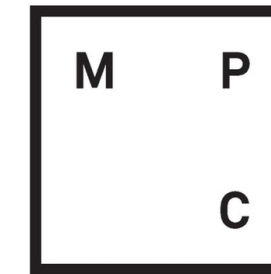




**PIXOMONDO**



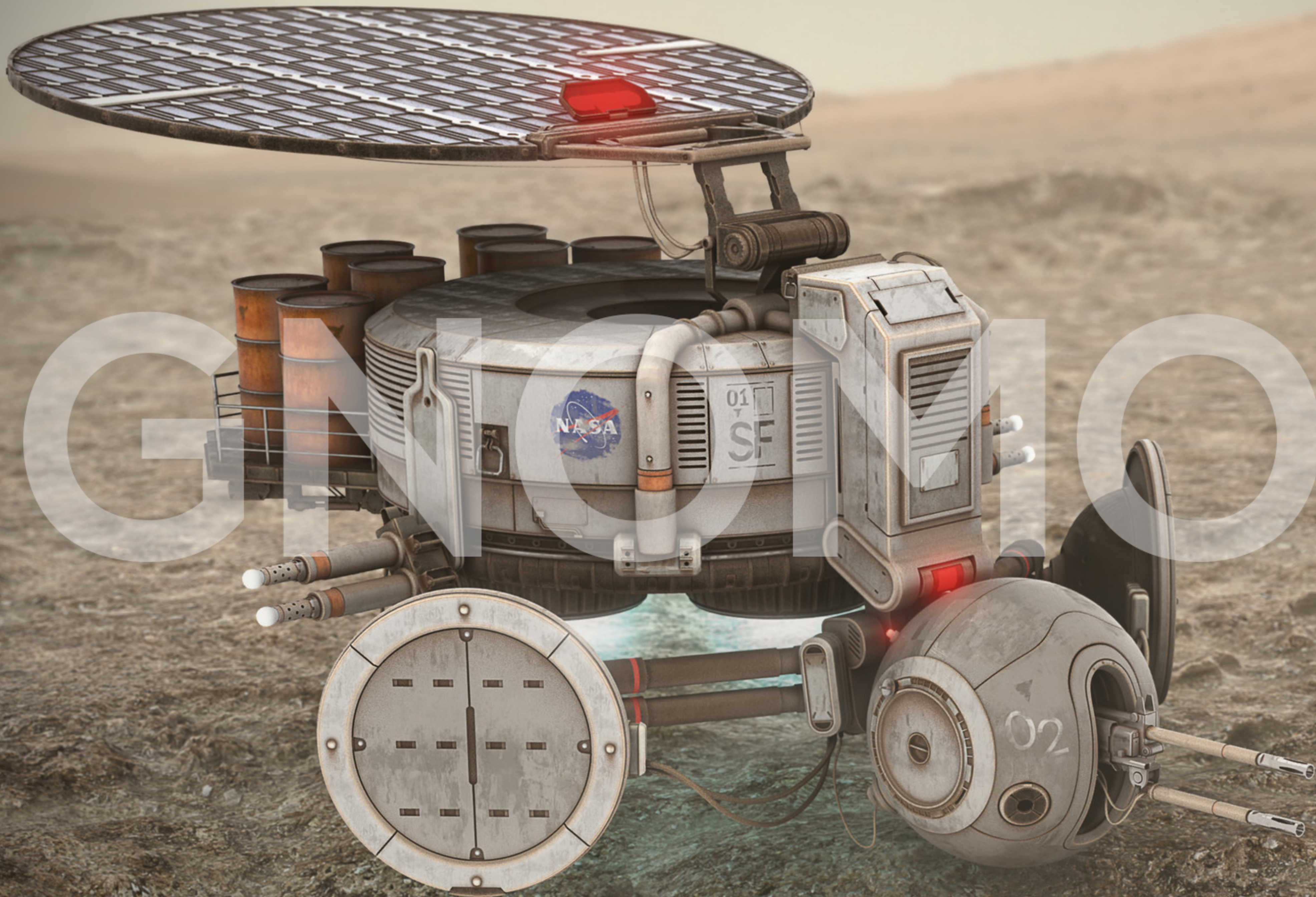
 **THE GNOMON  
WORKSHOP**



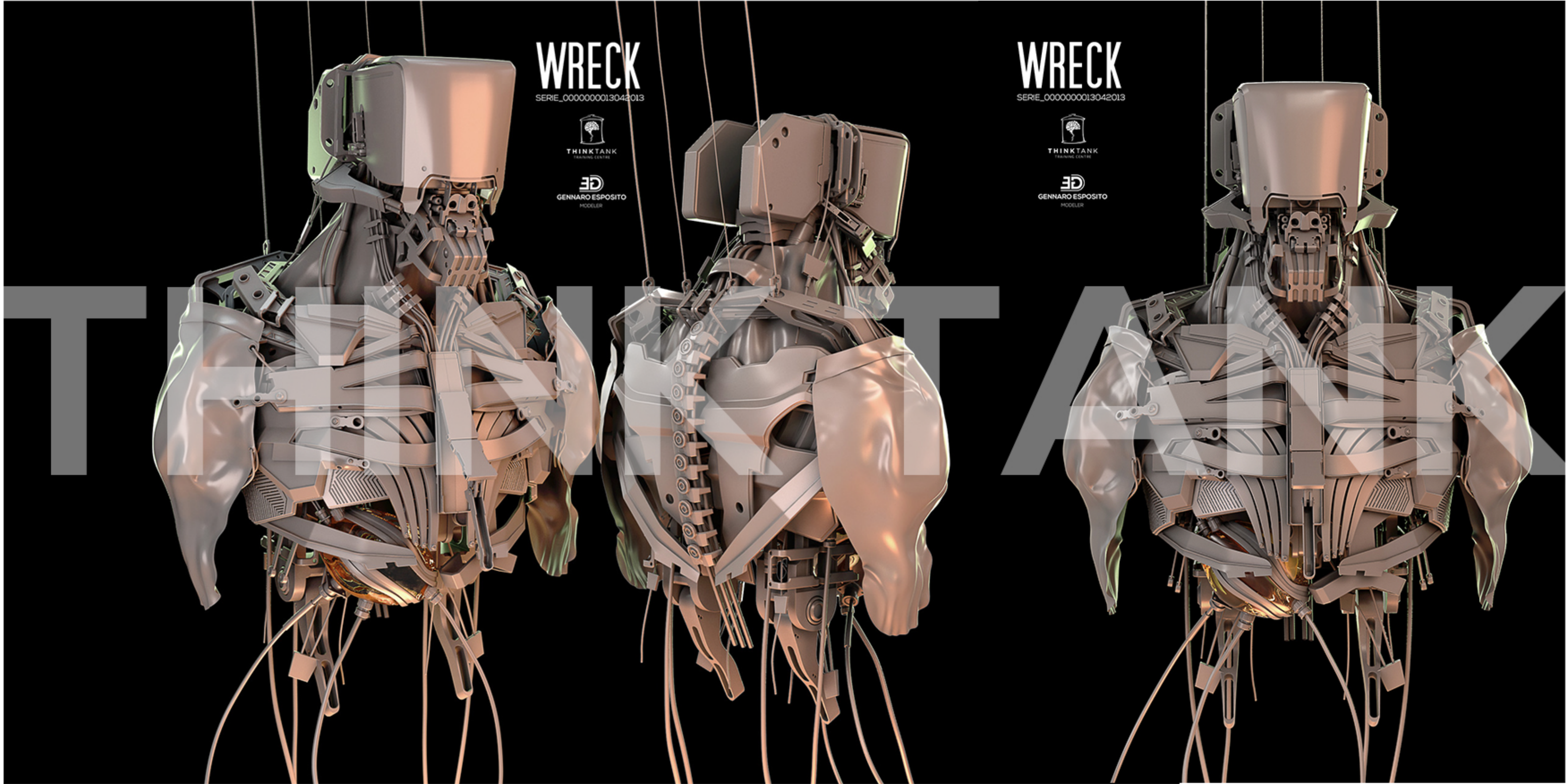
**THINKTANK**  
TRAINING CENTRE







# GNOMON



# WRECK

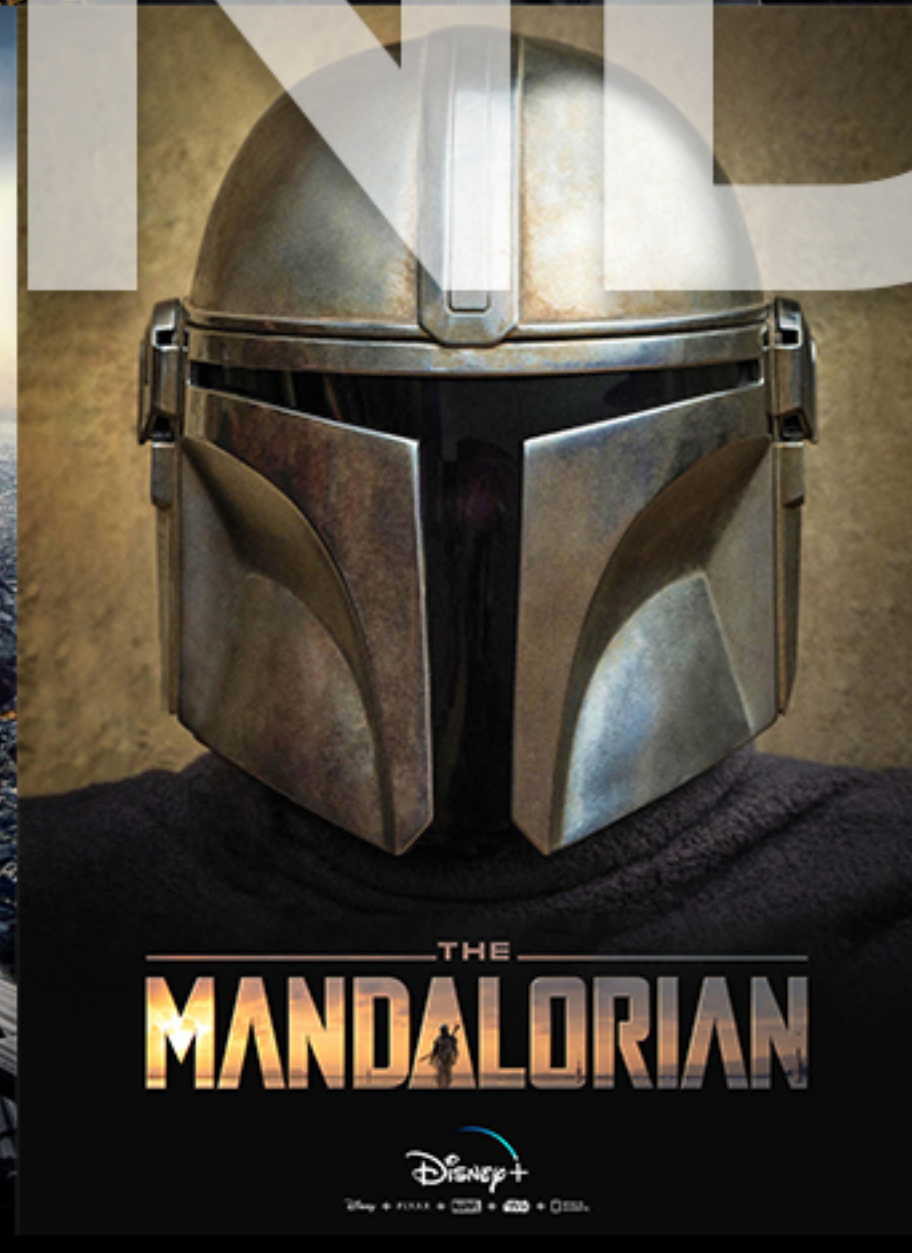
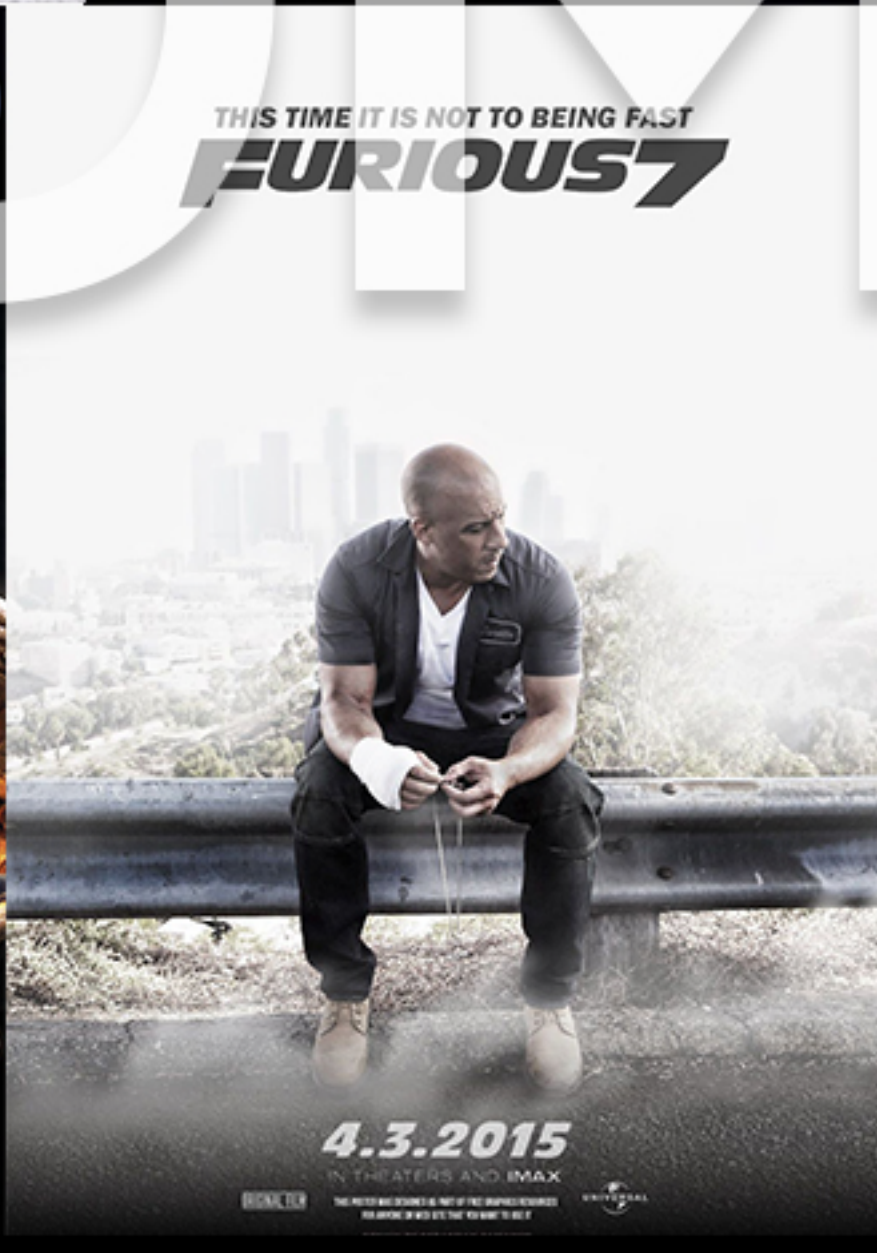
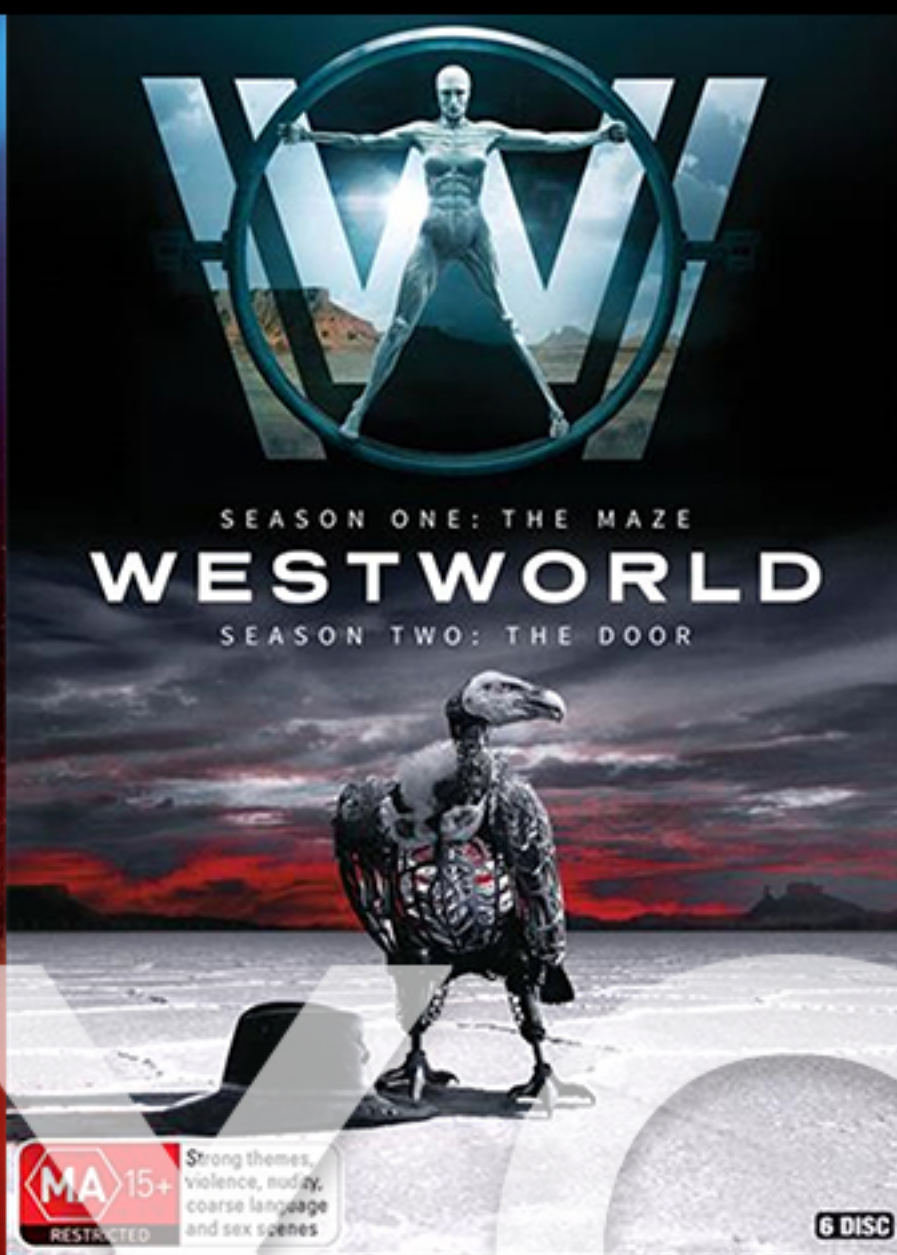
SERIE\_0000000013042013



# WRECK

SERIE\_0000000013042013







THE FINAL SEASON  
APRIL 14 **HBO**  
#FORTHETHRONE

THE FINAL SEASON  
APRIL 14 **HBO**  
#FORTHETHRONE

THE FINAL SEASON  
APRIL 14 **HBO**  
#FORTHETHRONE



Feature | Episodic | Themed Entertainment | Advertising | Expanded Reality

# PIXOMONDO



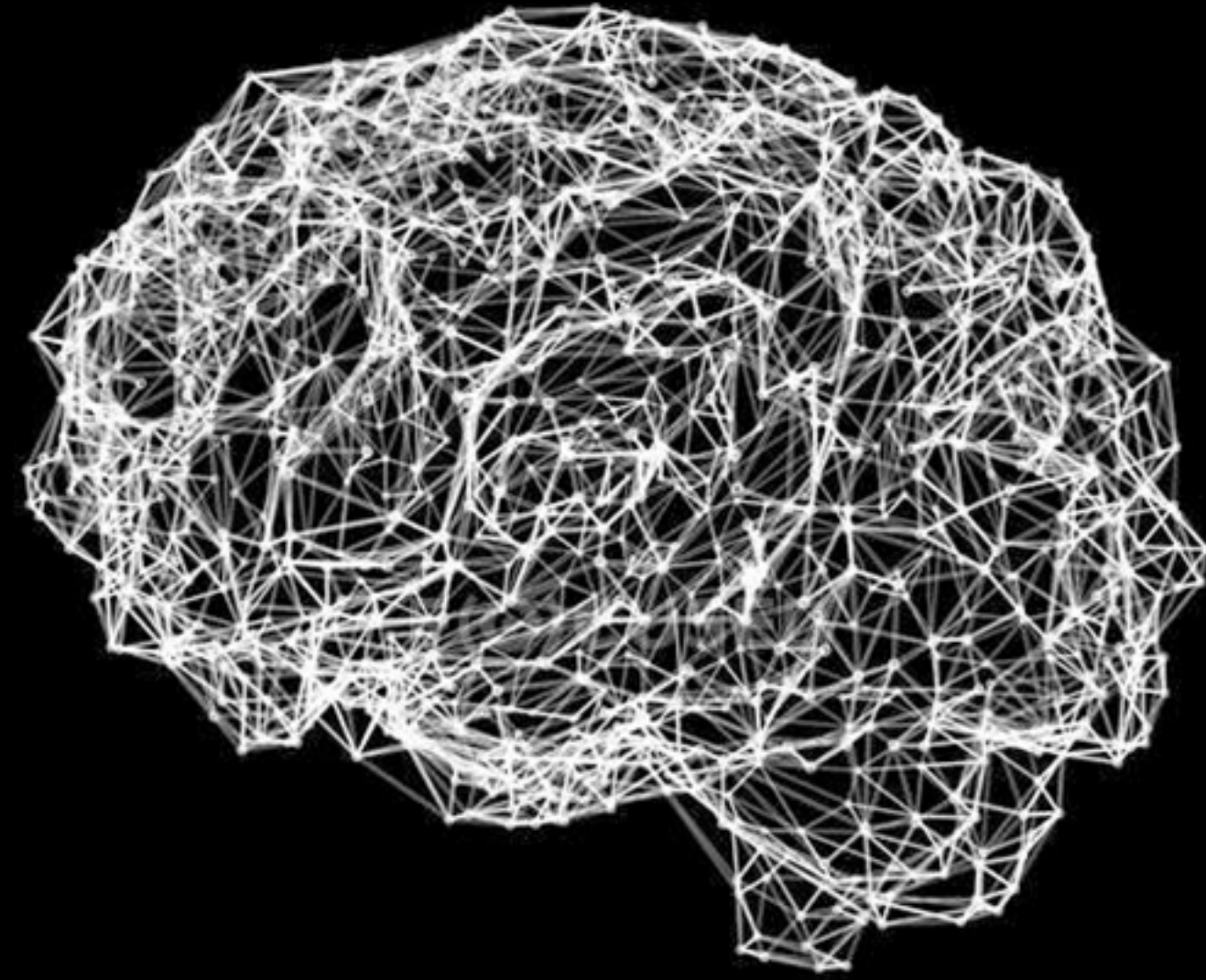
# LEAD 3D ASSET

PIXOMONDO Stuttgart



# **NEW POINT OF VIEW**

SIAMO ARTISTI NON SCIMMIE



"THE BEST SOFTWARE IS YOUR BRAIN"

# FOCUS

GOAL SPECIFICI E TANGIBILI

# SOFTWARE/HARDWARE

LA GUERRA DI CHI NON HA CONTENUTI

# PIPELINE

NON ESISTONO PIPELINE STANDARD

# ASSET PIPELINE

CONCEPT ----- MODELING ----- TEXTURING ----- SHADING

# **RUOLI ASSET DEPARTMENT**

MODELER ----- TEXTURE ARTIST ----- MATERIAL ARTIST ----- SHADING ARTIST

# MODELERS

CHARACTER ARTIST ----- HARD SURFACE ----- ENVIRONMENT



# **HARD SURFACE**

PROPS ----- VEHICLE ----- WEAPON ----- ENVIRONMENT

# ENVIRONMENT

HARD SURFACE ----- NATURE ----- HIBRID

# **HERO ASSET**

PRINCIPAL ASSET ----- FOREGROUND OF CAMERA

# (LODs) LEVEL OF DETAILS

**LOD A:** HIGH-RES ----- **LOD B:** MID LEVEL ----- **LOD C:** LOW POLY ----- **LOD D:** BACKGROUND

# HIERARCHY

TRAINEE ----- JUNIOR ----- MID ----- SENIOR ----- LEAD ----- SUP

**SENIOR**

HERO ASSET

**MID**

VEHICLE ----- ENVIRONMENT ----- PROPS

**JUNIOR**

LOD B ----- PROPS

**TRAINEE**

LOD C-D ----- DEBRIS

# LEAD MODELING

HERO ASSET ----- RnD ----- MANAGING ARTISTS

# LEAD ASSET

MANAGING LEADs ----- RnD ----- RECRUITING ----- SUPERVISION ASSET ----- ASSET IN SHOT  
MDL - TXT - SHD



# **CONSAPEVOLEZZA - GESTIONE - CONTROLLO**

TRAINEE ----- JUNIOR ----- MID ----- SENIOR ----- LEAD ----- SUP

**SENIOR**

40 - 50 K at year

**MID**

30 - 35 K at year

**JUNIOR**

22 - 28 K at year

**TRAINEE**

15 - 20 K at year

# HERO ASSET PROCESS

BLOCKOUT ----- LINEUP ----- DETAILS ----- OPTIMIZATION ----- UNWRAP ----- UV LAYOUT

# WALL REFERENCE

CONCEPT ----- SET REFERENCE ----- IMAGES + VIDEO

# SCALE

SIZE UNIT ----- HUMAN REF

# REFERENCE STUDY

MAIN VOLUME ----- DESIGN----- DETAILS ----- BLOCKS ----- TIMING

# **BLOCKOUT**

LOWPOLY ----- FREE TOPOLOGY ----- MAIN VALUME

# LINEUP

SCAN ALIGNMENT ----- CONCEPT ----- SET REFERENCE



# **DETAILS**

FREE TOPOLOGY

# OPTIMIZATION

TOPOLOGY ----- TESSELATION ----- QUADS ----- SUBD

# **UNWRAP**

UVS (NO AUTOMATIC)

# UV LAYOUT

MATERIAL ORIENTED ----- OBJECT ORIENTED ----- MULTI UDIMS ----- NO AUTO

**WHERE ARE THE SOFTWARE?**

WORKFLOW BEFORE TOOLS

# Q & A

I AM HERE FOR YOU, DON'T FORGET IT!