

A Character Production Company



CREATURE **BIONICS**

CREATURES - FANTASY - CG CHARACTERS



Scanned Data by CLEAR ANGLE
Rendered by CAVE ACADEMY

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

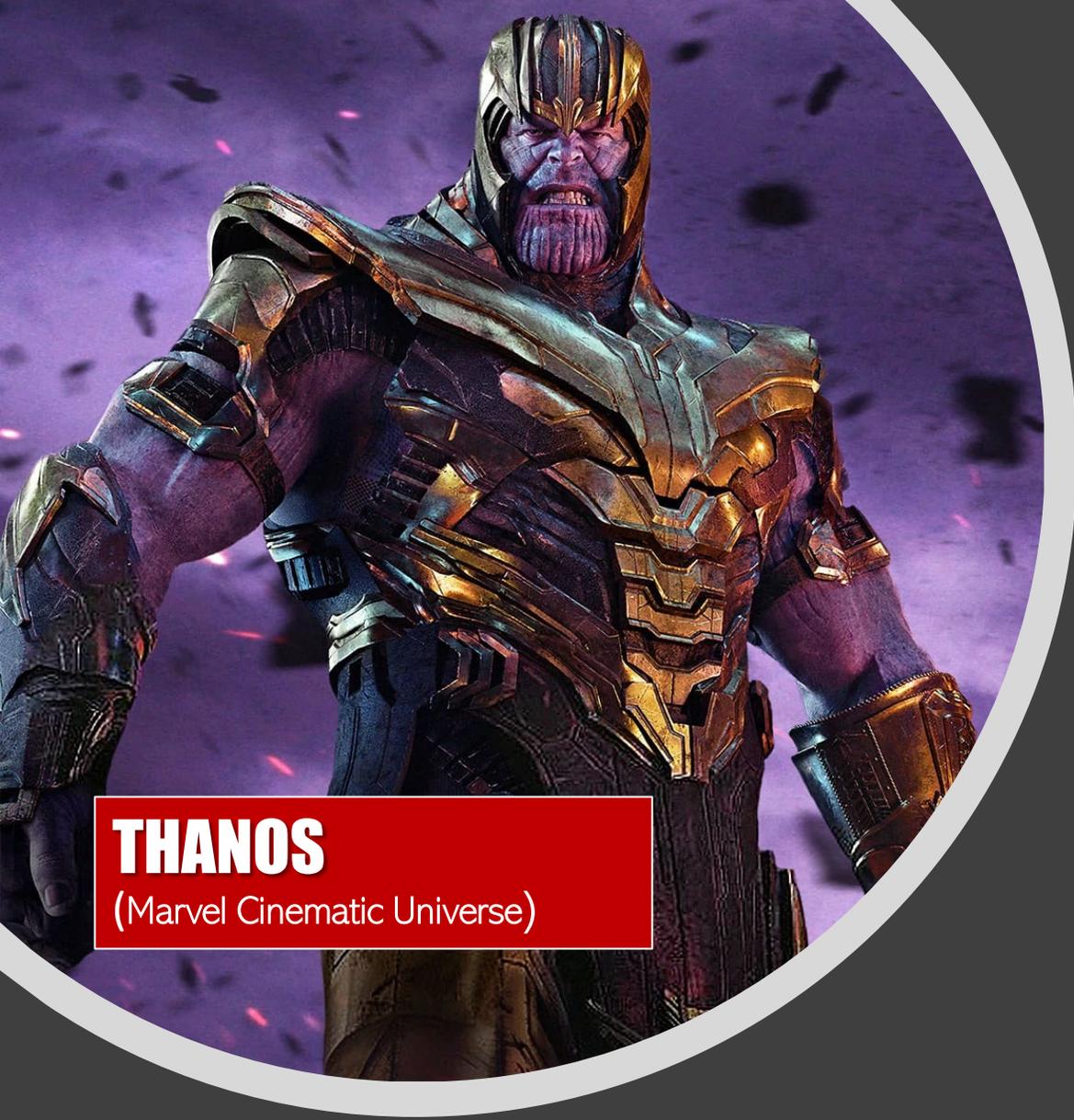
The journey of completing their purpose.

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.

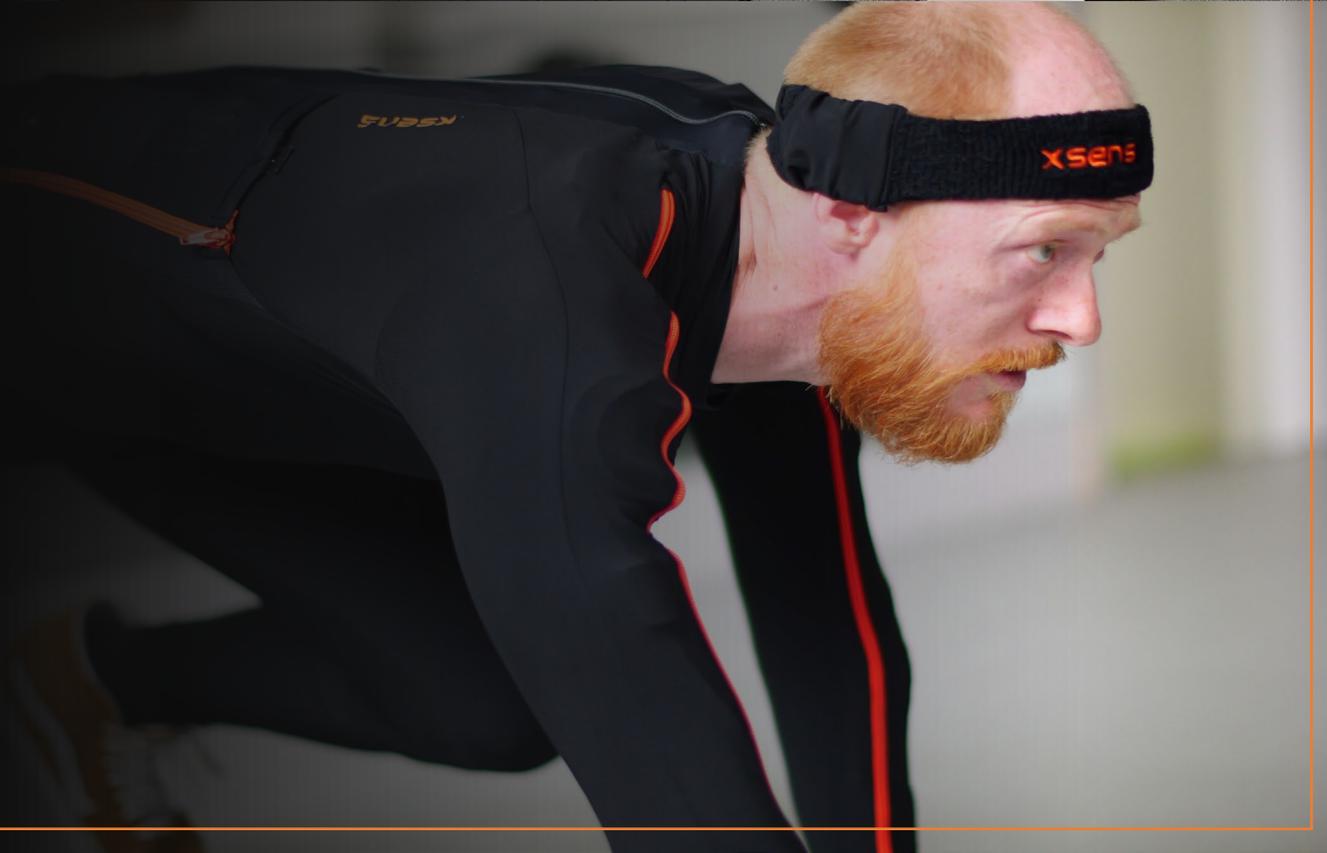
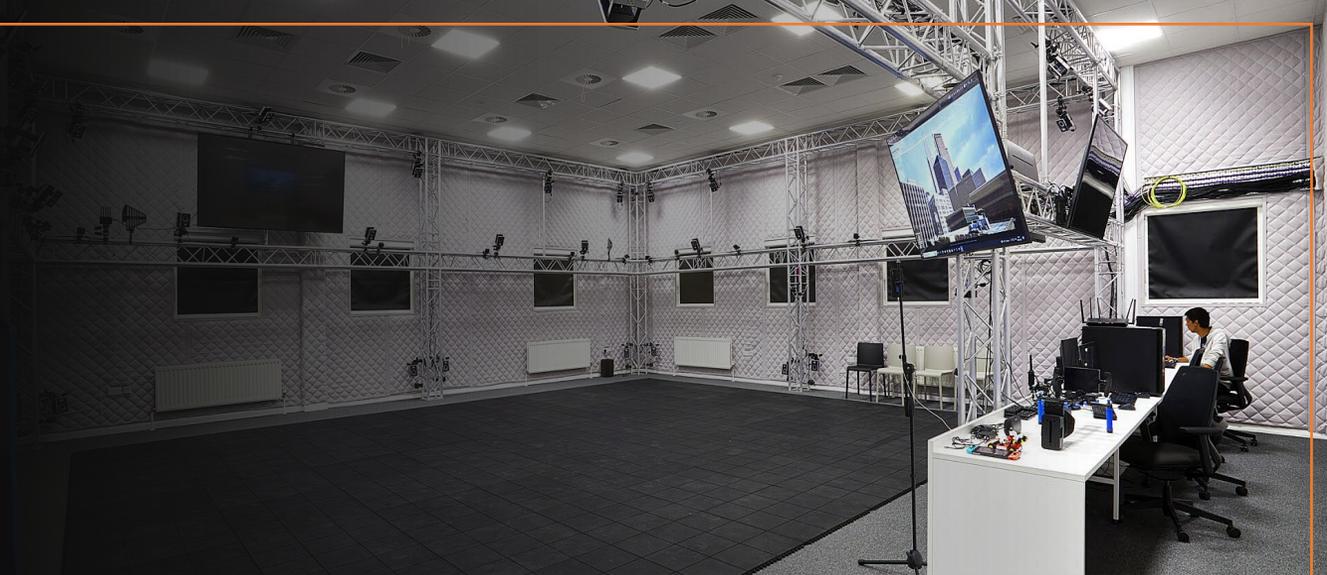
Completed Mesh



Ace Creature Mesh created by MICHAEL VAUGHAN

MOTION CAPTURE

We have 2 Xsens Mvn systems with 2 iPhone Minis Facial Capture Rigs available. The Xsens is a portable system, so we are able to shoot on location or in a simple room space. The Xsens system is designed to work with human biped movement, but also works well with quadruped movement using our arm-xtensions. For characters that require our more complex rigs and/or full performance capture, the option of using an optical mocap set-up is available via our partners at the CCIXR. Their newly built studio is equipped with 48 Vicon Vantage 16 Megapixel Cameras, 4 DXYZ Head Cams, Marker Based Finger Capture Solution and Realtime Live Streaming.



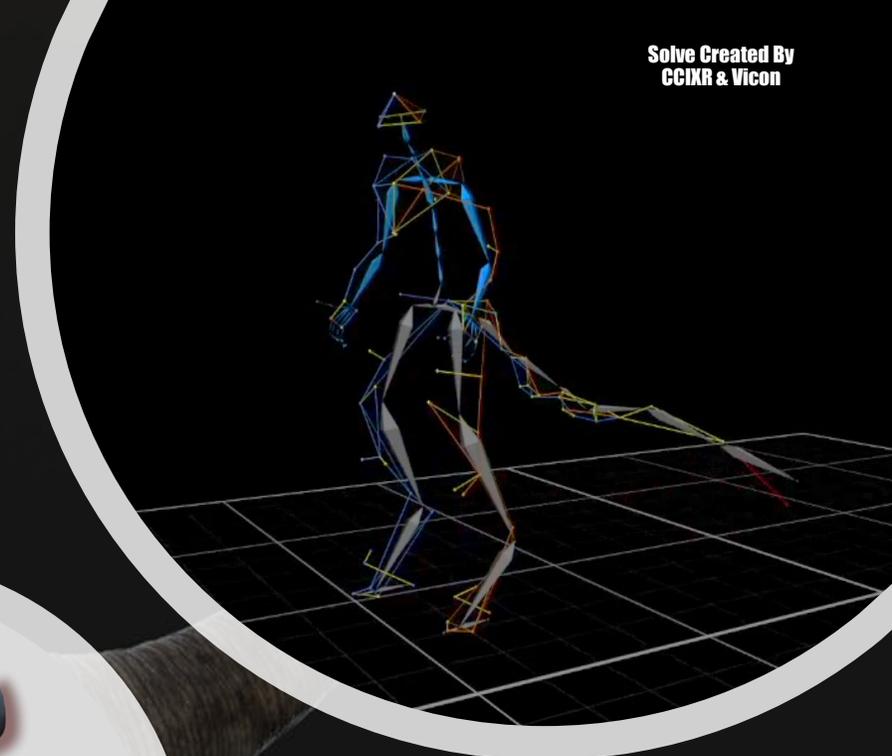
Creature Rigs

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

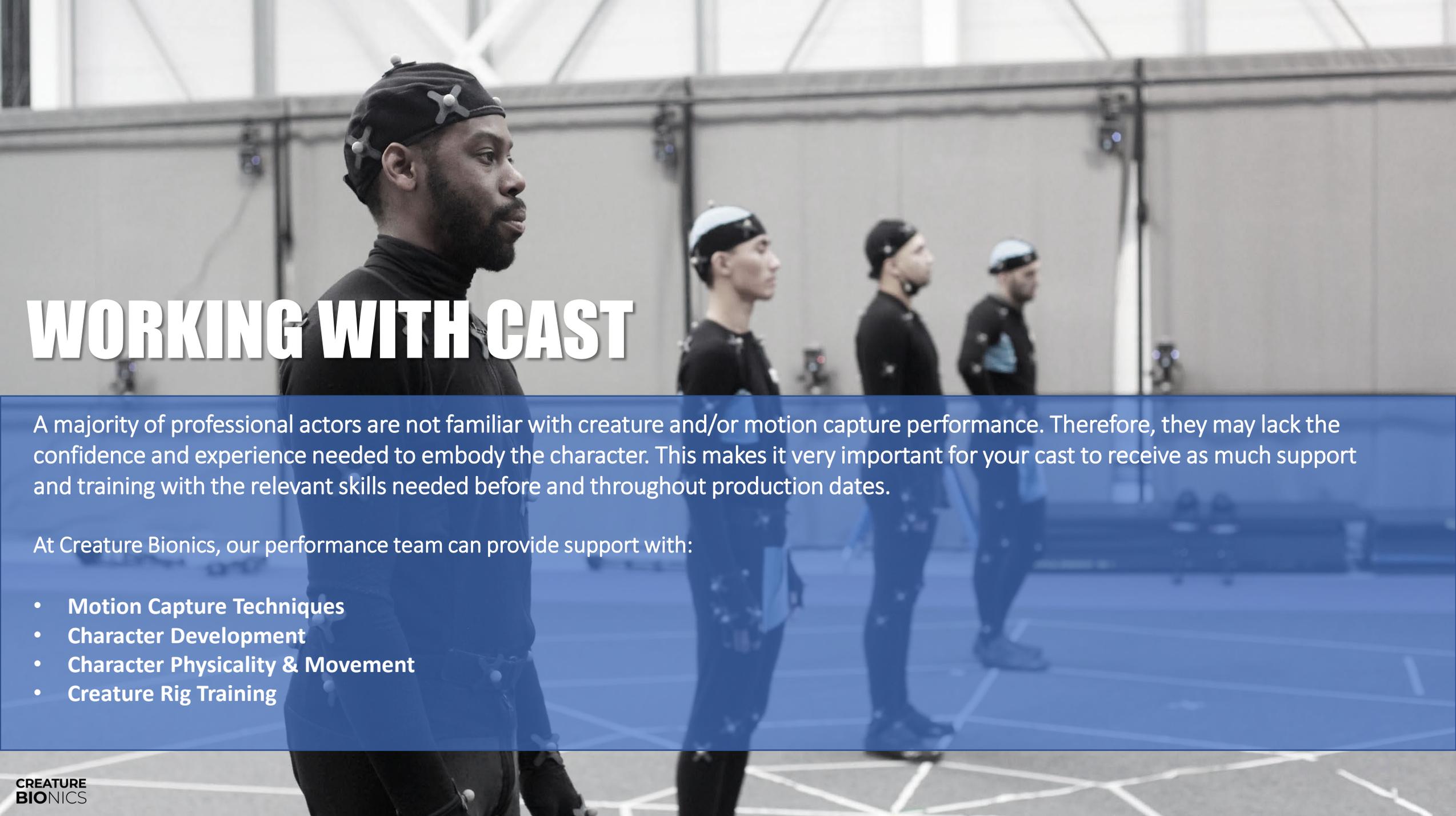


Creature Tail



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

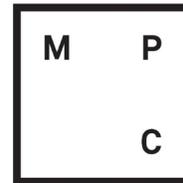
A majority of professional actors are not familiar with creature and/or motion capture performance. Therefore, they may lack the confidence and experience needed to embody the character. This makes it very important for your cast to receive as much support and training with the relevant skills needed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

Previous clients

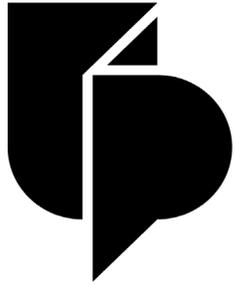
PRODUCTION COMPANIES & STUDIOS



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

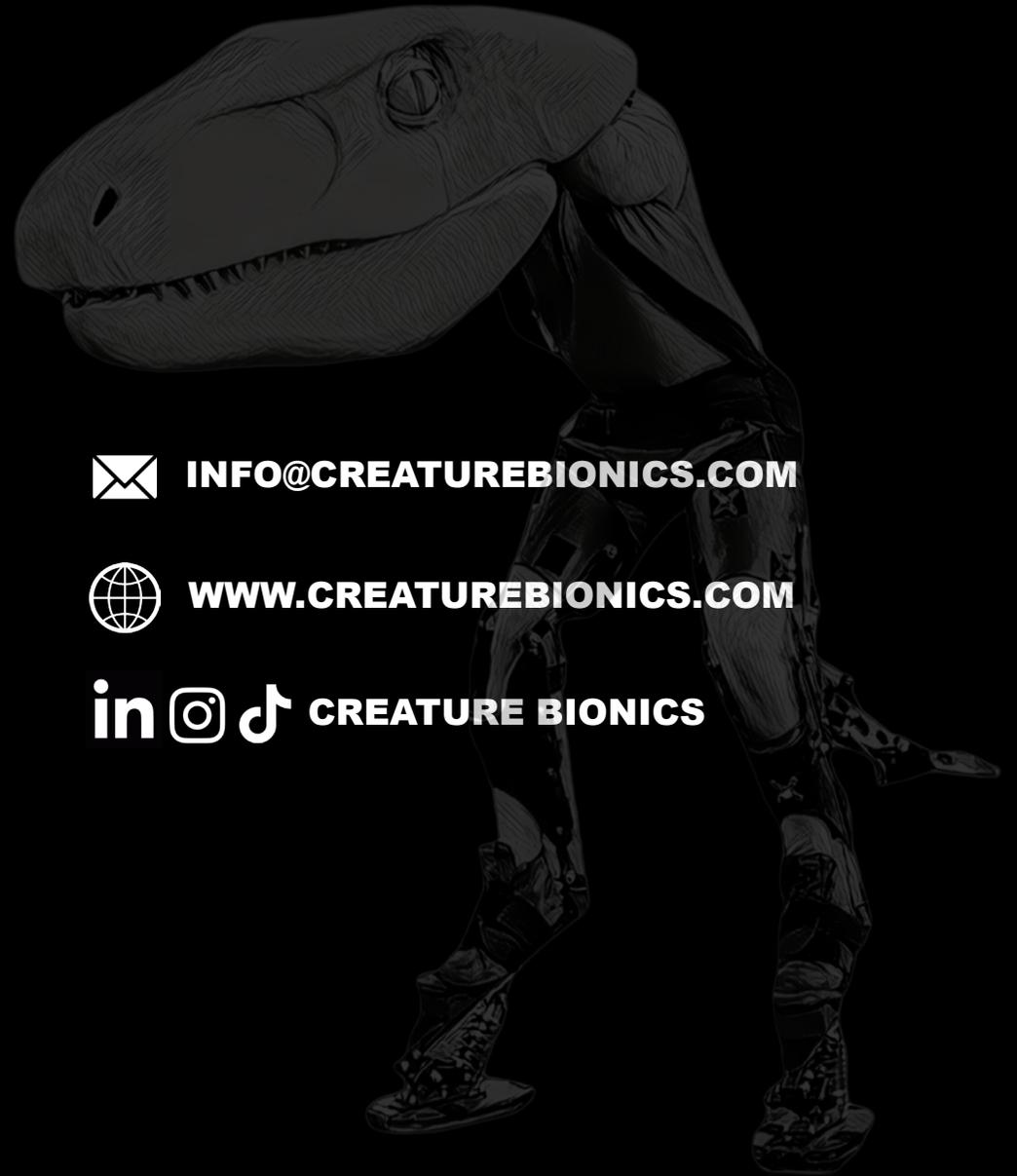


**CLEAR ANGLE
STUDIOS**

3D SCANNING PROVIDERS

OUR PARTNERS

CREATURE BIONICS



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