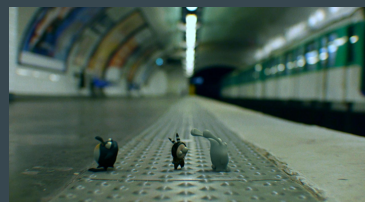
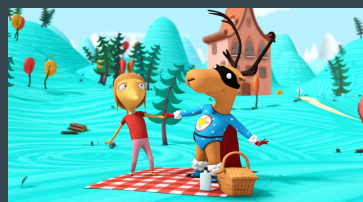
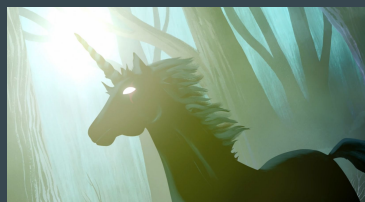


AUTOUR DE MINUIT

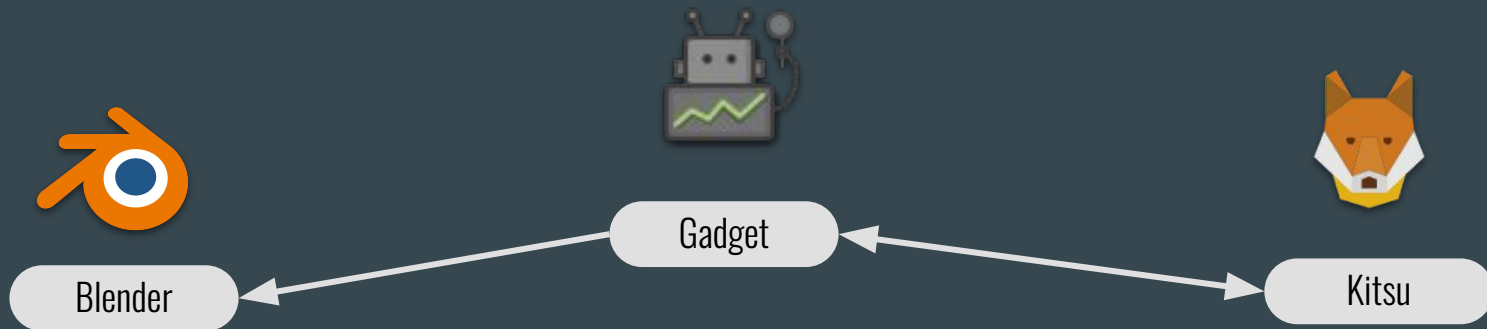
Création d'un studio 2D open source

...

ADV STUDIOS



Aperçu de notre pipeline



Le cœur

Où la **Magie** opère
Logiciel principal

Le gardien du pipe

Asset Manager interne
Application Python / Qt

La vue globale

Production Tracker
Application Web

L'équipe de développement



Christophe Seux
Superviseur technique

Pipeline Alchemist



Samuel Bernou
Superviseur technique

Grease Pencil Wizard



Fiona Cohen
Superviseuse de projet

Technique Whisperer

Création d'un studio 2D open source

avec Blender Grease Pencil

1. GP Toolbox
2. Outside the (GP Tool)box
3. GP Tracer
4. Ambitions futures

1. GP Toolbox : faciliter le travail des artistes

Grease Pencil Tools

Addon inclus dans Blender



Développé avec les retours de l'équipe de Grease Pencil

GP Toolbox

Addon de production d'ADV (public)



Développé en continu au studio pour nos besoins de production 2D / Hybride

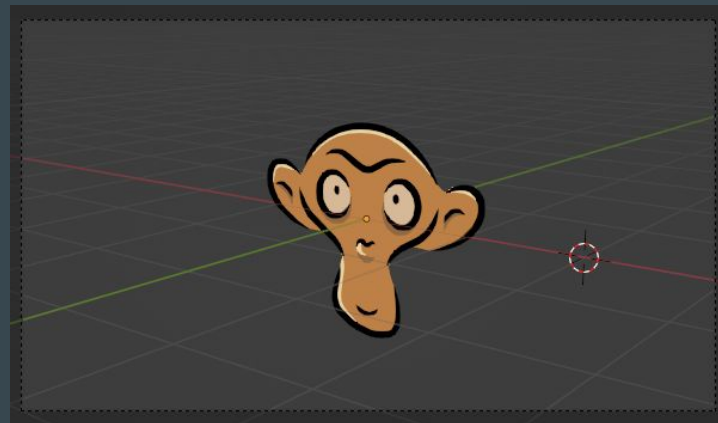
2 addons, un même but :

Mettre de bons outils dans les mains des animateurices !

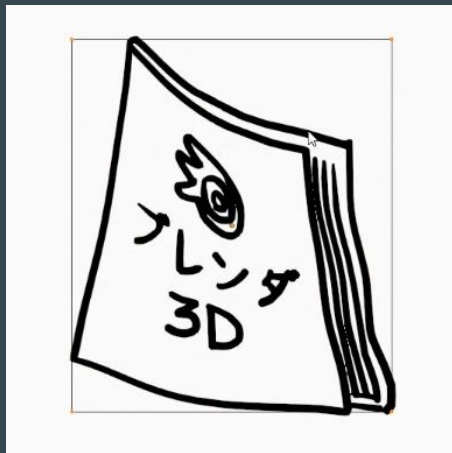
Rotation de canvas



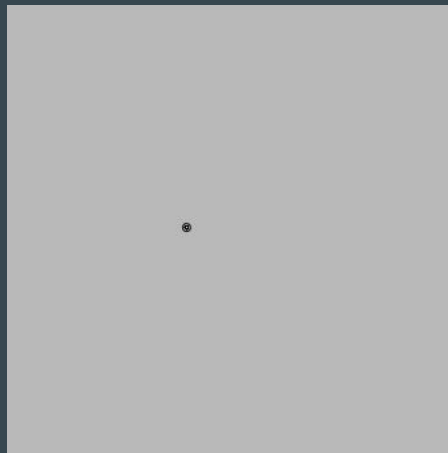
Miroir



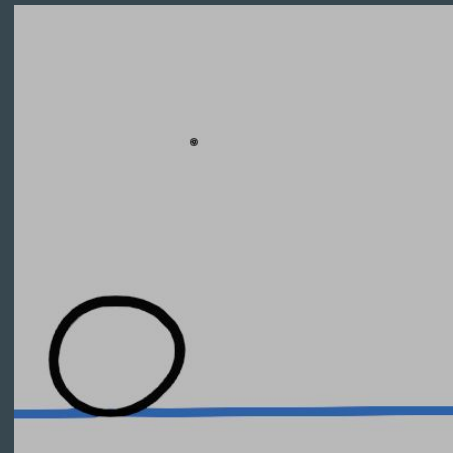
Box deform



Straight stroke



Timeline scrub





***Ronde de Nuit*, Julien Régnard (2021)**
court métrage

***Ronde de Nuit*, Julien Régnard (2021)**

court métrage

GP Toolbox (public)

L'outil interne d'ADV

C'est quoi ?

... une imposante barre d'outils.



GP Toolbox

Et un paquet de fonctionnalités...

Chosen layer
Visible
Layer Directly Below
Layer Directly Above
Number Above Or Below
All Layers Below
All Layers Above
Sources: Number Above Or Below
Number: 3
Range: Full range
OK

Checker
Animation Manager
Color
Create Empty Frames
Palettes Source
Palettes Lists
Tint Layers
Playblast

Clean Material Stack
 Remove Duplication
 Skip Different Material
 Fuse Materials Slots
 Remove Empty Slots
OK

Changed Settings Check file
Resolution output to 100%
(!) Draw axis not "Front" (Need Manual change if not OK)
2 objects visibility conflicts (details in console)
1 modifiers visibility conflicts (details in console)
Broken modifier target: Suzanne > Offset >

Layers
RG TD CU CO FX MA X
OL UL X
Lines
Fills

List Object Visibility Conflicts
Light
Suzanne
OK

List Objects Modifiers Visibility Conflicts
Suzanne
Cube
Offset
SimpleDefo...
Subdivision
OK

Lines
Fills
Duplicate
Duplicate Empty Keyframes
Show All
Hide Others
Lock All
Unlock All
Autolock Inactive Layers
Disallow Locked Materials Editing
Merge Down
Merge All
Copy Layer to Selected
Copy All Layers to Selected
Rename Gp Layers

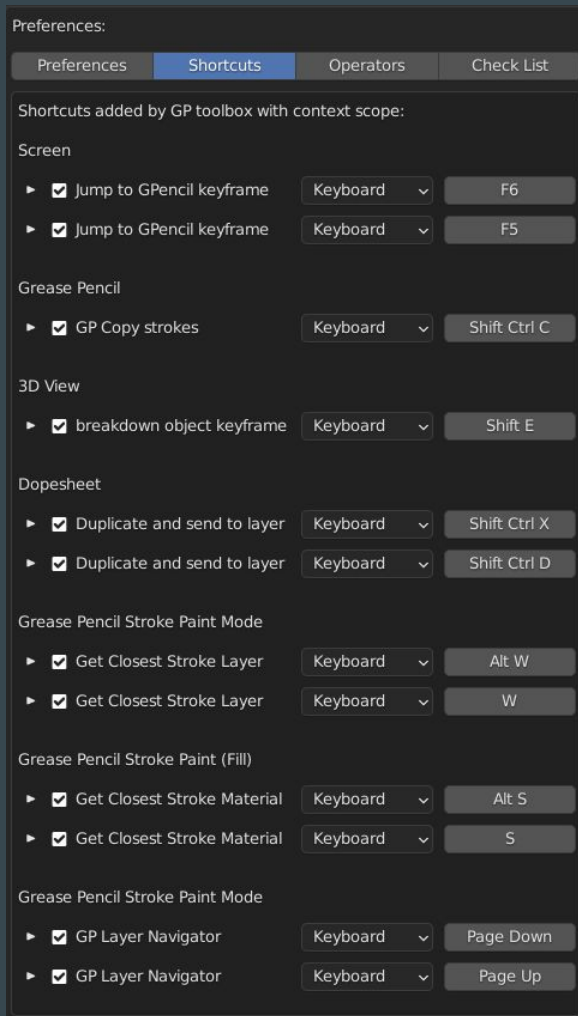
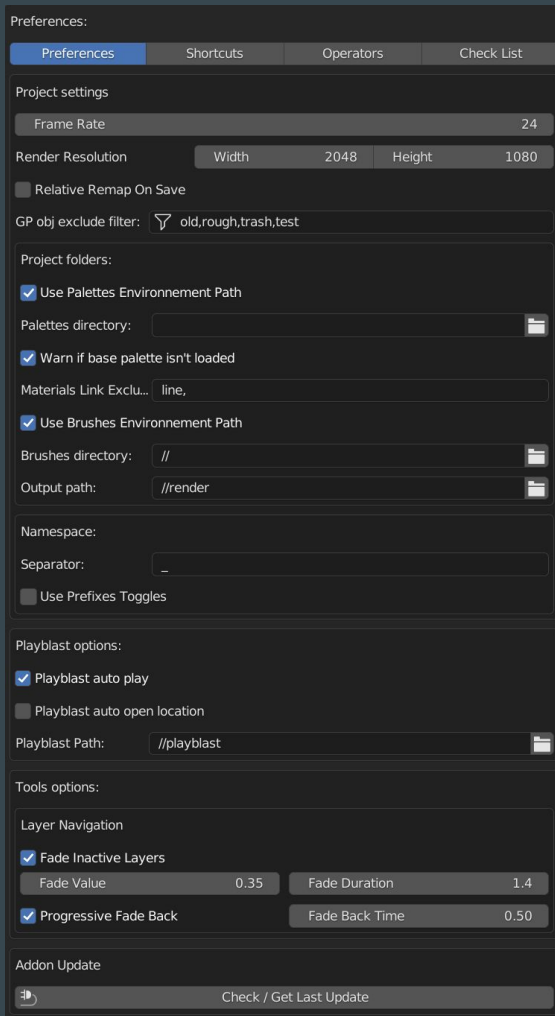
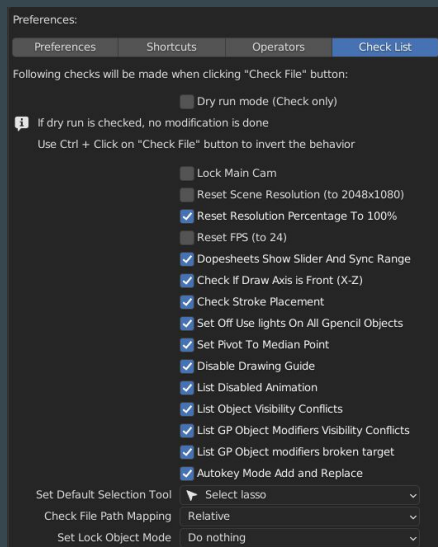
Options:
Jump On: All
In Front: All
Edit Line: Keyframe
Breakdown
Moving Hold
Extreme
Jitter
Keyframe Filter

Realign GP Edit Lines Opacity 0.50
Realign the GP object : Front axis facing active camera
Checker
 Realign GP
Depth move
After Realigning, reproject each frames on front axis
 All Strokes
Current drawing plane : View
 Set draw axis to Front
OK

Rename Gp Layers
Selected Only Prefix Only Regex
Find:
Repl:
OK

GP Toolbox

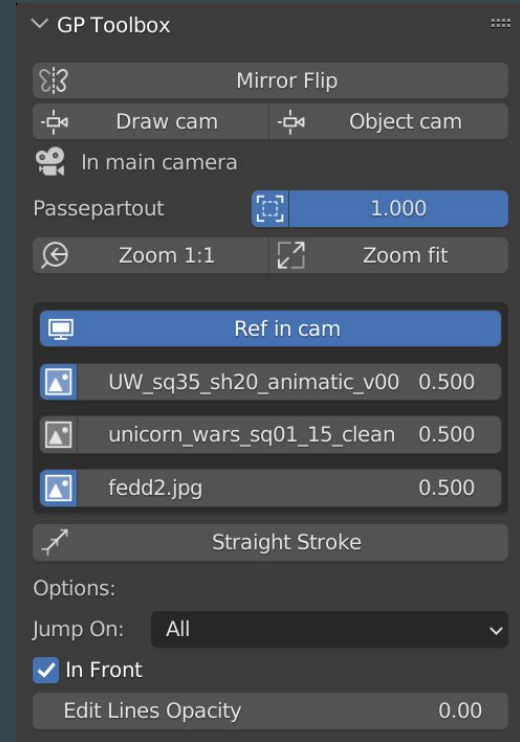
Un set de préférences et de raccourcis



GP Toolbox : fonctions basiques

Le plus utile à portée de main

- Alternner les caméras
- Passepartout
- Niveaux de zoom
- Gestion des références
- Propriétés d'objet



Et le pipeline, alors ?

RG

Rough

CU

Clean

CO

Color

TO

Tones



GP Toolbox : gestionnaire de nomenclature

Garder un projet ordonné

Namespace:

Separator:

Use Prefixes Toggles

	<input checked="" type="checkbox"/>	RG	Rough	+
	<input checked="" type="checkbox"/>	TD	Tie Down	-
	<input checked="" type="checkbox"/>	CU	Clean Up	▲
	<input checked="" type="checkbox"/>	CO	Color	▼
	<input checked="" type="checkbox"/>	FX	visual Fx	
	<input checked="" type="checkbox"/>	MA	Mask	
⋮				
	<input checked="" type="checkbox"/>	OL	Over Layer	+
	<input checked="" type="checkbox"/>	UL	Under Layer	-

Layers

RG TD CU CO FX MA X

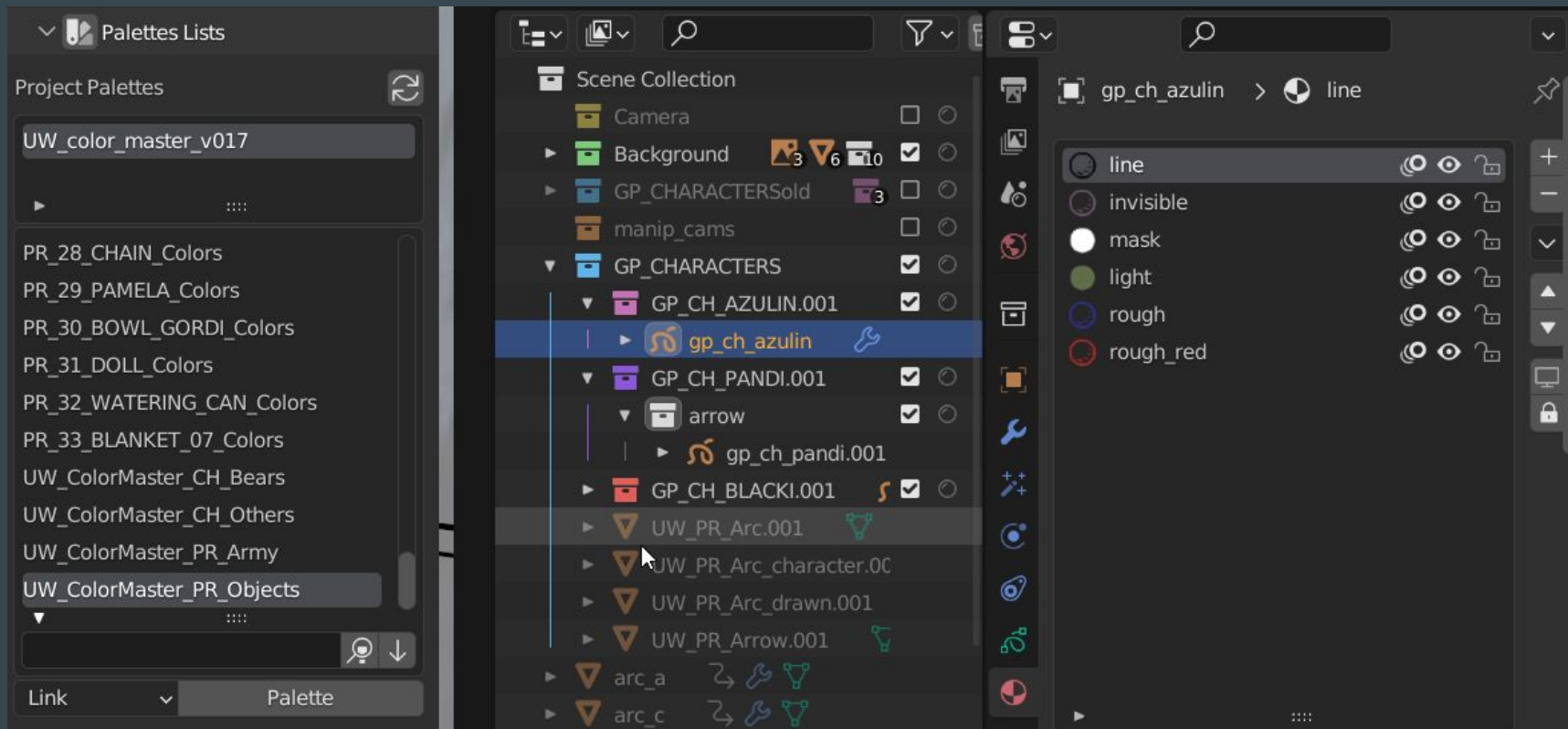
azulin

OL

Use prefix: CO (Color).

TD_azulin	●	○	👁	🔒	+
RG_azu	●	○	🌙	🔒	-
PO_azu	●	○	🌙	🔒	▼
⋮					
▶					
🔒					

GP Toolbox : importeur de palettes



GP Toolbox : faciliter le positionnement dans l'espace 3D

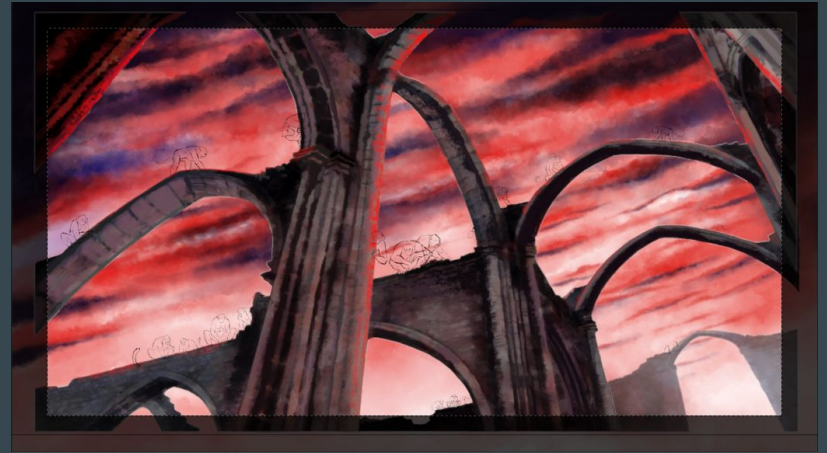
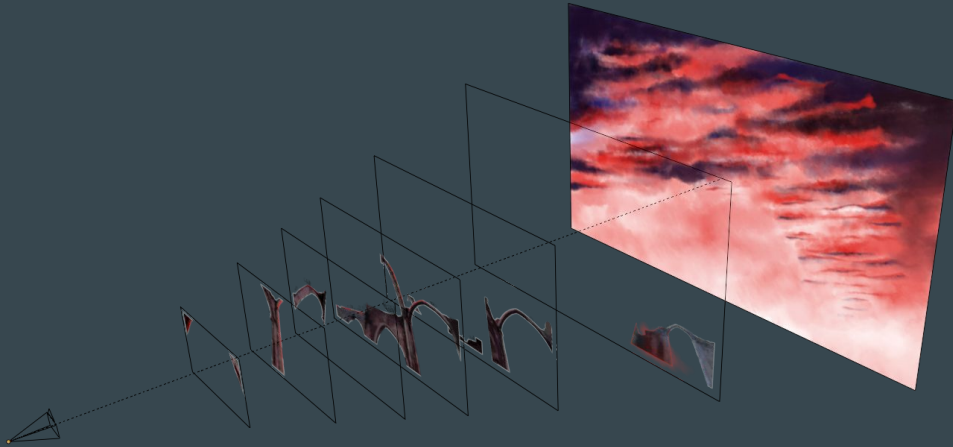
- Gestion d'animation
- Réaligner les dessins
- Copier / coller en
"World space"
- Vérification par lot



3. Outside the (GP Tool)box

Background plane manager

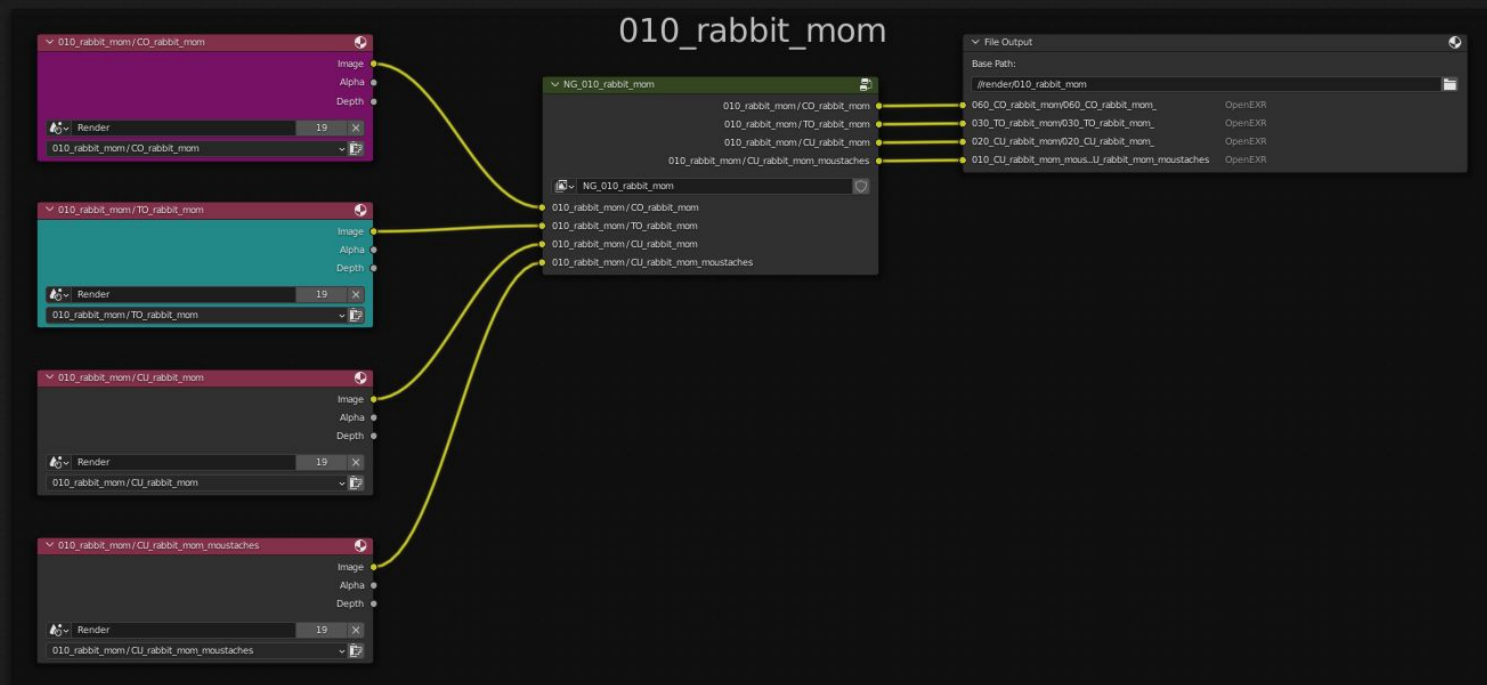
Il y a une troisième dimension !

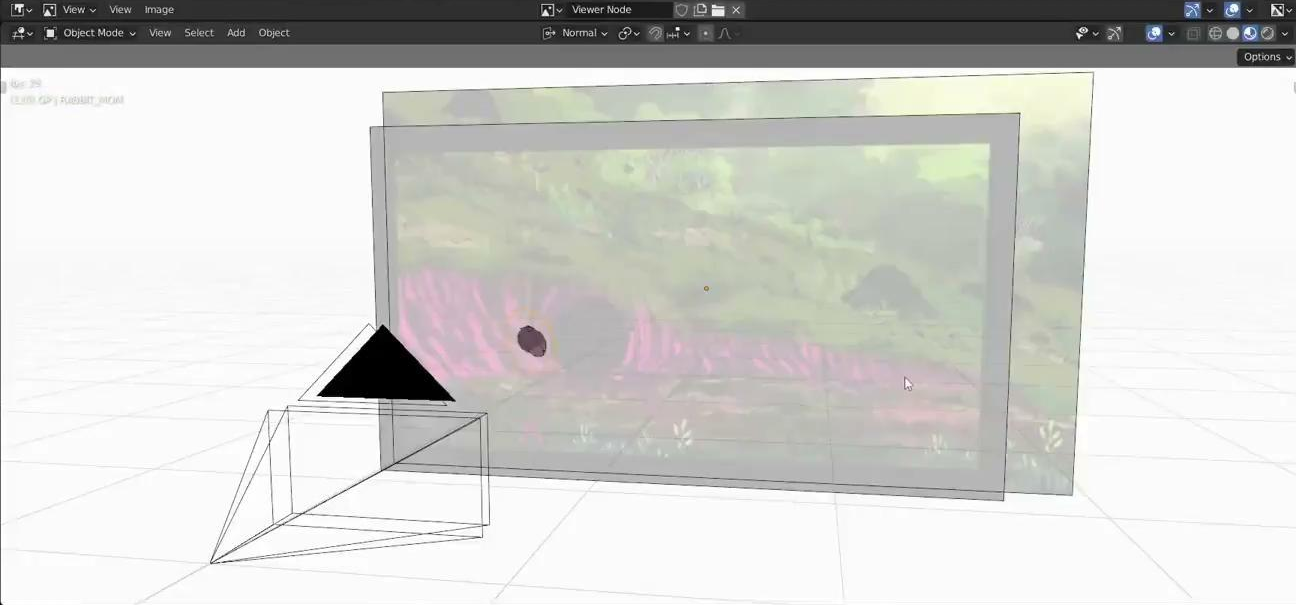


GP Render : corriger, préparer, exporter

Enfin... le moment du rendu !

> Render > Compositing Nodetree





Scene

GP render

GP render Manager

Switch Scene

anim_cam : 2048x1080

Scene Collection

- GP
 - RABBIT_BABY1
 - RABBIT_BABY2
 - RABBIT_BABY3
 - RABBIT_MOM
- Camera
 - bg_cam
- Background

RABBIT_MOM > RABBIT_MOM

RABBIT_MOM

Layers

CO	CU	FX	MA
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Blend Regular

Opacity 0.800

Use Lights

GP render

GP render Manager

Object: RABBIT_MOM

viewlayer:

- Select Nodes
- 1 Layer(s) To Render
- Merge 1 layers

Whole Objects:

- 1 Selected Object(s) To Render
- All Visible GP To Render

Fixes:

- Renumber Objects
- Rename Lowercase
- Export Layers Infos
- Check layers
- Has Masks
- Channel Group Colors

Summary

RABBIT_MOM

- CU_RABB 1.00
- CU_RABB 1.00
- TO_Rabb 0.80
- CO_RABB 0.80
- CO_RABB 0.80
- CO_RABB 0.80
- CU_RABB 1.00

RABBIT_BABY1

- CU_RABB 1.00
- TO_Rabb 0.80
- CO_RABB 1.00
- CO_RABB 1.00
- CO_RABB 1.00

RABBIT_BABY2

- CU_RABB 1.00
- TO_Rabb 0.80
- CO_RABB 1.00
- CO_RABB 1.00
- CO_RABB 1.00

RABBIT_BABY3

- CU_RABB 1.00
- TO_Rabb 0.80
- CO_RABB 1.00
- CO_RABB 1.00
- CO_RABB 1.00

Timeline

110 120 130 140 150 160 170 180 190 200 210 220 230 240 250 260 270 280 290

GP render

GP render Manager

View

Display

GP Render

120 Start 100 End 285

2. GP Tracer : quand la 3D devient 2D



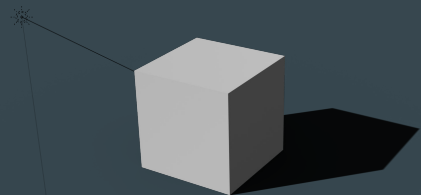
Unicorn Wars, Alberto Vazquez (2022)
long métrage

***Unicorn Wars*, Alberto Vazquez (2022)**
feature film



Unicorn Wars, Alberto Vazquez (2022)
long métrage

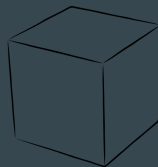
GP Tracer



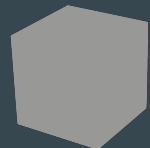
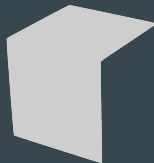
Rendu 3D

GP Tracer

Freestyle

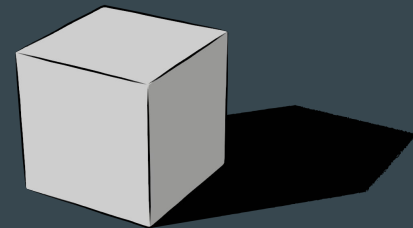


Cycles

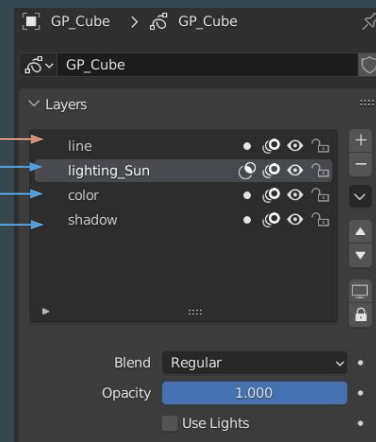


Converti en GP avec Python

Objet Grease Pencil



Trace Image vers GP



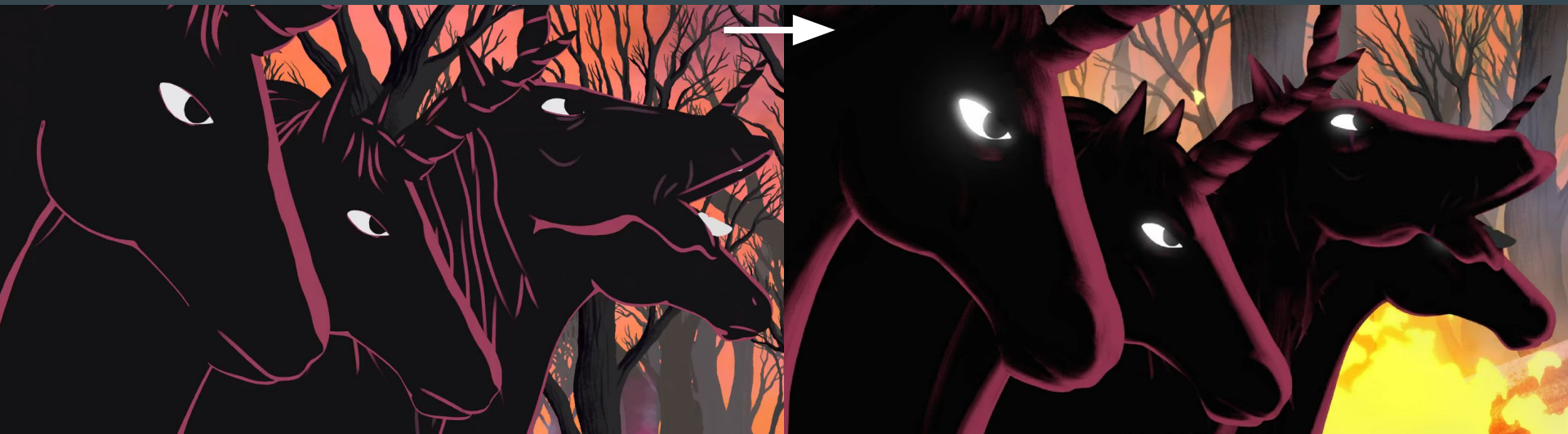
GP Tracer : pourquoi ?

Retoucher les imperfections



GP Tracer : pourquoi ?

Pour enrichir le dessin





Unicorn Wars, Alberto Vazquez (2022)
long métrage



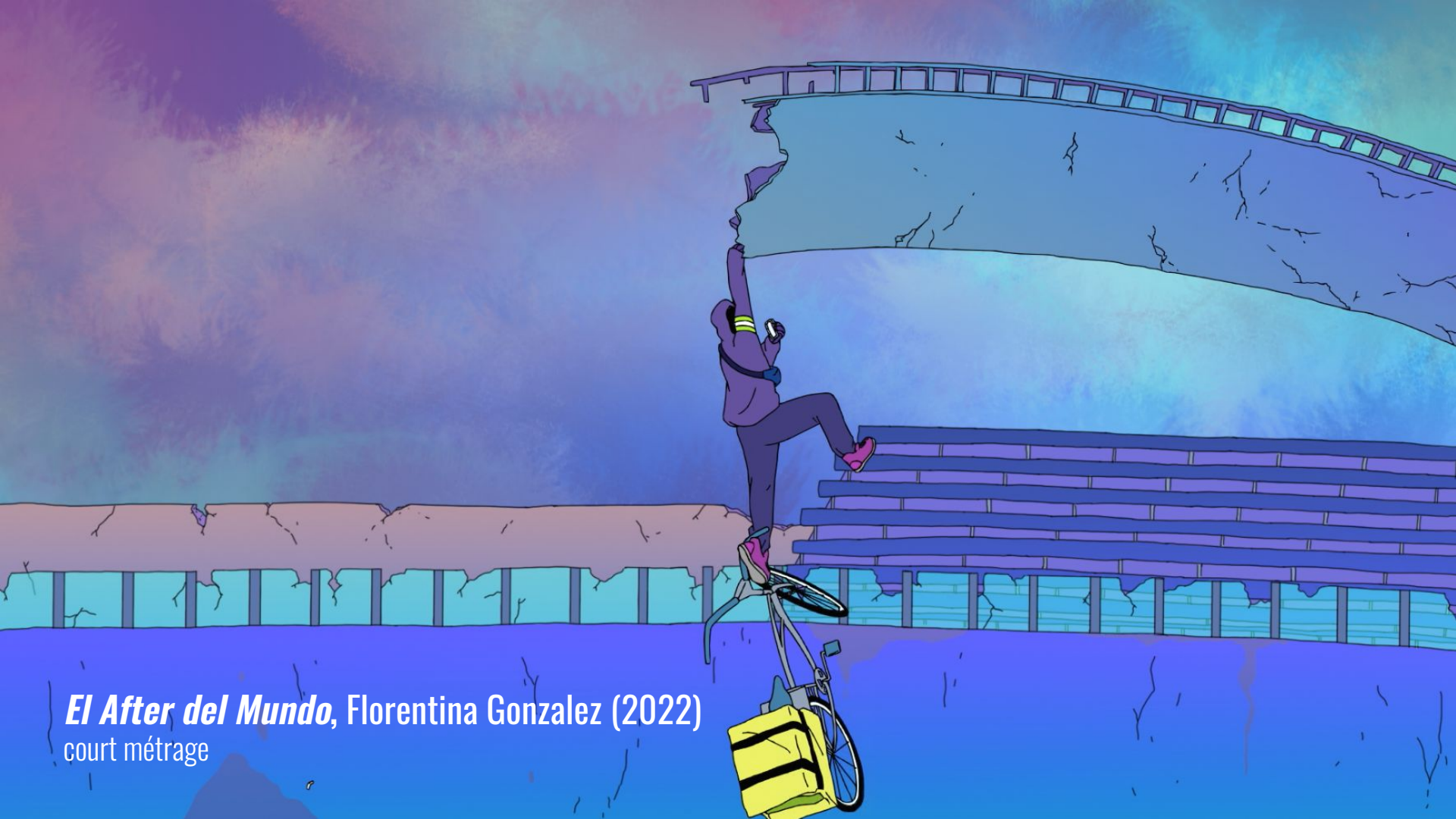
Unicorn Wars, Alberto Vazquez (2022)
long métrage



***El After del Mundo*, Florentina Gonzalez (2022)**
court métrage



***El After del Mundo*, Florentina Gonzalez (2022)**
court métrage



El After del Mundo, Florentina Gonzalez (2022)
court métrage

4. Ambitions futures



Les Ombres, Nadia Micault (en développement)
long métrage

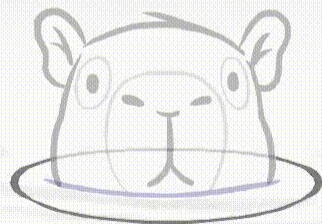


Les Ombres, Nadia Micault (en développement)
long métrage

***Carpinchos*, Alfredo Soderguit (en production)**
court métrage



Carpinchos, Alfredo Soderguit (en production)
court métrage





***In Waves*, Mai Nguyen (en développement)**
long métrage produit par Silex Films



***In Waves*, Mai Nguyen (en développement)**
long métrage produit par Silex Films



**Merci au CNC
pour
son soutien !**

Merci pour votre attention !

AUTOUR DE MINUIT

La société

➤ Tous deux basé à Paris

ADVSTUDIOS

Le studio



Animatic
111 k abonnés

Chaîne YouTube

Suivez notre actualité :

Instagrams > autourdeminuit_productions
> advstudios

GitLab:

<https://gitlab.com/autour-de-minuit>