

A Character Production Company



CREATURE **BIONICS**

CREATURES - FANTASY - CG CHARACTERS



A man in a motion capture suit stands in a studio. He is wearing a dark, form-fitting suit with white markers on his joints. He has his hands on his hips and is looking towards the camera. The background is a plain, light-colored wall. To the left, there is a large, square softbox light on a stand. To the right, there is a smaller, rectangular softbox light on a stand. The floor is a light-colored, reflective surface.

CHARACTER PRODUCTION SERVICES

CHARACTER DEVELOPMENT – MOTION CAPTURE – CREATURE RIGS - CASTING

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.



Character Development

Full Production Services

1 SCRIPT DEVISING

- Uncovering the creature's objective, psychology, behaviour and locomotion (physical performance) per scene.
- Providing technical advice on the possibilities of the creature's performance via stunts, live action, motion capture and VFX.

2 CHARACTER PREVIS

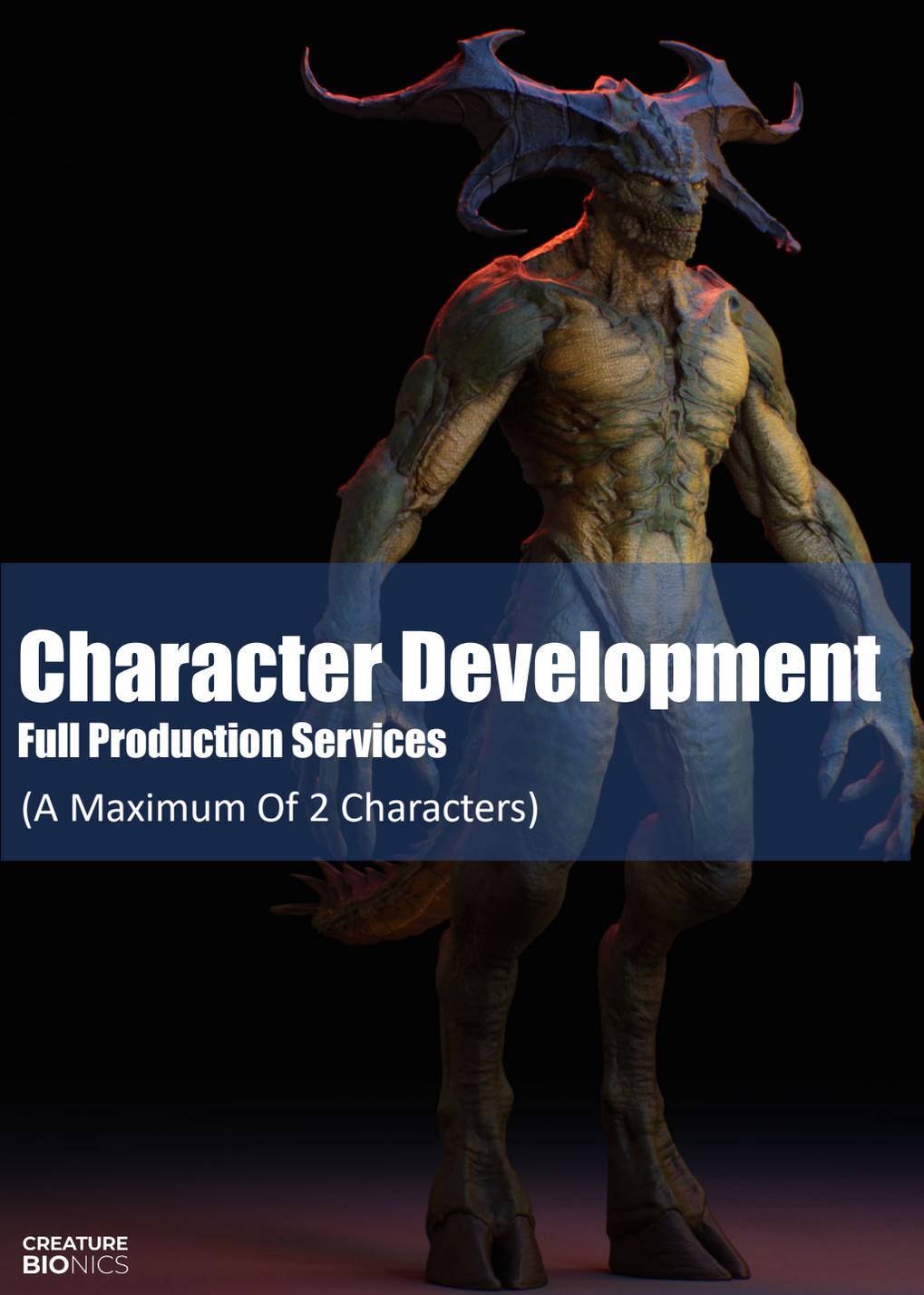
- Workshopping the creature's physical performance using all of Creature Bionics resources, such as, Creature Rigs and Xsens Motion Capture.

3 CASTING SERVICES

- Assistance with finding the right performers/actors and performance training when required.

4. ON-SET PERFORMANCE SUPERVISOR

- Performance management and coaching on production shoot days.



Character Development

Full Production Services

(A Maximum Of 2 Characters)

FULL PRODUCTION SERVICES INCLUDED

- Rehearsal Studio Hire
- Creature Rig Hire
- 2 days Full Xsens System Hire + Operator
- Low Poly 3D Asset Of Creature Character For Motion Capture Real Time Previz
- 1 Unreal Render Of Character Previz (minimal data cleaning)
- 1 Unreal Render Of Scene Previs (minimal data cleaning)

FEE: £4.5K + VAT

ASSISTANCE FEE: £3K + VAT

DURATION: WEEKLY

TERMS: Half payment in advance / final payment within 3 working days after completion.

Production credit to be titled:

“Creature Bionics – Creature Performance Development”

A contractual agreement will be provided.

Motion Capture Services

Via Xsens & Manus

Full Day Rate:

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

Xsens Link Hire: £750

iPhone Face Capture: £200 (2 Sets Available)

Mocap Operator: £300

Quantum Manus Gloves: £350 (1 Set Available)

Studio Hire: £400 (Full Day)

Actor Hire: £650 (Body Capture Only)

Mocap Director Hire: £750

Assistant: £200

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 within 3-5 working days.

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

1. STANDARD HEADSET



Creature Rig Services



Mini Arm-Xtensions

Custom Design
Purchase Fee: £600
Weekly Hire Rate: £300
Build Time: 15 working days



Arm-Xtensions

Semi-Custom Design
Purchase Fee: £400
Weekly Hire Rate: £200
Build Time: 15 working days

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



Monster Feet

Custom Design
Purchase Fee: 1150
Weekly Hire Rate: £625
Build Time: 15 working days



Monster Legs

Custom Design
Purchase Fee: £2150
Weekly Hire Rate: £900
Build Time: 15-20 working days



Creature Tail

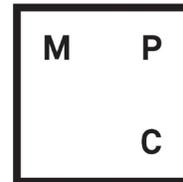
Custom Design
Purchase Fee: £2500
Weekly Hire Rate: £1000
Build Time: 15-20 working days

Stunt Foam Version: £1800
Weekly Hire Rate: £750
Build Time: 15-20 working days

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: 15-20 (Assistant Required)

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: £300 + Vat (Required)

Capacity: 10-12

Video Game Mechanics

@ The Target 3D Mocap Studios

The Video Game Mechanics workshop but inside a motion capture studio - 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: £4500 + Vat

Capacity: 10



Previous clients

TRAINING ORGANISATIONS





CREATURE BIONICS

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