

# 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**

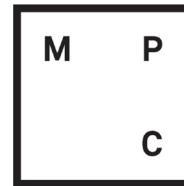
**Custom Design**  
**Purchase Fee: £3k**  
**Weekly Hire Rate: £1500**  
**Build Time: 3/4 Weeks**

**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.



**Previous clients**  
 PRODUCTION COMPANIES & STUDIOS





# 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

TRAINING ORGANISATIONS

