

GAME

PRODUCTION AND CONSULTING

1. Motion Capture Performance and Production Consulting
2. Stunt Coordination and Action Direction
3. Character Movement and Choreography Design
4. Talent Services (Auditioning and Head Hunting)
5. Motion Capture Training for Performers, Animators, Directors
6. Rigging Design and Consulting
7. Prop and Set Design Elements Advising
8. Safety Consulting

PERFORMANCE

1. Full Body Motion Capture
2. Full Locomotion Sets
3. Combat, Fighting Systems:
 - a. Martial Arts
 - b. Melee Weapons
 - c. Firearms, Tactics
4. Low and High Falls
5. Hit Reactions, Deaths
6. Non-Human Character Performance (Creatures, Zombies, Robots etc.)
7. Rigging Effects

CINEMATICS

PRODUCTION AND CONSULTING

1. Script Consulting and Scene Analysis
2. Choreography and Action Design
3. Stunt Coordination and Action Direction
4. Talent Services (Auditioning and Head Hunting)
5. Motion Capture Training for Performers, Animators, Directors
6. Rigging Design and Consulting
7. Props and Set Design Elements Advising
8. Safety Consulting

PERFORMANCE

1. Full Body Motion Capture
2. Full Performance Capture
3. Action Sequences:
 - a. Fight Choreography (Martial Arts, Melee Weapons)
 - b. Firearms, Tactics
 - c. Parkour, Tricks and Acrobatics
4. Rigging Effects
5. Non-Human Character Performance (Creatures, Zombies, Robots etc.)



Ready to capture.

Buckle up and prepare for a journey to a world where extraordinary possibilities come to life.

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