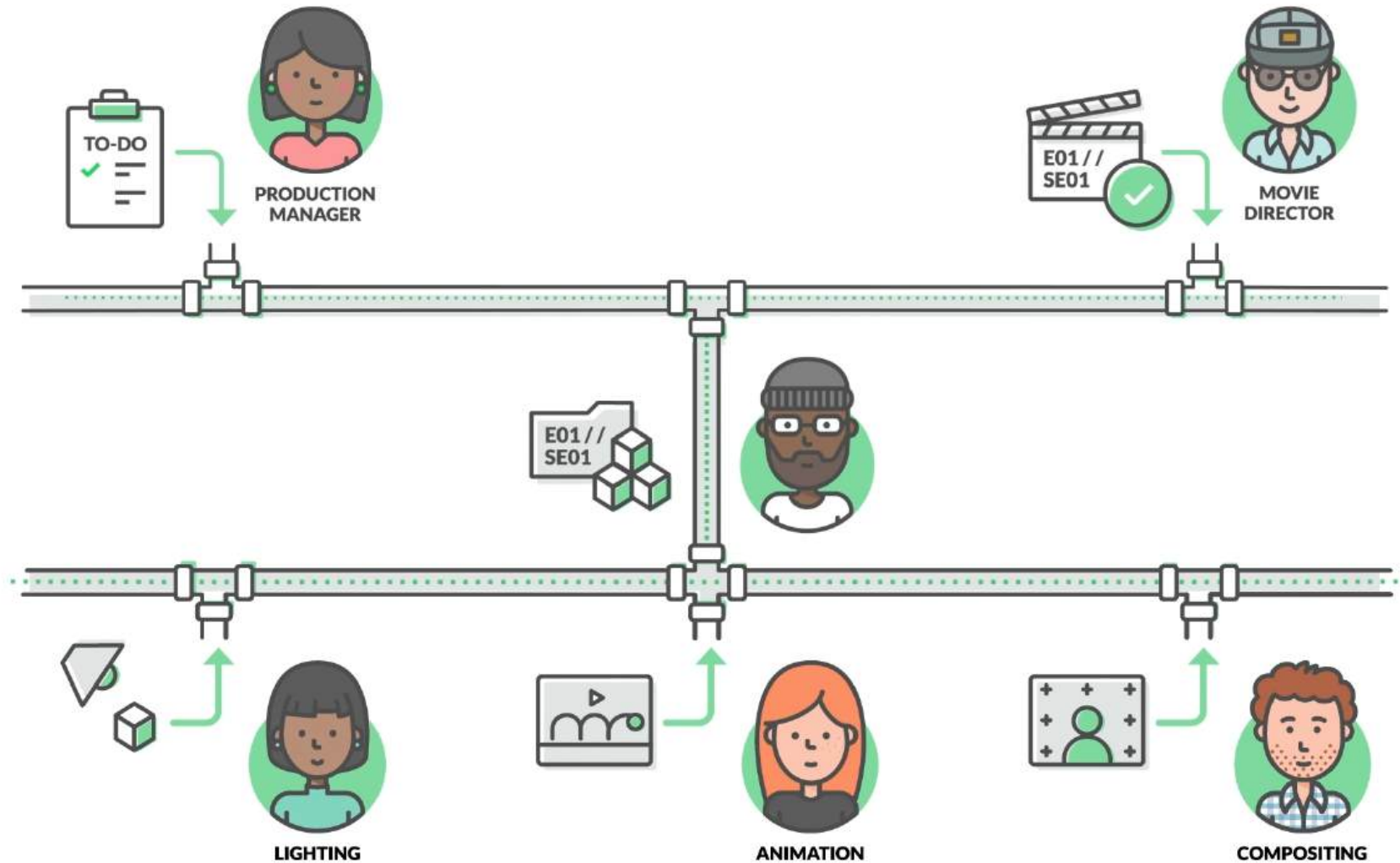


KITSU

**Plateforme de collaboration
pour le cinéma d'animation
et les VFX**

Les productions deviennent de plus en plus complexes



Une plateforme accessible à toutes les parties prenantes du projet

The screenshot displays a production management software interface. The top navigation bar includes a logo, a user profile, a dropdown menu for 'Wing It', a 'Shots' dropdown, a search bar with 'ctrl+alt+f', and notification icons. Below the navigation bar, there's a search bar with 'ex: 010_001' and a filter dropdown set to 'All Departments'. A row of tabs includes 'Anim Level', 'Lighting', 'Sequences', and 'Task Done'. The main content area is a table with columns for 'NAME', 'Animatik', 'Layout', 'Animation', 'Lighting', and 'Compositing'. The table is divided into two sections: '010' and '020'. The '010' section contains 8 rows of shot data, and the '020' section contains 2 rows. Each row shows the shot ID, status (e.g., NA, RCVD, DONE, RETAKE, WFA, TODO, READY), and a small video thumbnail. The 'Lighting' column for shot 010_0070 is highlighted in purple. At the bottom, a summary bar states '64 shots - 4446 frames (549 days spent, 1 059 person days)'. On the right side, a video player shows a 3D animated cat character. Below the player, there's a 'POST COMMENT' section with a text input, a 'PUBLISH REVISION' button, and a list of comments from 'Gwenaelle Dupré' dated '06/04'.

NAME	Animatik	Layout	Animation	Lighting	Compositing
010_0005	NA	DONE	NA	NA	TODO
010_0010	RCVD	DONE	DONE	DONE	READY
010_0020	RCVD	DONE	DONE	RETAKE	READY
010_0030	RCVD	DONE	DONE	DONE	READY
010_0040	RCVD	DONE	NA	WFA	TODO
010_0050	RCVD	DONE	DONE	RETAKE	TODO
010_0060	RCVD	DONE	DONE	WFA	TODO
010_0065	NA	DONE	DONE	DONE	READY
010_0070	RCVD	DONE	DONE	WFA	TODO
020_0010	RCVD	DONE	DONE	WFA	TODO
020_0015	RCVD	DONE	DONE	DONE	READY

64 shots - 4446 frames (549 days spent, 1 059 person days)

Une API puissante pour booster tout vos autres outils

```
modeling = gazu.task.get_task_type_by_name("modeling")
wip = gazu.task.get_task_status_by_short_name("wip")

project = gazu.project.get_project_by_name("Caminandes")
asset = gazu.asset.get_asset_by_name(project, "Lama")

task = gazu.task.get_task_by_name(asset, modeling)
comment = gazu.task.add_comment(task, wip, "Change status to work in progress")
```

```
preview_file = gazu.task.add_preview(
    task,
    comment,
    "/path/to/my/file.mp4"
)
gazu.task.set_main_preview(preview_file)
```

Collaboration

- Communication des progrès
- Échanges directs
- Temps réel

Review

- Annotations
- Bout à bout (Playlists)
- Review live

Base de données

- API Métier
- Client Python simple
- Flux d'événements

Tracking

- Tableaux de suivis
- Planning
- Rapport de productions

Casting

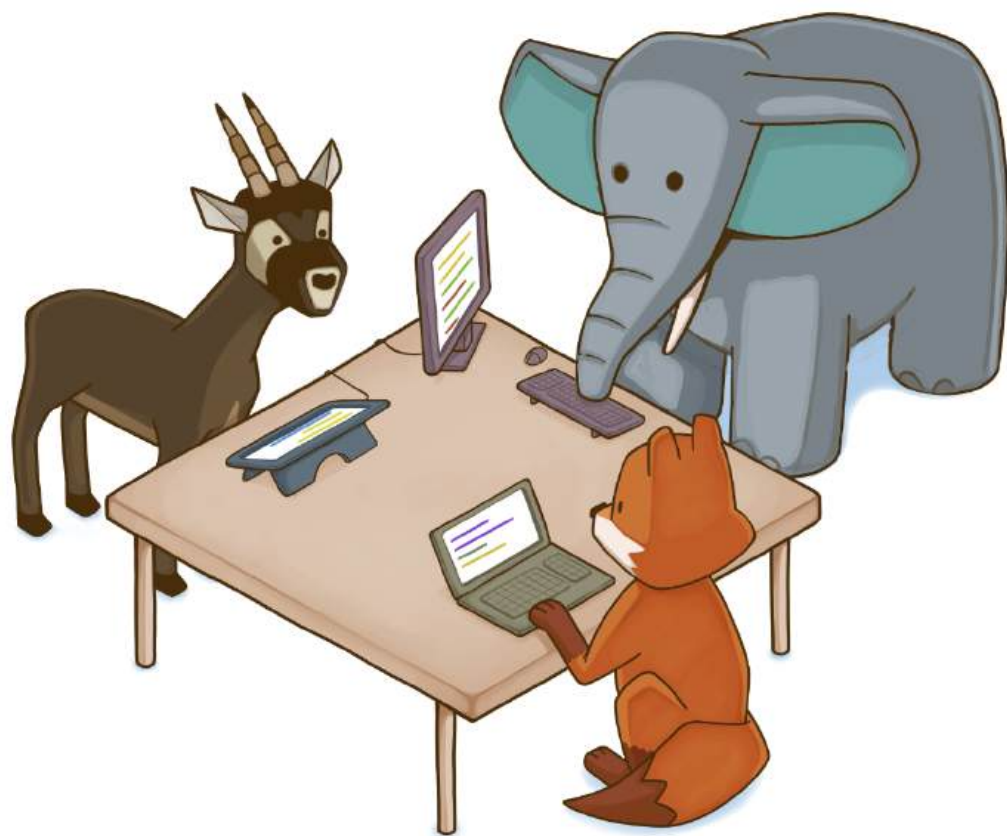
- Breakdown
- Récap par entités
- Indicateurs sur les plans

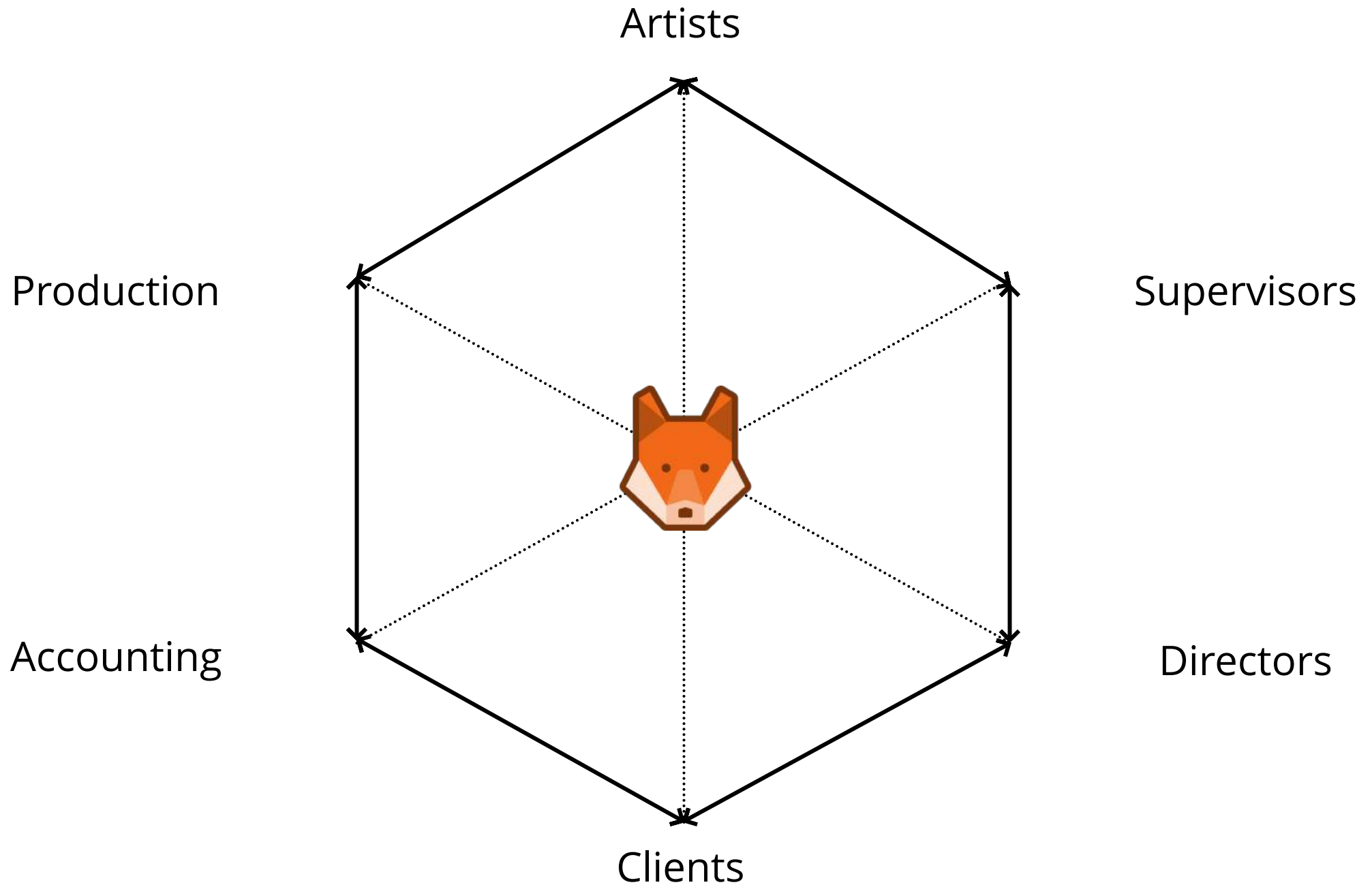
Intégrations

- Chats : Slack, Mattermost, Discord
- DCCs : Blender, Harmony, Unreal
- Assets Manager : OpenPype, Prism

Un cercle vertueux se met en place

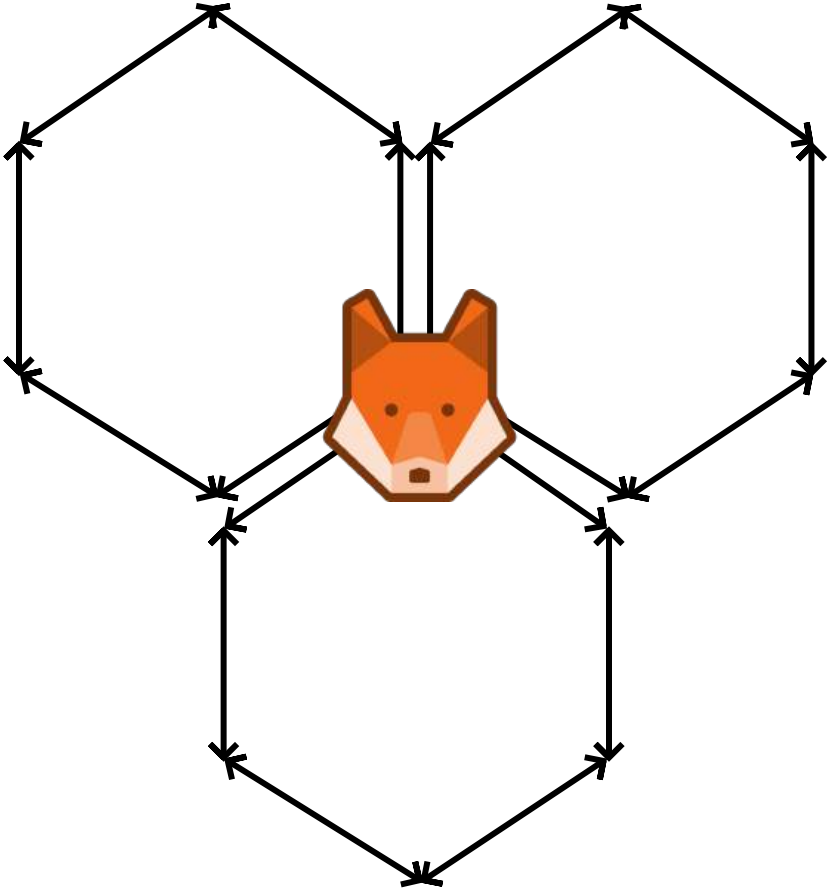
- **Les Chargés de production**
suivent les validations et ont un aperçu global
- **Les Superviseurs**
donnent des directives claires et suivent efficacement ce qui se passe
- **Les Artistes**
se concentrent sur l'artistique et comprennent bien les retakes
- **Les Clients et Réalisateurs**
valident rapidement et savent où la production en est
- **Le Contrôle de gestion**
a une idée précise des coûts engendrés par une production





Studio 1

Studio 2



Producteur

Offre

Une mise en place et une maintenance sereines



Hébergement cloud ou
sur site (on-premise)



Haute disponibilité
et stockage élevé



Sécurité renforcée
des images

Offre

Support premium



Support par des
professionnels de
la production



Réponse en moins
de 2h



Par chat ou par
Skype

Offre

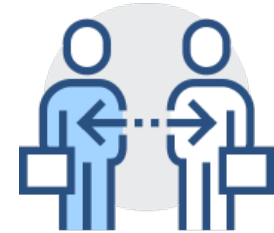
Offre Enterprise



Contrats sur-
mesure



Architecture
multi-instances et
connexion SSO



Synchronisations
ciblées entre Kitsus



Wing It



Shots



My Tasks

Timesheets



ctrl+alt+f



ex: e01 s01 anim=wip



Anim Level



Lighting



Sequences



Task Done



All Departments



NAME	TIME	EST.	FRAMES	IN	OUT	FPS	ANIM LEVEL	BRIEF	Animatik	Layout	Animation	FX	Matte Painting	Lighting	Compositing
010															
010_0005	5	14	77	90	167	24	★★★★		NA	DONE	NA	NA	RTK CLI		TODO
010_0010	5	10	36	167	203	24	★★		RCVD	DONE	DONE	NA	NA	DONE	READY
010_0020	5	11	37	203	240	24	★★		RCVD	DONE	DONE	DONE	NA	RETAK	READY
010_0030	8	13	54	240	294	24	★★		RCVD	DONE	DONE	NA	NA	DONE	READY
010_0040	9	19	148	294	442	24	★★★★		RCVD	DONE	NA	NA	NA	RETAK	TODO
010_0050	14	19	95	442	537	24	★★★★		RCVD	DONE	DONE	NA	NA	RETAK	TODO
010_0060	19	32	166	537	703	24	★★★★		RCVD	DONE	DONE	NA	DONE	WFA	TODO
010_0065	4	15	66	703	769	24	★★★★		NA	DONE	DONE	NA	NA	DONE	READY
010_0070	13	18	85	769	854	24	★★★★		RCVD	DONE	DONE	NA	NA	WFA	TODO
020															
020_0010	12	17	77	854	931	24	★★★★		RCVD	DONE	DONE	NA	NA	WFA	TODO
020_0015	10	15	62	931	993	24	★★★★		RCVD	DONE	DONE	NA	NA	DONE	READY
020_0020	3	8	43	993	1036	24	★★		RCVD	DONE	NA	NA	NA	DONE	READY
020_0030	12	17	78	1036	1114	24	★★★★		RCVD	DONE	DONE	NA	NA	WFA	TODO
020_0040	3	8	43	1114	1156	24	★★		RCVD	DONE	NA	NA	NA	WFA	TODO

61 shots - 4446 frames (549 days spent, 1 053 person days)



wing anim

SHOW

All tasks

SORTED BY


Priority

PROD	TYPE	ENTITY	EST.	DUR.	START DATE	DUE DATE	BRIEF	RIG	ANIM LEVEL	STATUS	LAST COMMENT
	Animation	 010 / 010_0040	10	14	2023-10-03	2023-10-16				RETAKE !!	 sorry the arme is still a
	Ink&Paint	 010 / 010_0070	6	6,5	2024-02-09	2024-02-16				WIP !!	 Empty comment
	Animation	 EP01 / 010 / 010_0030	1	1	2023-01-25	2023-01-25				RETAKE	 Empty comment
	Layout	 010 / 010_0020	3	3	2023-05-09	2023-05-11				RETAKE	 Empty comment
	Animation	 010 / 102	0	0						WIP	 Empty comment
	Animatik	 EP11 / 020 / 020_0260	0	0						TODO	
	Animatik	 EP11 / 020 / 020_0250	0	0						TODO	
	Animatik	 EP11 / 020 / 020_0240	0	0						TODO	
	Animatik	 EP11 / 020 / 020_0230	0	0						TODO	
	Animatik	 EP11 / 020 / 020_0220	0	0						TODO	
	Animatik	 EP11 / 020 / 020_0210	0	0						TODO	
	Animatik	 EP11 / 020 / 020_0200	0	0						TODO	
	Animatik	 EP11 / 020 / 020_0190	0	0						TODO	

31 Tasks (20 days estimated, 24,5 days spent)

Ink&Paint 010 / 010_0070



v1



00:00:00:00 (001)


POST COMMENT PUBLISH REVISION


Leave a comment...




WIP

Post

WIP  Gwenaelle Dupré 07/02

RETAKE  Gwenaelle Dupré 01/24

the bird has changed!





Wing It



Shots



ctrl+alt+f



Animation

Tasks

Schedule

Estimation

ex: retake chara



DUE DATE STATUS

LATE STATUS

PRIORITY

DIFFICULTY

SORTED BY

All tasks

All tasks

All tasks

All tasks

Name

010



010 / 010_0005

NA



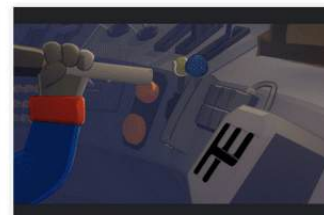
010 / 010_0010

DONE



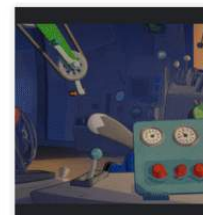
010 / 010_0020

DONE



010 / 010_0030

DONE



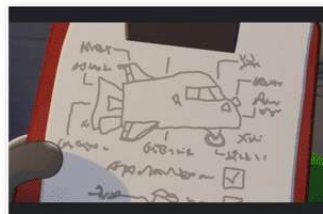
010 / 010_0040

NA



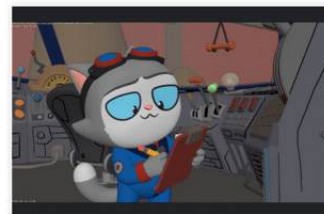
010 / 010_0060

READY



010 / 010_0065

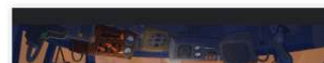
READY



010 / 010_0070

DONE

020

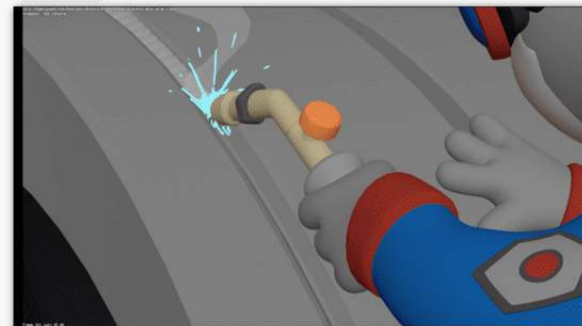


61 tasks (331 days estimated, 232 days spent, 4444 frames)



Animation 010 / 010_0020

v1



00:00:00:00 (001)

POST COMMENT

PUBLISH REVISION

Leave a comment...



DONE



Post

DONE



Gwenaelle Dupré

06/03

WFA



Gwenaelle Dupré

06/03

0

Reply

REVISION 1

WIP



Gwenaelle Dupré

06/03

READY



Gwenaelle Dupré

06/03



FILTERED BY TASK TYPE

All

SORTED BY

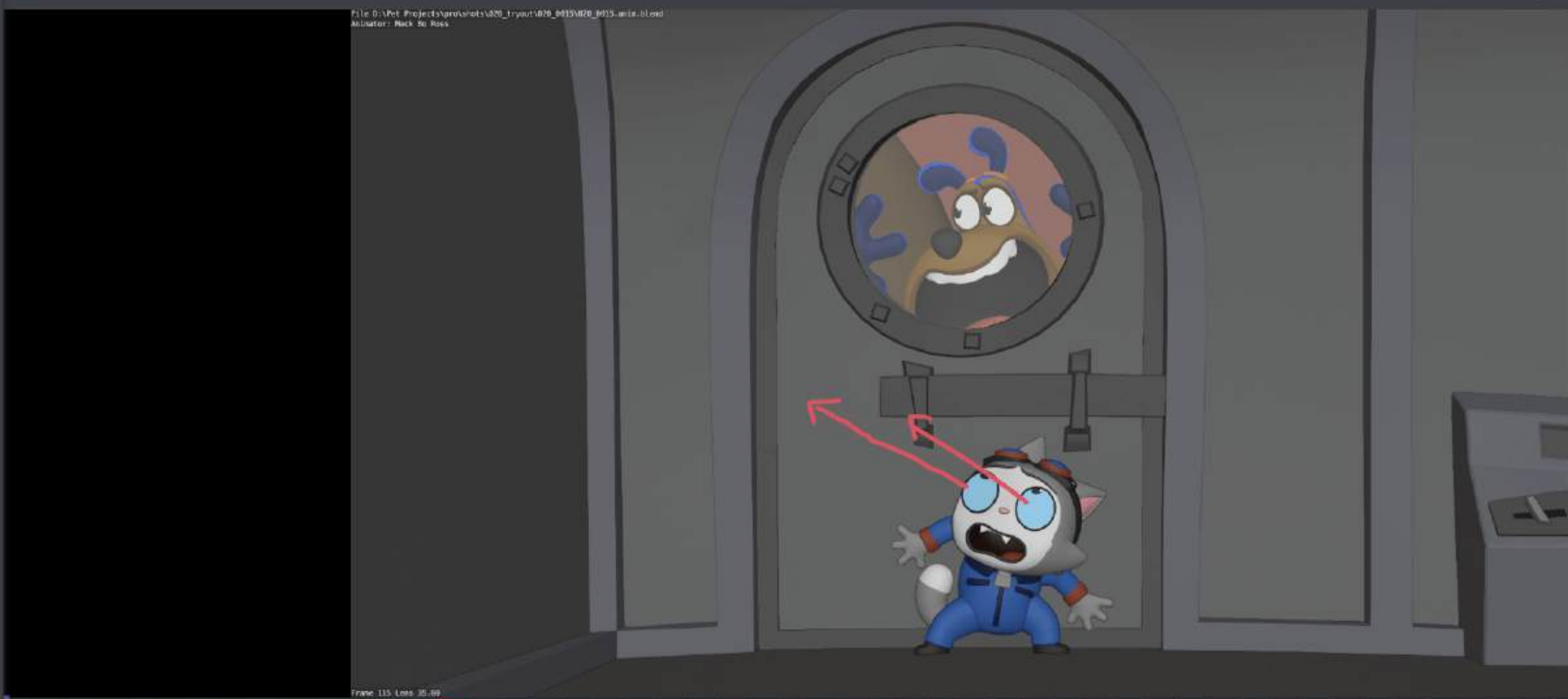
Update date

+ Add a playlist

- anim review
Updated at: 2024-06-21 10:23
- UPToDate
Updated at: 2024-07-09 15:54
- 2024-07-09nevex
Updated at: 2024-07-09 15:47
- SEQ06
Updated at: 2024-06-04 13:42
- SEQ05
Updated at: 2024-06-04 13:42
- SEQ07
Updated at: 2024-06-04 13:41
- SEQ04
Updated at: 2024-06-04 13:39
- SEQ03
Updated at: 2024-06-04 13:39
- SEQ02
Updated at: 2024-06-04 13:38
- SEQ01
Updated at: 2024-06-04 13:38

anim review 9 / 52

Join Review Room + Add shots



010 / 010_0010	010 / 010_0020	010 / 010_0030	010 / 010_0050	010 / 010_0060	010 / 010_0065	010 / 010_0070	020 / 020_0010	020 / 020_0015	020 / 020_0020
Animation	Animation	Animation	Animation	Animation	Animation	Animation	Animation	Animation	Animation
v5	v1	v1	v5	v5	v5	v4	v5	v5	v5



< Return To Production

ctrl+alt+f



START DATE: 2022-02-28

END DATE: 2024-12-12

ZOOM LEVEL: 1

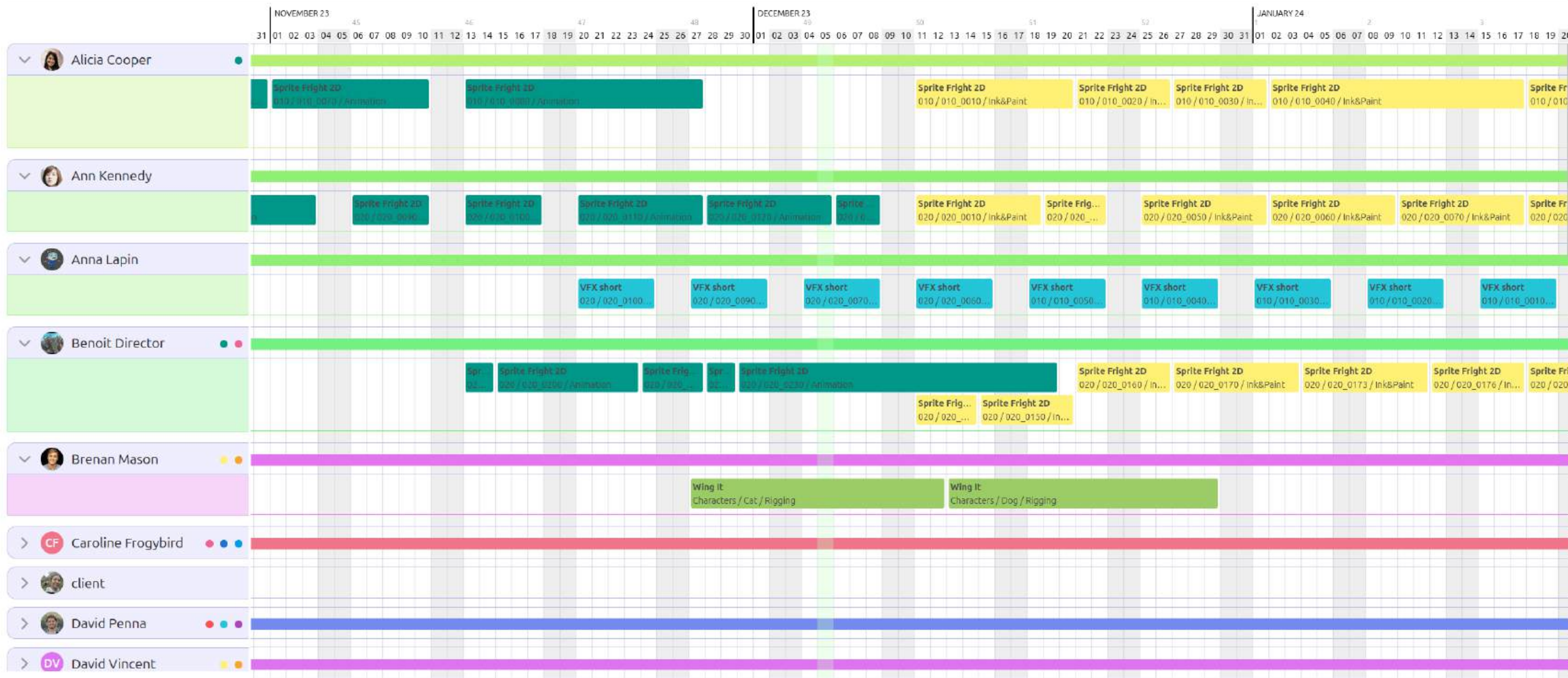
DEPARTMENT: No department

STUDIO: No studio

PERSON: Select a person...

Today

Unassigned tasks



Kitsu est un logiciel open source

- **Relation client fournisseur symétrique** : transparence sur le fonctionnement du code
- **Améliorations collaboratives** : contributions en codes et en réflexions sur les améliorations
- **Souveraineté numérique** : possibilité de l'héberger sur ses serveurs ou sur un cloud européen (OVH par exemple)
- **Diversité des narratifs** : les projets indépendants accèdent aux mêmes outils que les grosses structures
- **Formation accélérée** : standardisation des échanges, productions plus faciles à dupliquer, co-productions plus simples à mettre en oeuvre

Nos clients

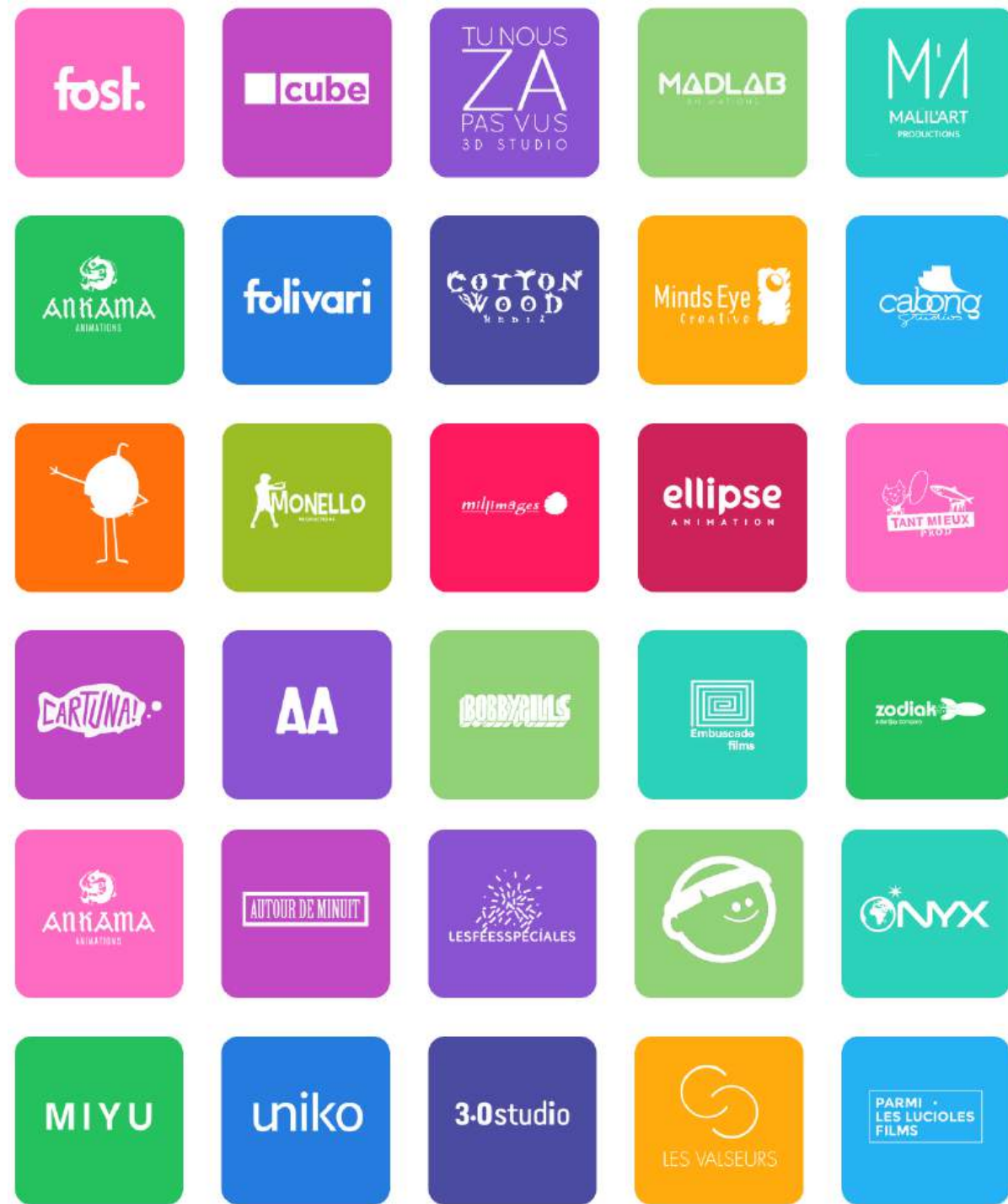
Une communauté active

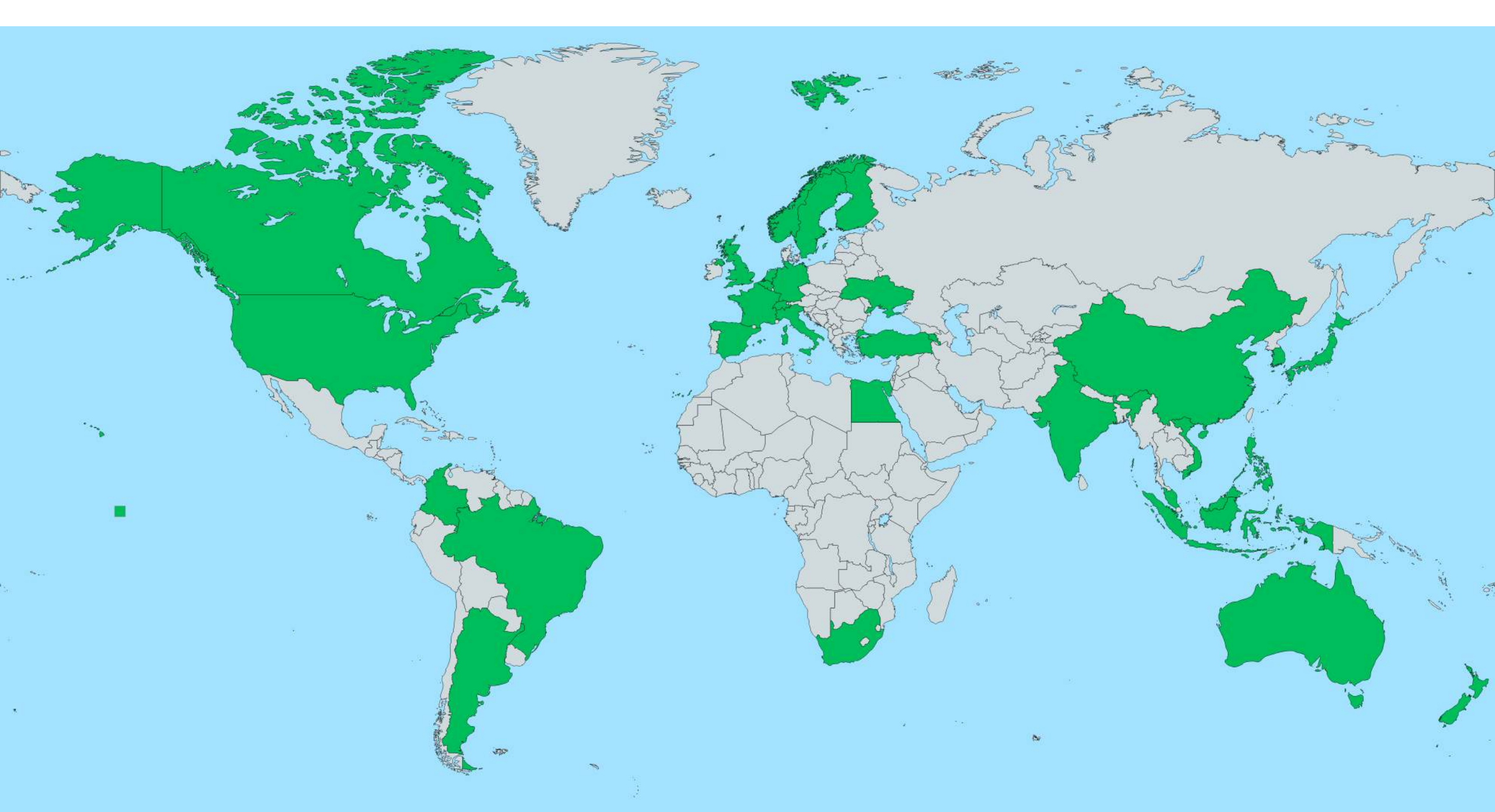
300+ studios et écoles utilisent Kitsu

- **10 000 000+ vidéos validées**
- **20 000 000+ commentaires postés**
- **15 000+ utilisateurs**

20+ écoles dont Les Gobelins

Déployé dans **30 pays** dans le monde

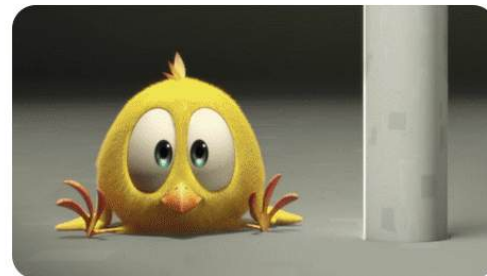




Exemples de projets ayant utilisés Kitsu



Animation et VFX

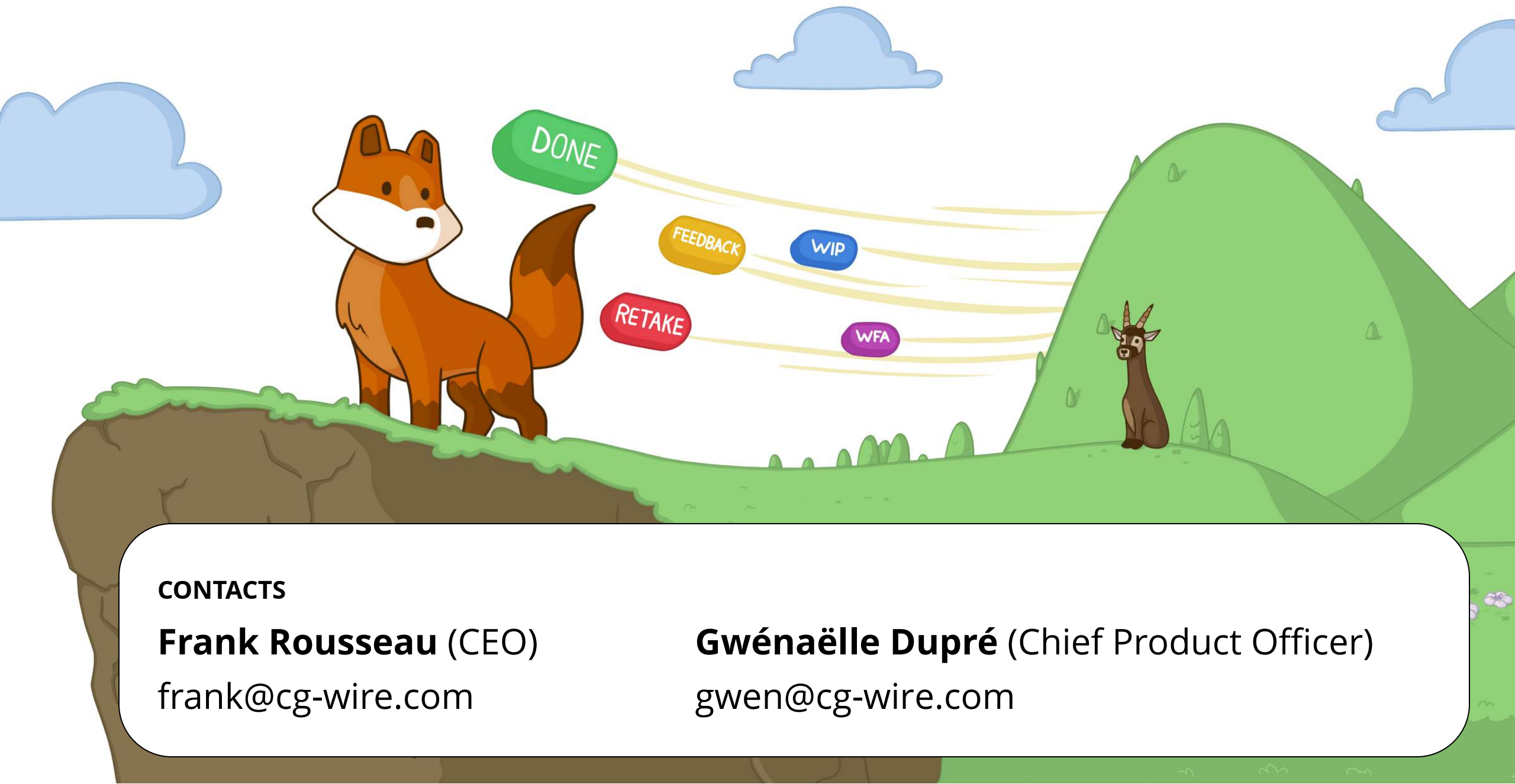




Nos clients

Kitsu, le partenaire de votre succès

- César 2024 et 2025
- Cristal Annecy 2022 et 2023
- Palme d'Or 2024 (court)
- Golden Globe 2025
- Oscar 2025



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gwen@cg-wire.com