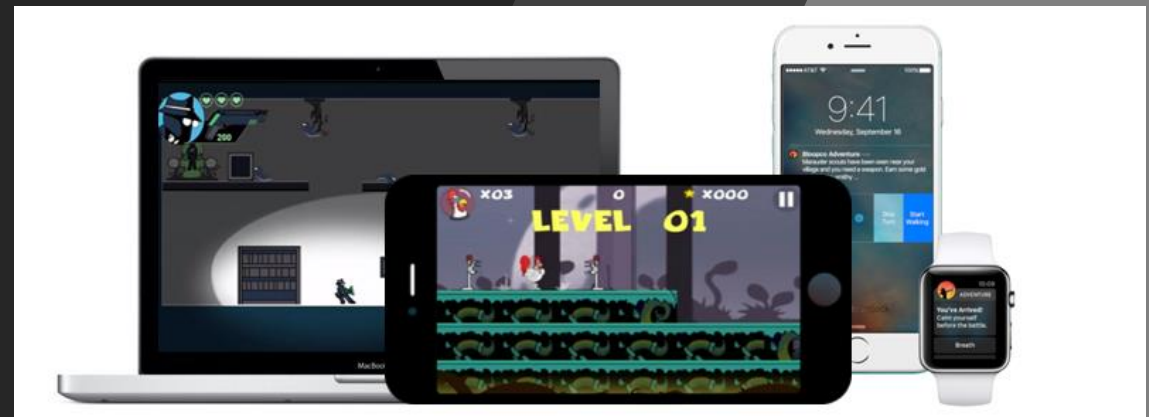# Nye Warburton
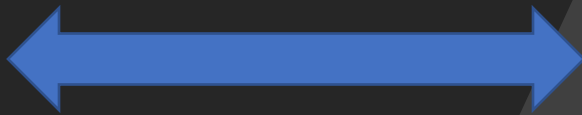
Animator,
(Sometimes Hacker)

In the Previs game since 2007.

Economist?
Systems?
Artist Productivity?

Hypothesis
History of Previs
Practice and Workflow
Graphics Hacker
Evolution
Discussion?

Hypothesis

**The pursuit of good doesn't solve problems.
Good is slow, and it creates conflict.**

Don't make it good. Solve a problem.

$$\frac{(\text{Fastest} + \text{Cheapest Method}) * \text{Iteration}}{\text{Project Time}}$$

Let's Test It!

What's the Problem?

Production gets **"STUCK,"**
because they can't **"SEE IT."**

"What do we work on first?"
"Who do we hire?"
"What do we need?"
"How much!?!?"

"AHHHHHHH!
What do I do?!?!?"

Production Problems

Cinematography
Art Direction
Lighting
Flow
Continuity

Coordination
Accounting
Vendors
Producer-Types
Pipeline

Story
Design
Assets
Approach
Schedule

Does this Suck?

What's the Problem?

Is it **Awesome**?

Vs.

Cost Effective?

What's the Problem?

How do we make a film
with 80 minutes of CG Content?

Milestones

Previs

"Pitch" Vis

Post Vis

Tech Vis

Engine Vis

Narnia

Invade Hollywood

Marvel

Fully Integrated into Production

Product

Previs

"Pitch" Vis

Post Vis

Tech Vis

Engine Vis

Rapid 3d storytelling

Rapid 3d Trailers
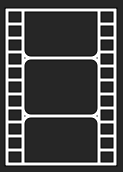
Rapid 3d Comping in Shot Footage

"Clean up" - Get Data

Coming soon!

Workflow 01

Deliverable: Action Sequence One
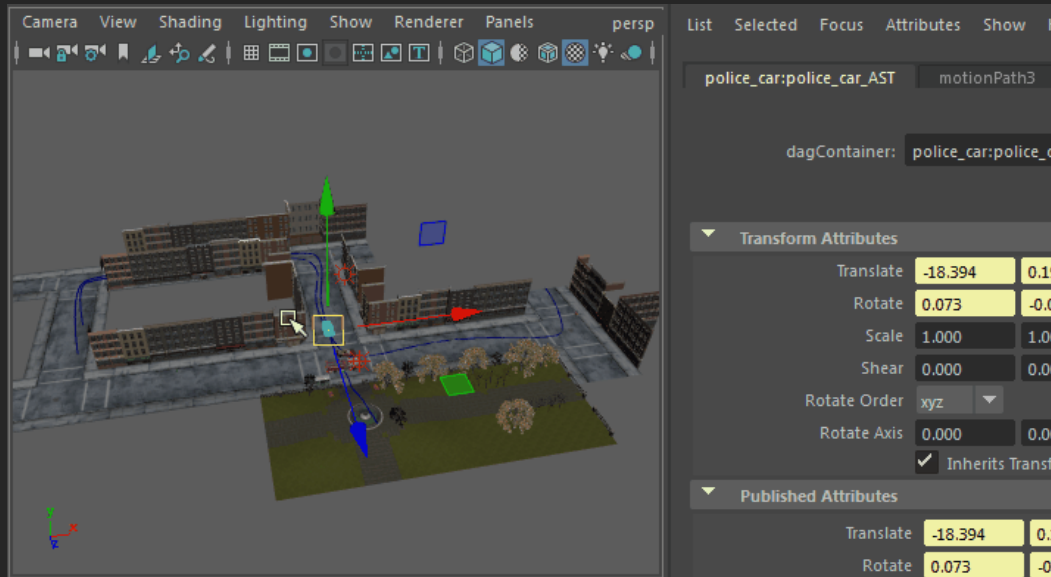ASO – .mov – Data and Notes
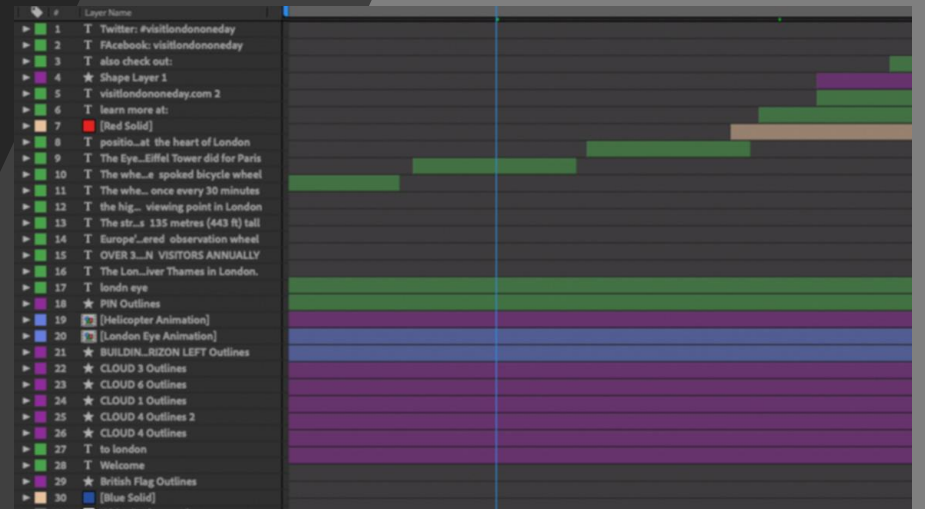Naming: ASO_shot010_v01

Sequence

010   **020**   **030**
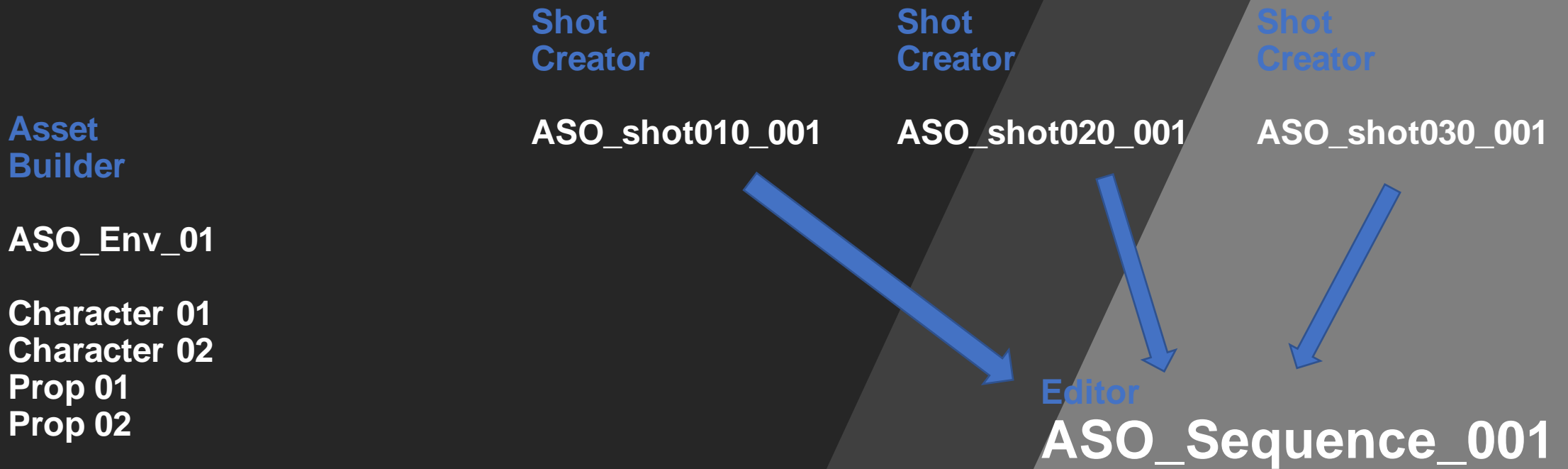
Workflow 03

Supervisor

Lead - ASO1_masterenv_006   **Lead** - ASO2_masterenv_003   **Lead** - ASO3_masterenv_002

Asset Builder   **Shot Creator**   **Asset Builder (Junior)**   **Shot Creator**   **Shot Creator**

ASO_Env_01   ASO1_shot010_011   ASO2_shot015_022   ASO3_shot030_005

Character 01
Character 02   **Shot Creator**   ASO_Env_01
Prop 01
Prop 02   Character 01
                Character 02
        ASO1_shot020_004   Prop 01
                Prop 02

Previs Editor --- VFX Editor

Workflow 04

Supervisor

Lead - ASO1_masterenv_006   **Lead** - ASO2_masterenv_003   **Lead** - ASO3_masterenv_002

Asset Builder   **Shot Creator**   **Asset Builder (Junior)**   **Shot Creator**   **Shot Creator**

ASO_Env_01   ASO1_shot010_011   ASO2_shot015_022   ASO3_shot030_005

Character 01
Character 02   **Shot Creator**   ASO_Env_01
Prop 01
Prop 02   ASO1_shot020_004   Character 01
Character 02
Prop 01
Prop 02

Previs Editor   --- VFX Editor

Asset Library

Anatomy of a Great Previs Artist

Heart of a Filmmaker, Brain of a Techie

Fast and Comfortable with multiple skills in 3D

- Animation, Camera, Lighting, Modeling, Rigging

Creative Reuse – and "Huddle Up"

Team Player - "No such thing as ownership"

Embrace new technologies of speed

- Mocap, Adv. Skeleton, Ark... Unreal?

Graphics Hacker

Pride in "Being Clever"

(Sometimes Backfire)

Cult-like Fraternity of Creative Workflows

Examples:

River God Sequence – Torus Approach

Nested Group Rigs for Moving Sequences

Zoetrope Madness

Oblivion

Evolution

Shot Design
**Run Cycle, Camera Track
Basic Env.
2 iterations / lead interaction**

1 Complete Day

Evolution

Shot Design
Run Cycle, Camera Track
Basic Env.
2 iterations / lead interaction

15 Minutes
36 X

**Quixel
Mixamo
Procedural Tooling
Metahumans**

And soon...
**Nanite
Motion Matching**

In Development...
**Video Anim Capture
AR Operating System
Video Editing Assistance**

Here's My Guess...

LA PHIL

Chemical Brothers

A one-time performance
A group of the world's Best Specialists
A Singular Vision
Elite and Expensive

An ongoing remix
A duo of Generalists Techies
Collection of Samples
Democratized and Cheap

The Great Generalization

1000's

Director
Writer
Producer

Production Leads

Layout
Animator
Lighting
Character Modeling
Background Painter
Render Wrangler

Dozens

Shot Creation
Narrative and Animation Design

Asset Creation
Virtual Art Department
Kit Bashing + AD (Good Eye)

Editing
Sequencing and Level Strategy

Development
Tools and Workflow

How Many?

World Builder?
What Skills?

Don't Make it Good
Solve a Problem.

Bend the Rules.
(Assemble the idea
as fast as possible
to imagine it.)

As Artists, you create
Graphics Hacks
that turn a year into a day.