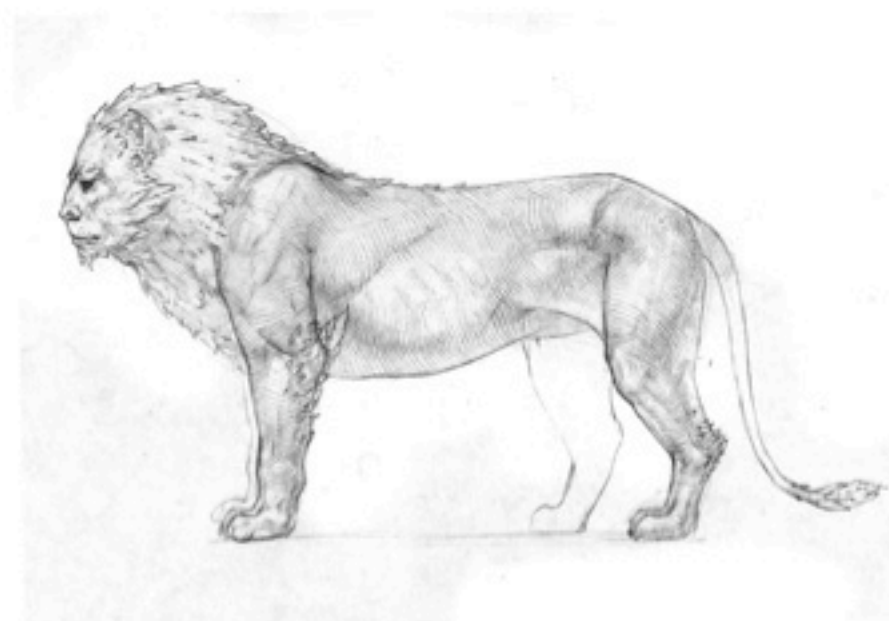


Developing characters for "Mirgorodskaya"
mineral water promo reel

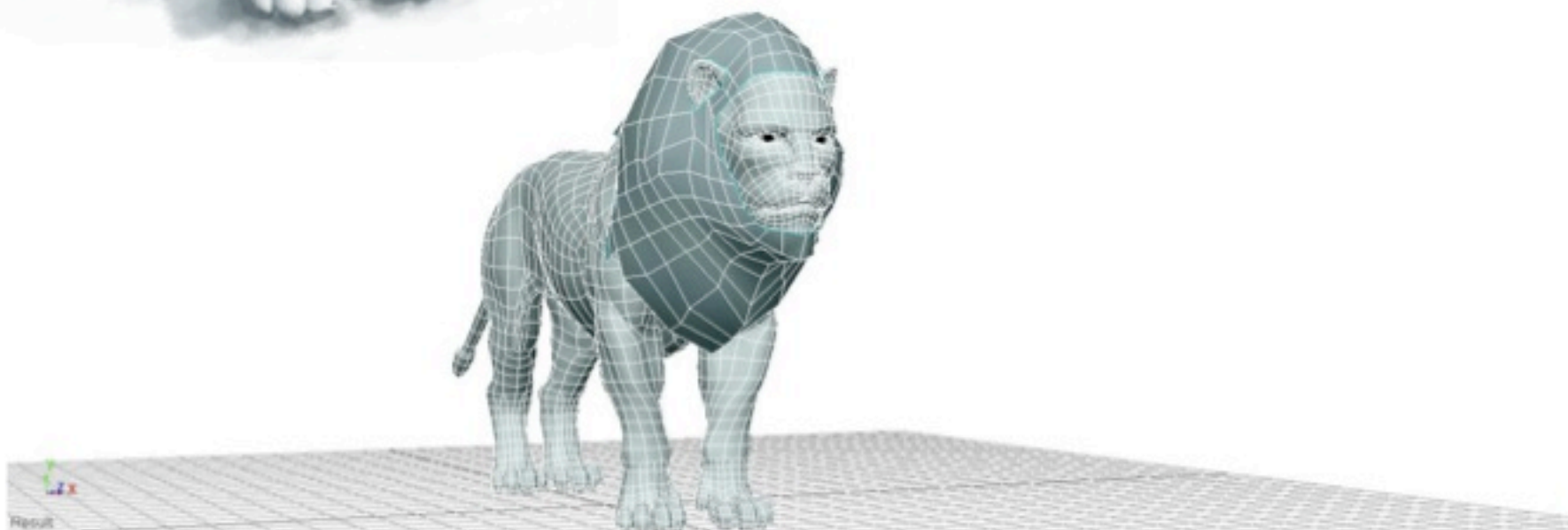


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3D MODELING



Fantasy character the White Lion,
feature film "Smersh XXI"



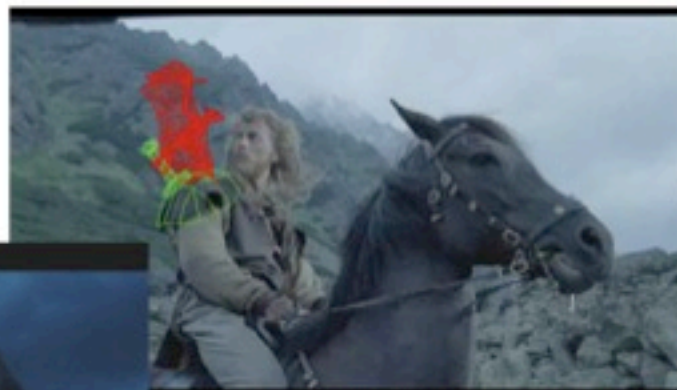
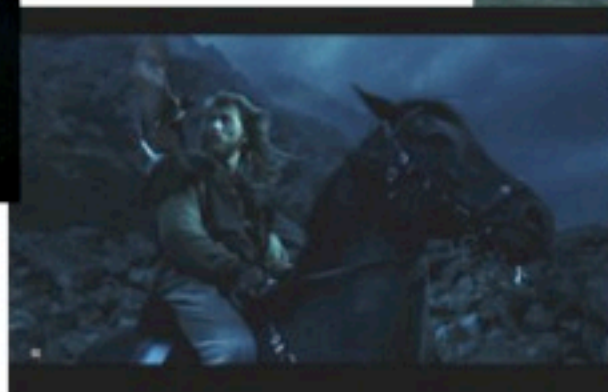
3D CHARACTER ANIMATION

Photorealistic animals



Crows (feature film "Night Watch", "Day Watch")
As we have real birds in the frames with crows our task was to make big photorealistic crows, flying on the FG, similar to real ones.

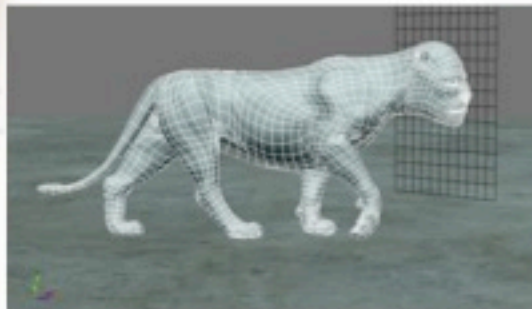
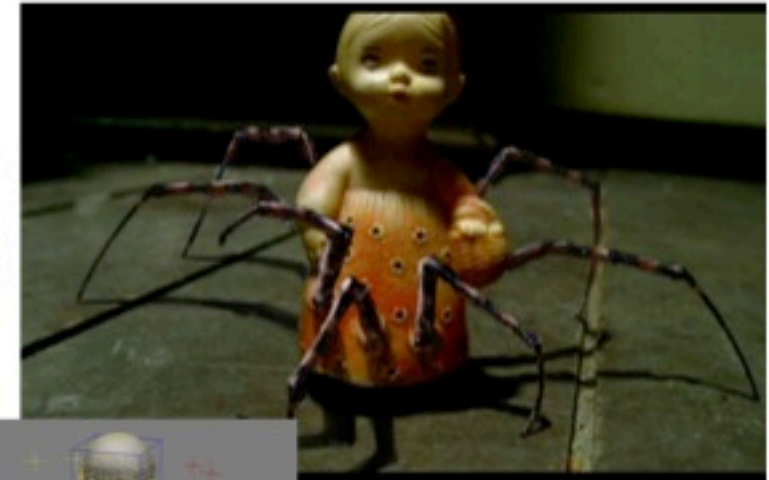
Non-flying bat (feature film "Wolfhound")
First realistic character in Russian cinematograph, the work was done with unprecedented quality & quantity (overall timing of frames with this character- approximately 10 minutes). Were used materials with real bat & it's CG model. Sometimes those frames follow each other, so it was necessary to make CG ones look real.



REALISTIC CREATURES

Mashenka (feature film "Night Watch", "Day Watch")

According to director's idea there is a spider inside a doll, that's why we see only legs, protruding from the toy's body. When working on animation of running Mashenka, animator need to imagine how according to the law of inertia should change running style of a real spider if there was something weighty on it's back.



The White Lion (feature film "Smersh XXI")

Work on this character animation was difficult because the body & behavior of fantasy creature should be identical to the real one, while his muzzle & mane are different.

Koschey (feature film "Spartakiada. Local warming")

This character should look not just as a fairy creature, but it was also necessary to show his face features & behavior of real actor, who transforms into a villain in the end of the film.



3D CHARACTER ANIMATION

"Cartoony" characters



M&M's candy - first appeared in commercial in 1954



The series of commercials for "Skeleton" brand



"Chester likes Cheetos"

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3D CHARACTER ANIMATION



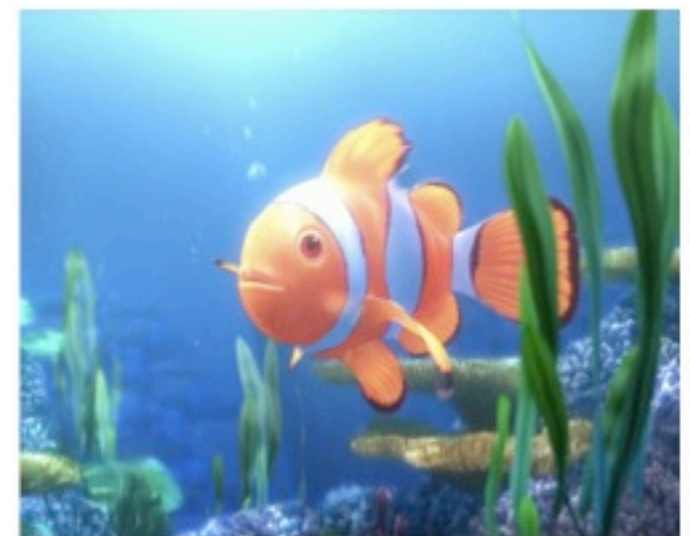
Characters development & animation for "Mirgorodskaya" mineral water promo reel



Squirrel from "Chester Huselnut" promo reel



Constant character of "Chester" promo reels



Clown fish animation for dry toasts "Hrusteam" promo reel

MATTE PAINT

We already used to see breathtaking landscapes, pictures with high mountains, fantastic places in films & TV commercials... & even supposing that they are real, the process of their shooting is incredibly complicated & expensive.

So, in integral part of modern pictures & commercials BG is not real, but painted one.

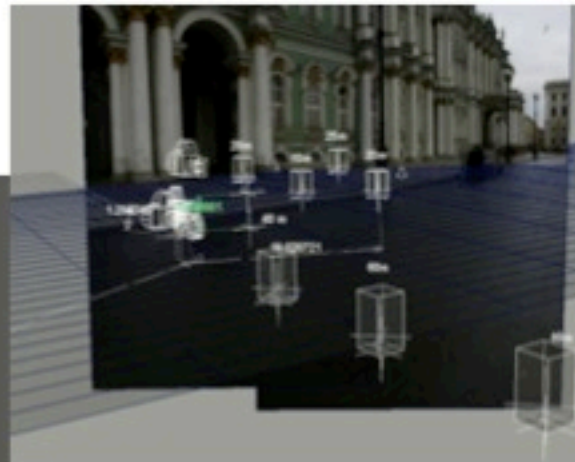
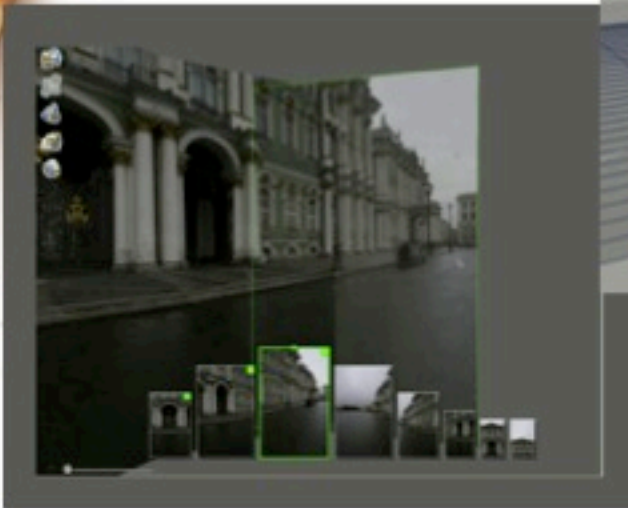


Fragment from
"Wolfhound" feature film
"before" & "after"

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MATTE PAINT

1. There were made approximately 200 photos of Winter Palace.



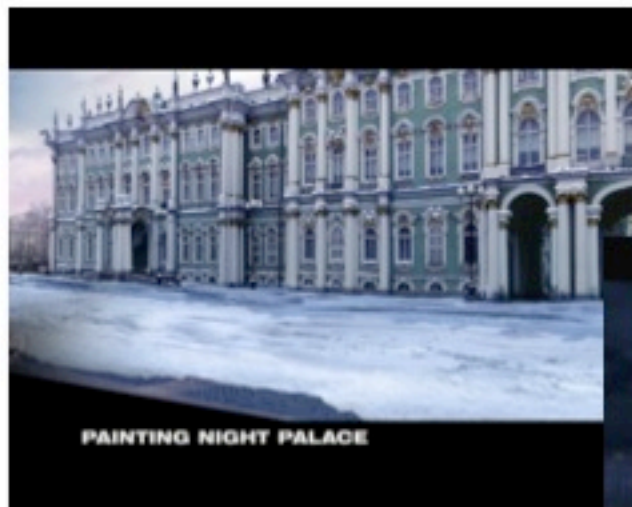
2. Built 3D space of Palace square with real proportions.

3. Extras were shot on chromo key BG.



Ogna Koro Noobu

Work on digital BGs for the serial film "One night of love"



5. Final BG was made of photos. Added snow.



4. Material with shot extras was multiplied on set.

6. Final frame was corrected according to the evening lighting.

IN-HOUSE DEVELOPMENT

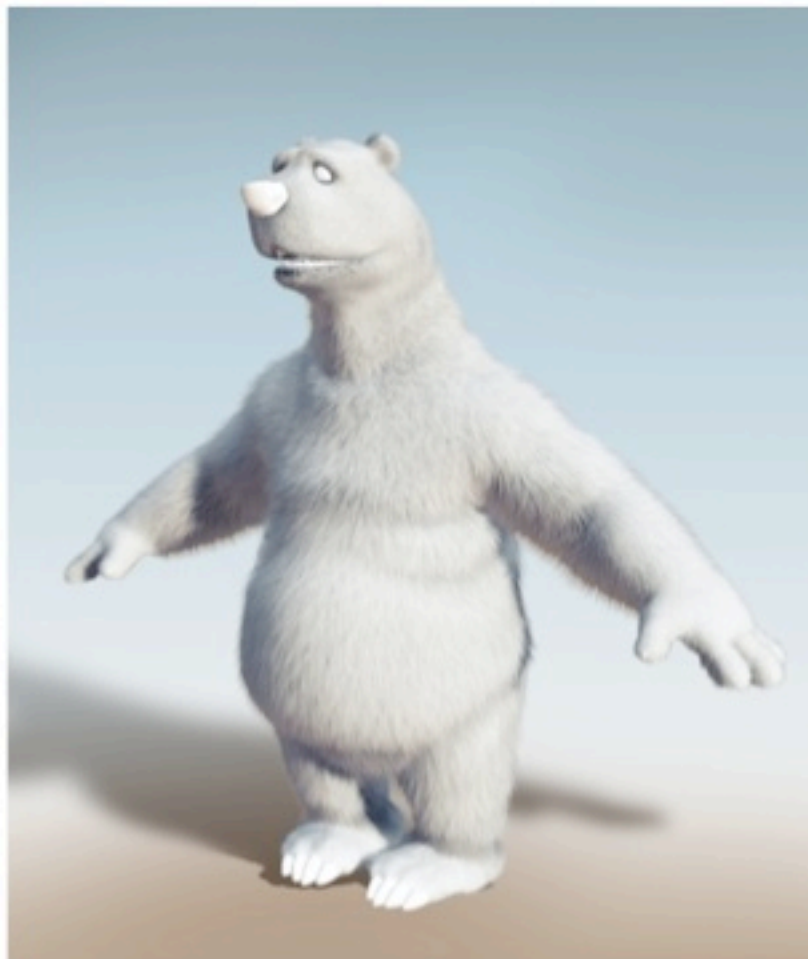
Many years' experience reveals the necessity to make unique instruments, that allow to optimize technological processes & perform work with guaranteed high quality, thus already done commercial solutions will work steadier & more predictably.

Hair System

System for fur, feathers, grass & leaves creating & rendering. One of the most important element while making 3D "hairy" characters.

Aurum Module for visualization fur, feathers, grass & other multiple objects.

Zephyr Fur, hair & feathers data origination facility in Maya scenes. Let us to make complicated hair\ fur systems.



Face animation plugin

Connection plug-in – plug-in that helps to make controlling elements for complex animation, such as linear or non-linear animation, in more interactive way.

Provide possibility for more integral & flexible animation control.



Making bear fur.
"Mirgorodskaya" mineral water
promo reel



IN-HOUSE DEVELOPMENT

VFX pipeline

It is the Program that indicates links among the scenes depending on overall data, controls set of data about data (metadata), assigns tasks & at the same time tracks their fulfillment. Includes commentary system. Displays the structure of the project & current state of the task. Helps to orientate in the project, not to omit any scene, provides task fulfillment in time. Indicates sources location.



Fantasy creature the White Lion.
"Smersh XXI" feature film, making
fur & feather.

Titan

Titan - system for pixar photorealistic renderman integration into studio pipeline avoiding standard measures. Thus we are independent of side programmers & production chains of rendering & compositing, will line up according our needs.



Bridge Plug-in

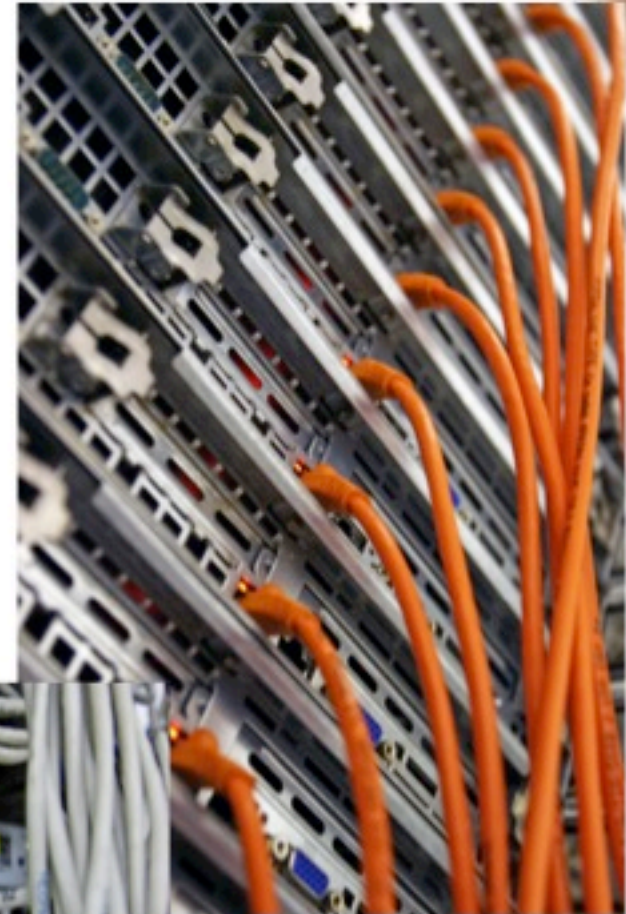
Bridge-format & supporting system of data exchange among different applications, such as Maya, Softimage, 3DS Max, Nuke, AfterEffect & others.

Plug-in allows to transfer animation, objects, camera information, texture coordinates & other data from one application to another

INFORMATION TECHNOLOGY (IT)

One of our most active developments in IT sphere is powerful cluster system of data storage, that provides immediate access to projects data during massive rendering of CG material using Renderfarm. So you can work on big, long-lasting projects which demand CG data exchange via servers & working stations.

IT department works closely with "T platform" company - leading Russian developer & producer of complex measures for high-productive calculations.

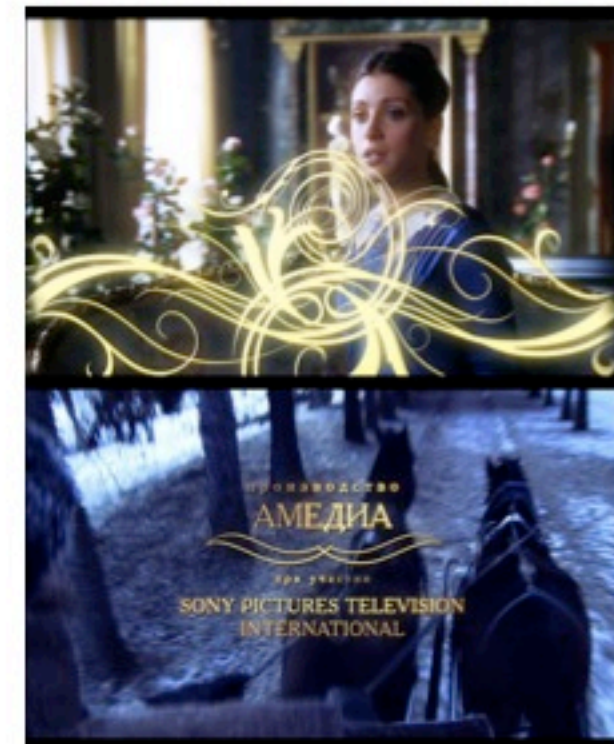


ASYMMETRY

TITLES for TV Series & Films



We develop & bring into life conceptual ideas for credits for full-length films & TV film serials.



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