

A Character Production Company



CREATURE **BIONICS**

CREATURES - FANTASY - CG CHARACTERS



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Who We Are

Creature Bionics is a character production company, specialising in Creatures and Fantasy Characters for film/tv and video games. Our objective is to create pipelines and provide services that aid productions with the development, performance and storytelling of their creature/fantasy characters.

CREATURE BIONICS





CHARACTER PRODUCTION SERVICES

CHARACTER DEVELOPMENT – CHARACTER PREVIS – MOTION CAPTURE – CREATURE RIGS - CASTING

Character Development

The more in-depth information available to the actor about their character's bio/back story, the deeper the connection and in-tuned the actor's performance will be.

3D MODEL
TOMAS LAURECKIS



THERE ARE 4 OBJECTIVES OUR TEAM WILL DISCOVER OR CREATE DURING THE PROCESS

1. The Character's Purpose

The reason why they exist.

2. The Character's Mission

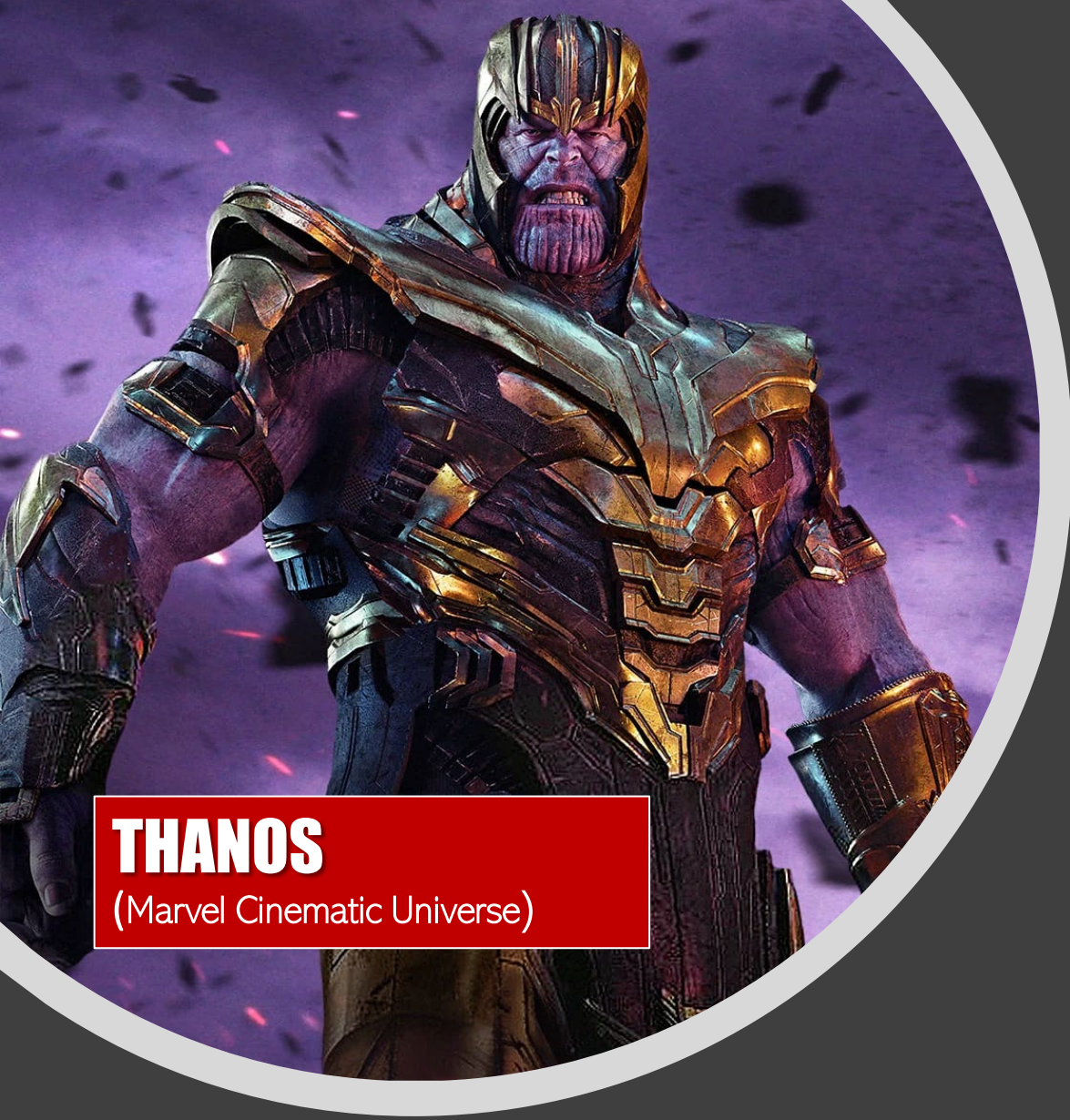
The journey of completing their purpose.

3. The Character's Psychology

Their overall personality, behaviour and how they interact.

4. The Character's Physicality

How they move and vocalise in relation to their psychology.



THANOS

(Marvel Cinematic Universe)

Character Breakdown Example:

Personal Film Review Only

Purpose: Thanos wants to bring balance to the universe as he predicts in millenniums to come, living beings will cease to exist due to overpopulation, followed by the lack of resources.

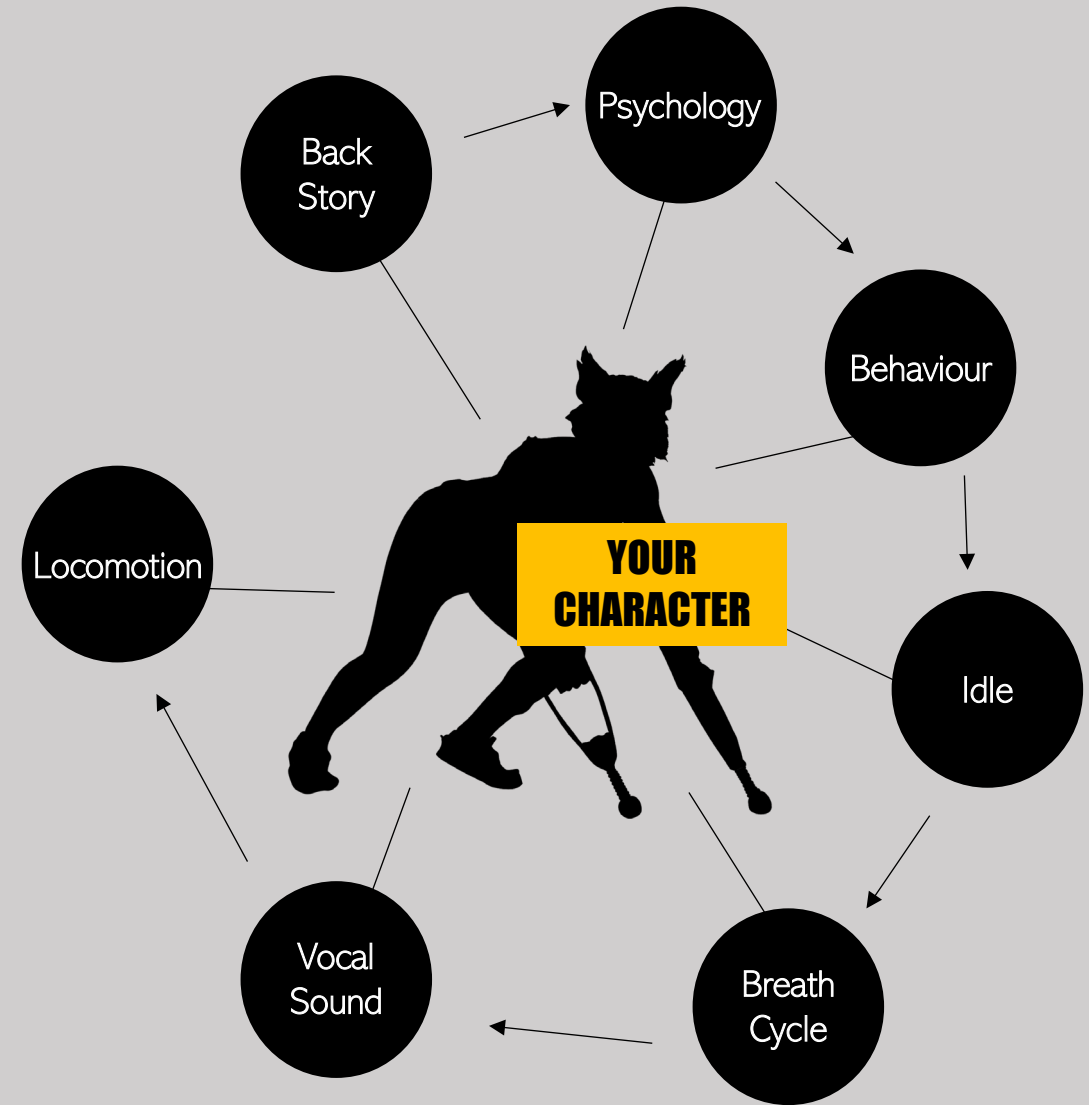
Mission: Thanos's mission is to collect the infinity stones which will give him the power to make the wish of wiping out half of life in the universe. He is willing to go to great lengths and sacrifice whatever is necessary to complete his mission.

Psychology: Thanos views himself as a highly intellectual being and will always believe he is right once he has made a decision. His dedication to his mission creates a personality of someone who is, assertive, confident, authoritative and egotistical. Thanos is an alpha male.

Physicality: Thanos has a strong physical presence due to his mass and confidence, which is executed through his locomotion and the way he delivers his vocabulary.

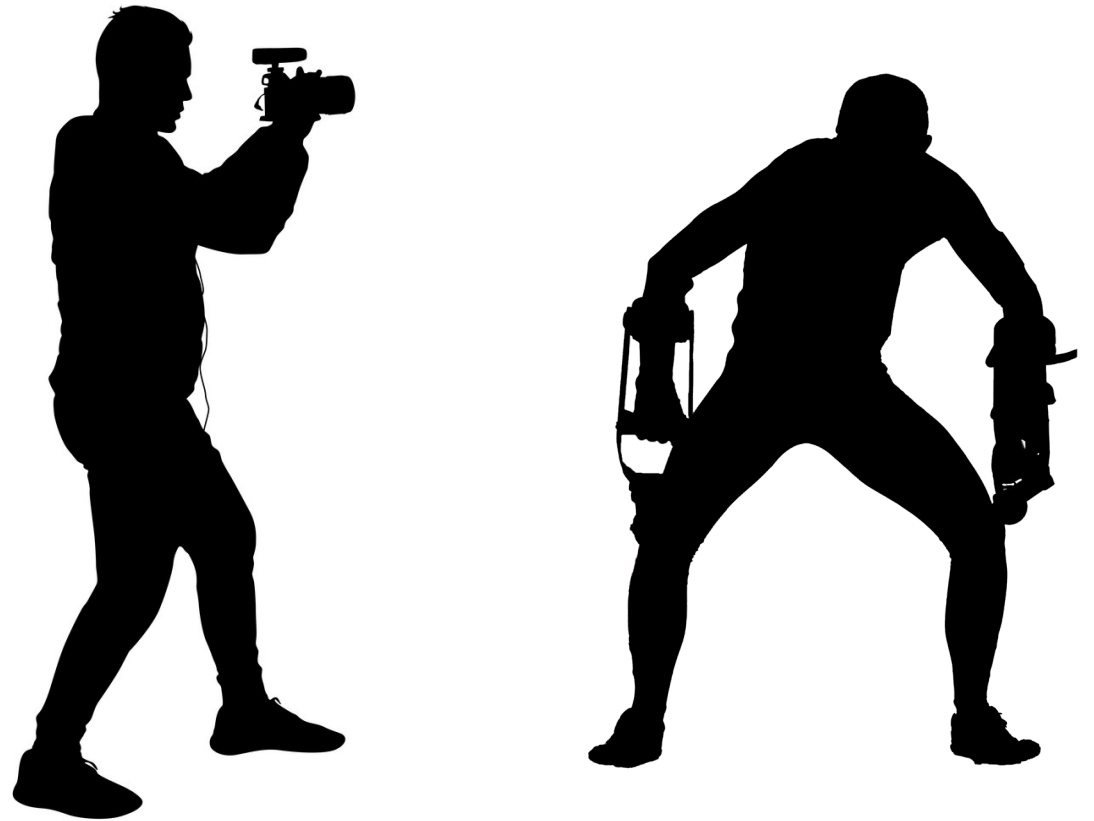
ACHIEVING THE OBJECTIVES

Our team will thoroughly read through and break down your script and use any additional information that is available for us to uncover the character's 4 objectives. Once this process has been completed, we may make suggestions and come-up with new ideas, in relation to character's story. If there isn't a script available, we will focus on developing the necessary objectives that will benefit the overall performance of the character.



CHARACTER PREVIS

Character Previs is when the focus shifts to developing the character's physicality, behaviour and movement. A majority of the physical development comes from knowing the character development objectives mentioned in the previous slides. The previs can also be produced from viewing the concept art/images and any description of the character available.



**CHARACTER
PREVIS
OBJECTIVES**

Idle – The overall neutral posture of the character.

Locomotion – The character's generic movement, walk, run, etc.

Movement Coordination – How the character moves in specific scenes.

Action Design – How the character interacts in combat or physical engagement.

Polygon Mesh



Mocap Previs



As well as live-action recording, mocap previs is a great method for getting a better visual reference of what the movement and physicality will look like on the character. Having the movement retargeted onto a polygon mesh version of the character will help us to know if the movement works well with the character's mass and physical appearance, which can reduce the time needed in post. Another benefit of using mocap previs, is the flexibility of live streaming the performance in real-time. This setup enables you and your team to be able to watch and comment on the previs during the live rehearsals in person or remotely. If you are unable to provide us with a mesh of your character, our team will be able to create one for you and have it rigged for motion capture.

Ace Creature Mesh created by MICHAEL VAUGHAN

Completed Mesh



Character Development

MOTION CAPTURE

We own 2 Xsens Mvn systems, 2 iPhone Minis Facial Capture Rigs and a set of Manus Quantum gloves for finger capture. Our mocap set-up is a portable system, so we are able to shoot on location or in an empty room space. The Xsens system is designed to work with human biped movement but also works well with quadruped movement using our arm-tensions. For characters that require our more complex rigs, the option of using an optical mocap set-up is available via our partners Target 3d who use an Optitrack system based in central London and The CCIXR who use a Vicon system based in Portsmouth.



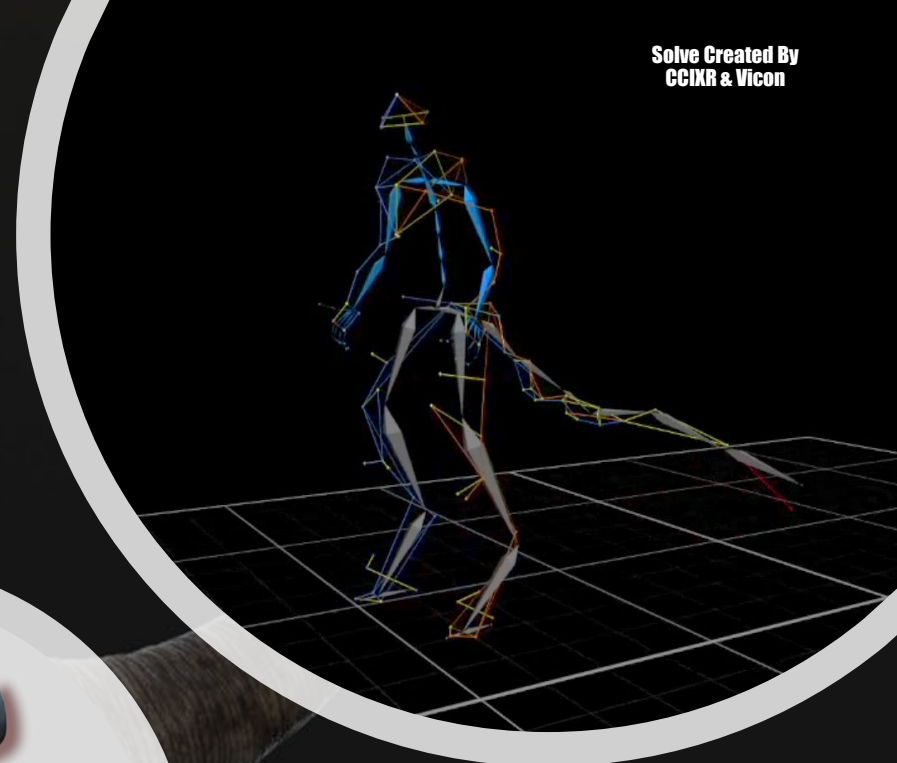
Creature Rigs

Our creature rigs are designed to act as additional limbs to enable a performer to have a similar skeleton and physicality as their character. This helps the performer to create a more realistic visual performance. The rigs are solely operated by the movement of the performer's body and require no additional support. Another great benefit of using our creature rigs is the data it helps to create for motion capture and on-set VFX reference. For motion capture, we already have solves created for each rig and positive test results from retargeting.

For VFX, we have full body and individual 3d scans of each rig. We have premade rigs for previs and shoot purposes, as well as being able to provide bespoke rigs for productions.



Monster Legs



Creature Tail



CASTING

As experts in the field of creature performance, we can assist in providing/finding the right casting. This can be done via our casting workshops or by recommending specific actors/performers who we believe are best suited for the character.



WORKING WITH CAST

A majority of professional actors are not familiar with creature and/or motion capture performance. Therefore, they may lack the confidence and experience needed to embody the character. This makes it very important for your cast to receive as much support and training with the relevant skills needed before and throughout production dates.

At Creature Bionics, our performance team can provide support with:

- **Motion Capture Techniques**
- **Character Development**
- **Character Physicality & Movement**
- **Creature Rig Training**

WORKSHOPS FOR PERFORMERS

- We run a number of different workshops throughout the year around creature performance and motion capture.
- Some of our workshops take place inside a motion capture studio where performers can see their movement on an avatar in real-time.
- We are currently the only company in Europe to deliver workshops using creature rigs, such as arm extensions for quadruped movement.





OUR RATES

CHARACTER DEVELOPMENT – CHARACTER PREVIS – MOTION CAPTURE – CREATURE RIGS - CASTING

Character Development Services

Day Rate :£750 / Weekly Rate: £3500 ex Vat

(this fee is for one character dev specialist only)

- **Script Breakdown**
- **Psychological and Movement Development**
- **Character Previs** (1x Xsens & Manus motion capture available - included in cost)
- **Scene Development**
- **Rig Design** (if necessary for the character's anatomy – Rig production not included in Cost)
- **Action Design**
- **Casting Assistance**
- **Cast Training** (performance, motion capture, Creature rigs)
- **Performance Coach** (on shoot days for cast)



Motion Capture Services

Via Xsens & Manus

Full Day Rate:

(Full Day = 9hr / Half day rate not available)

Xsens Link Hire: £750 (2 Sets Available)

iPhone Face Capture: £200 (2 Sets Available)

Mocap Operator: £300

Quantum Manus Gloves: £350 (1 Set Available)

Studio Hire: £300 (Full Day)

Actor Hire: £600 (Body Capture Only)

Mocap Director Hire: £750

Assistant: £175

Our services are for providing performance and motion capture data only. The data is processed through the Mvn software. Once processed, you will receive all the data and reference footage captured from the shoot with 3-5 days.

If additional clean-up to the data is required, please let us know from the first enquiry.

Prices do not include VAT, travel or shipping fees.



1. STANDARD HEADSET



1. ROBUST HEADSET



Motion Capture Services

Includes:

1. Assist with castings.
2. Manage the actors.
3. Remote viewing for your team to watch and give feedback during the shoot if unable to attend the shoot.
4. Assist with performance direction when a mocap operator is hired.
5. Send over all reference videos and data captured and processed via the MVN software within 3-5 working.

Creature Rig Services



Mini Arm-Xtensions

Custom Design
Purchase Fee: £600
Weekly Hire Rate: £300
Build Time: 10 working days



Arm-Xtensions

Semi-Custom Design
Purchase Fee: £400
Weekly Hire Rate: £200
Build Time: 10 working Days

Steel Versions: £700
Weekly Hire: £350
Build Time: 10 working Days



Monster Feet

Custom Design
Purchase Fee: 1250
Weekly Hire Rate: £625
Build Time: 10-15 working days



Monster Legs

Custom Design
Purchase Fee: £2200
Weekly Hire Rate: £1100
Build Time: 2/3weeks



Creature Tail

Custom Design
Purchase Fee: £3k
Weekly Hire Rate: £1500
Build Time: 3/4 Weeks

Stunt Foam Version: £1800
Weekly Hire Rate: £900
Build Time: 2/3 Weeks

Shipping included. Prices do not include VAT.
Build time is due to parts being available as there are no prebuilds.

Videogame Mechanics

This workshop is designed for participants who want to learn the techniques required for video game acting, specifically in-game characters. The session will be focused on developing and performing locomotion in line with a professional shoot for a video game. By the end of the session, participants should be confident in knowing what's required for a video game production capturing for in-game characters.

Duration: 6hrs

Fee: £500 + Vat (Travel expenses not included)

Assistant: £200

Optional:

Live motion capture demo in real-time via Xsens and Manus software.

Fee: £350 + Vat

Capacity: 15 (10+ may require an assistant)



Arm-Xtension Workshop



This workshop is designed for participants to learn how to use the arm extensions to create quadruped movement. Well-known from the recent Planets of The Apes Movies, the arm extensions are essential for imitating mammals that walk on all 4s such as Apes, Lions, Bears and Dogs. The movement development process will follow the structure of video game mechanics, which will benefit the participants if they were to gain work in the video game industry.

Duration: 6hrs

Fee: £500 + Vat (Travel expenses not included)

Arm Extensions hire per set

Fee: £50 + Vat

Assistant: £250 + Vat

Capacity: 10

Video Game Mechanics

@ The Ace Ruele Mocap Studios

This workshop is exactly the same as the Video Game Mechanics workshop In the first slide but takes place in the Ace Ruele Mocap Studio at Target 3D in central London. Participants will be given a tour and a breakdown of optical motion capture, work all day in a mocap suit, see their digital movement in real-time and create mocap content that can be used for content/showreel purposes.

Duration: 8 hrs

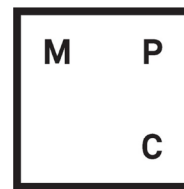
Fee: £3500 + Vat

Capacity: 10 Mocap Actors



Previous clients

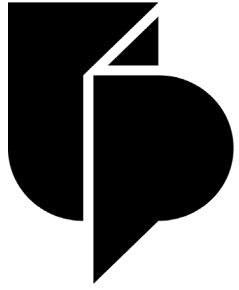
PRODUCTION COMPANIES & STUDIOS



Previous clients

TRAINING ORGANISATIONS





**UNIVERSITY OF
PORTSMOUTH**
CENTRE FOR CREATIVE
AND IMMERSIVE XR

OPTICAL MOTION CAPTURE PROVIDERS

xsens

INERTIAL MOTION CAPTURE PROVIDERS



MOTION CAPTURE TRAINING
PROVIDERS

Blackmagicdesign

CAMERA EQUIPMENT PROVIDERS



CAVE ACADEMY

ANIMATION AND VFX PROVIDERS



**CLEAR ANGLE
STUDIOS**

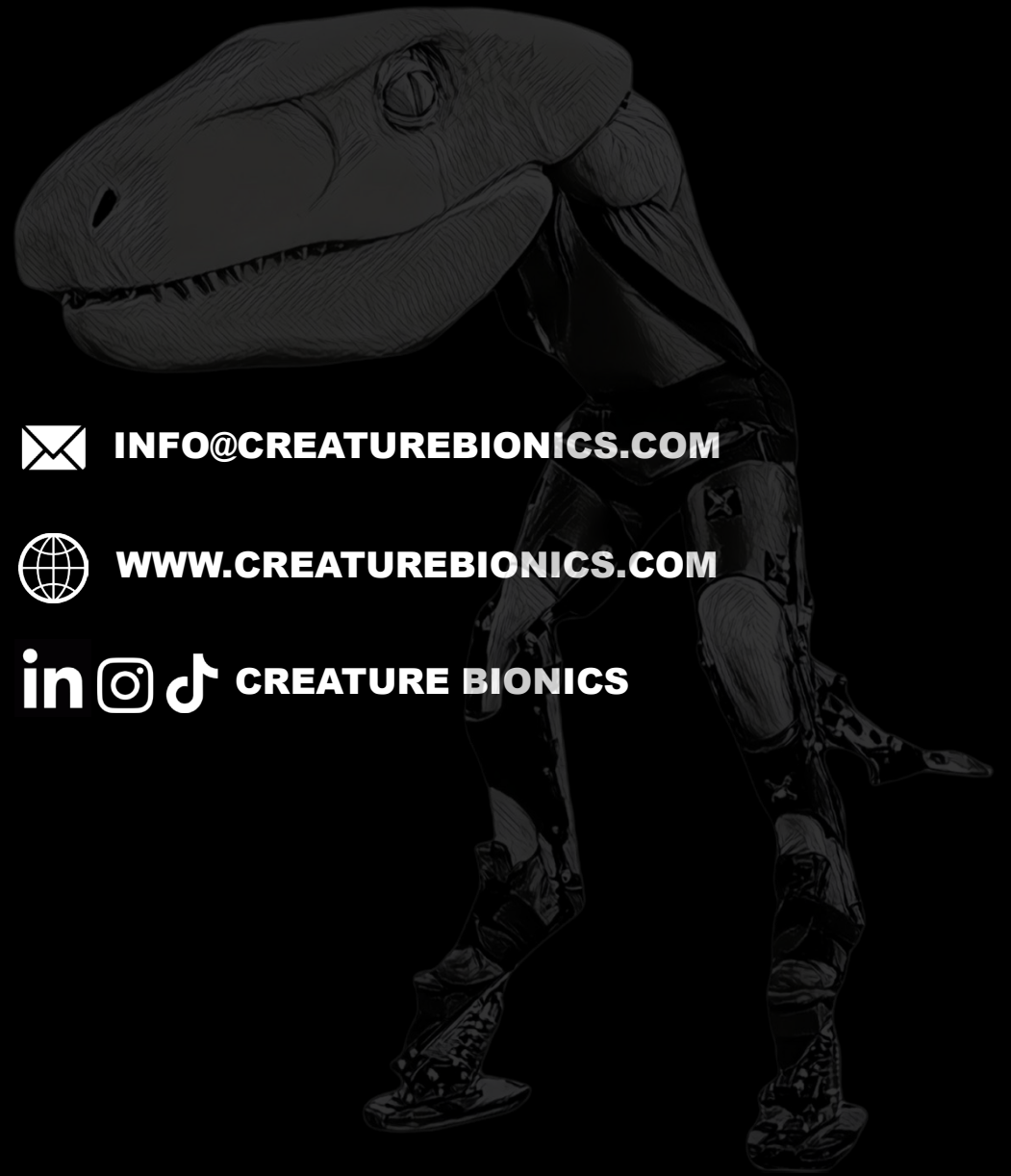
3D SCANNING PROVIDERS

OUR PARTNERS

CREATURE BIONICS



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