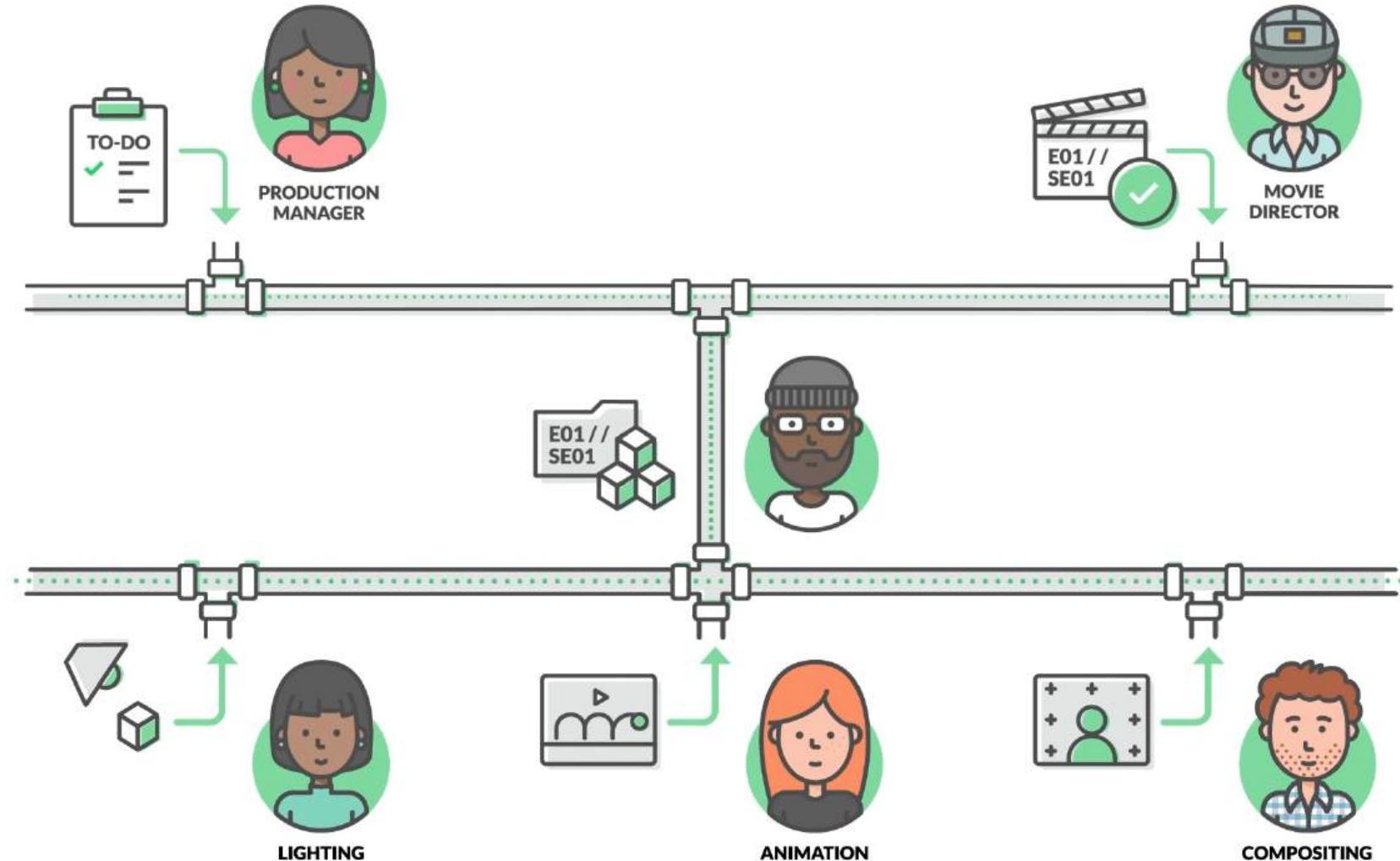


**Plateforme de collaboration  
pour le cinéma d'animation  
et les VFX**

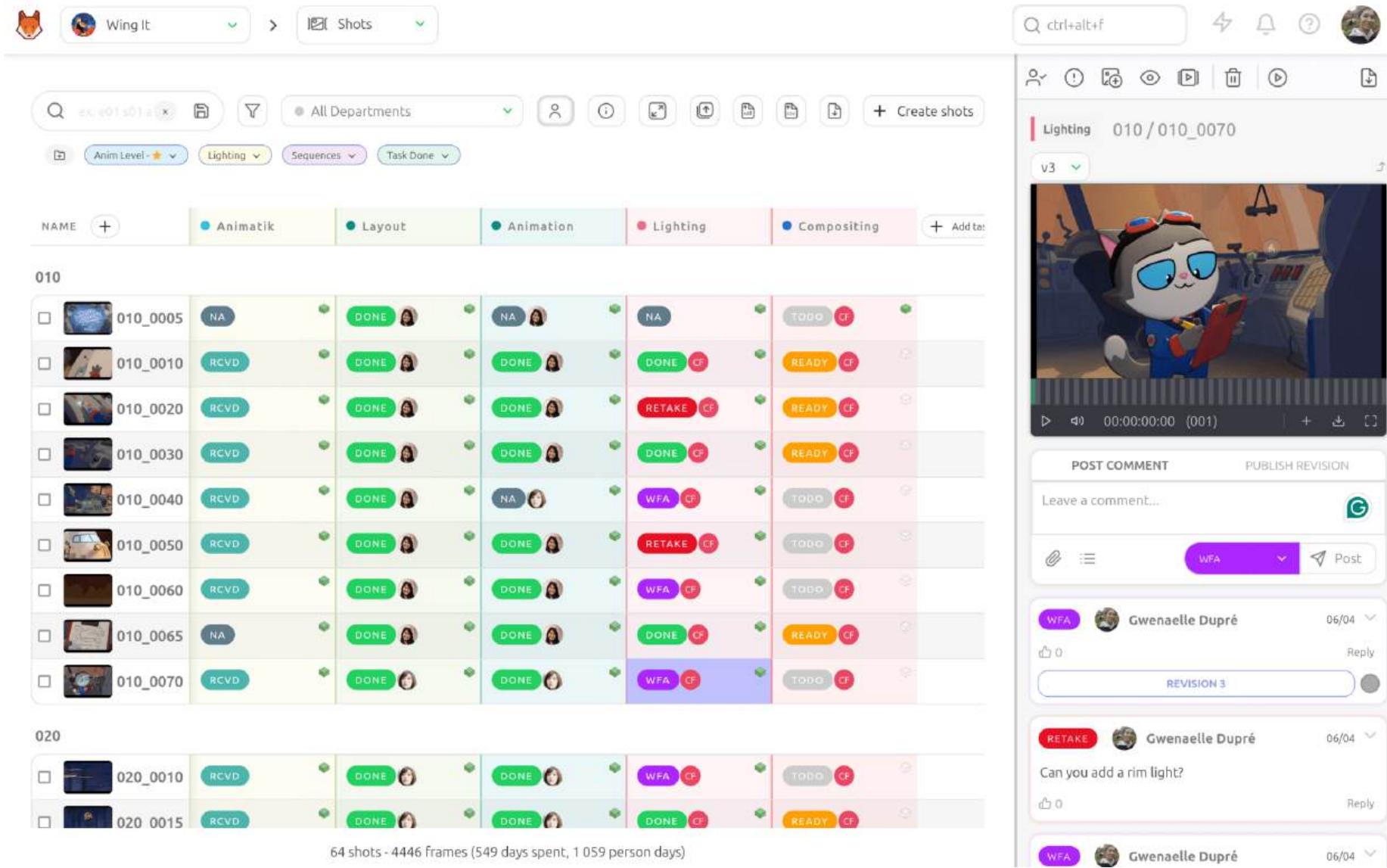
Problème

## Les productions deviennent de plus en plus complexes



## Solution

# Une plateforme accessible à toutes les parties prenantes du projet



The image shows a digital asset management (DAM) system interface. At the top, there are navigation tabs: 'Wing It' and 'Shots'. The 'Shots' tab is active, showing a search bar with 'ex. 010\_001' and a dropdown for 'All Departments'. Below the search bar are various icons for file operations like upload, download, and search. A 'Create shots' button is also present. Under these are filters for 'Anim Level', 'Lighting', 'Sequences', and 'Task Done'. The main area displays a grid of shots, each with a thumbnail, a unique ID, and status indicators for different departments: Animatik (blue), Layout (green), Animation (blue), Lighting (red), and Compositing (blue). The grid is organized into sections labeled '010' and '020'. A summary at the bottom states '64 shots - 4446 frames (549 days spent, 1 059 person days)'. To the right of the grid is a preview window for shot '010 / 010\_0070' (version v3). The preview shows a 3D character wearing a flight suit and goggles, holding a clipboard. Below the preview are buttons for 'POST COMMENT' and 'PUBLISH REVISION', and a text input field for comments. A comment from 'Gwenaelle Dupré' dated '06/04' is shown, asking for a rim light. Another comment from the same user is partially visible at the bottom.

## 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

## Tracking

- Tableaux de suivis
- Planning
- Rapport de productions

## Review

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

## Casting

- Breakdown
- Récap par entités
- Indicateurs sur les plans

## Base de données

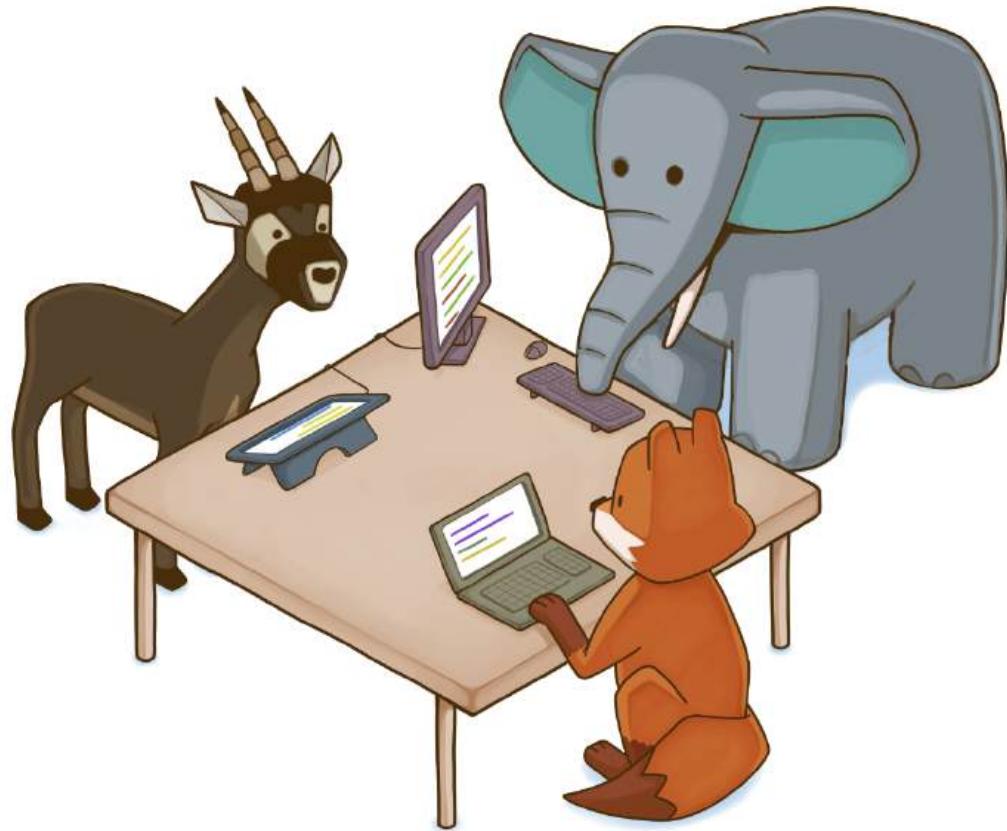
- API Métier
- Client Python simple
- Flux d'événements

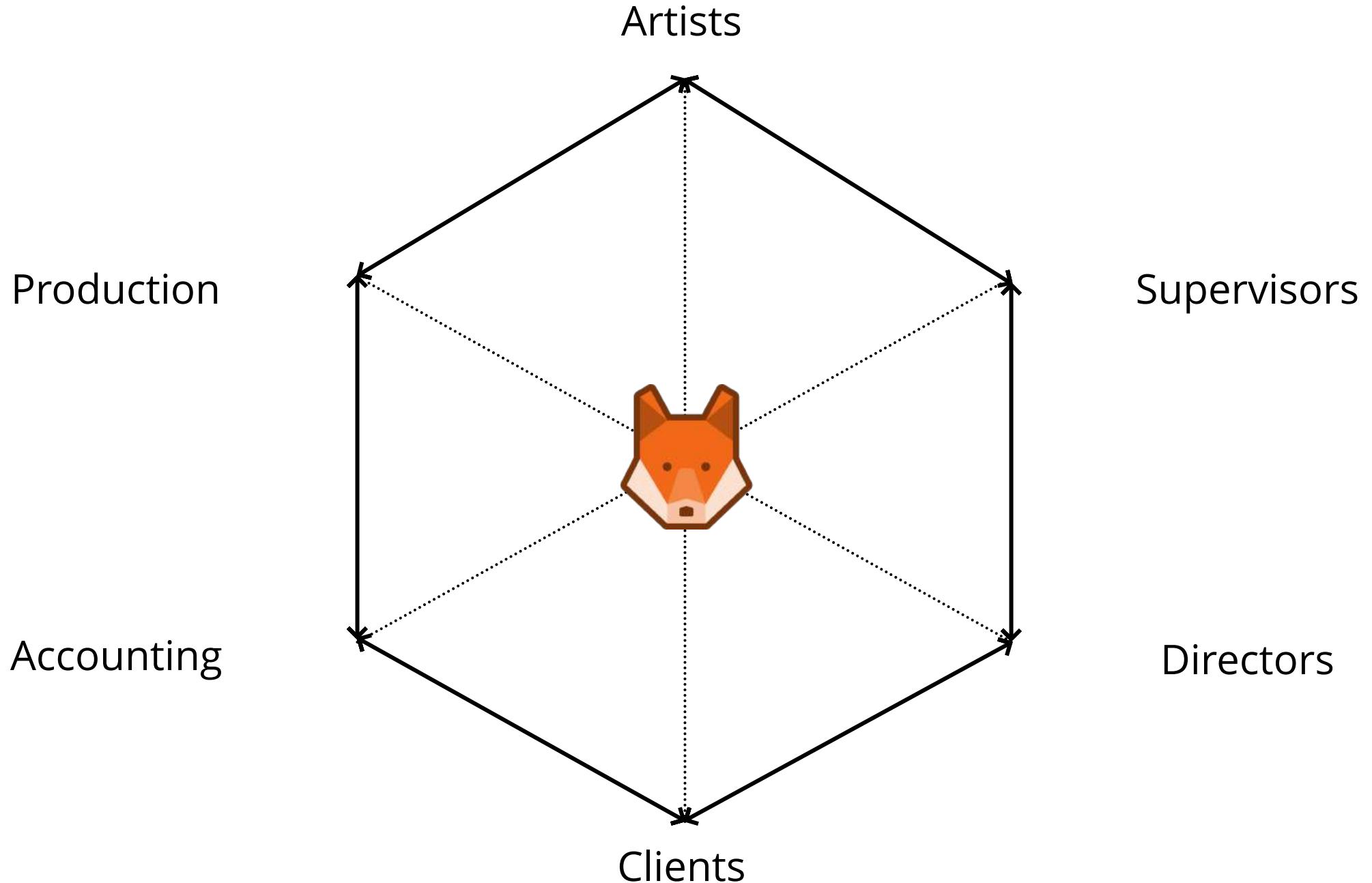
## Intégrations

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

## Un cercle vertueux se met en place

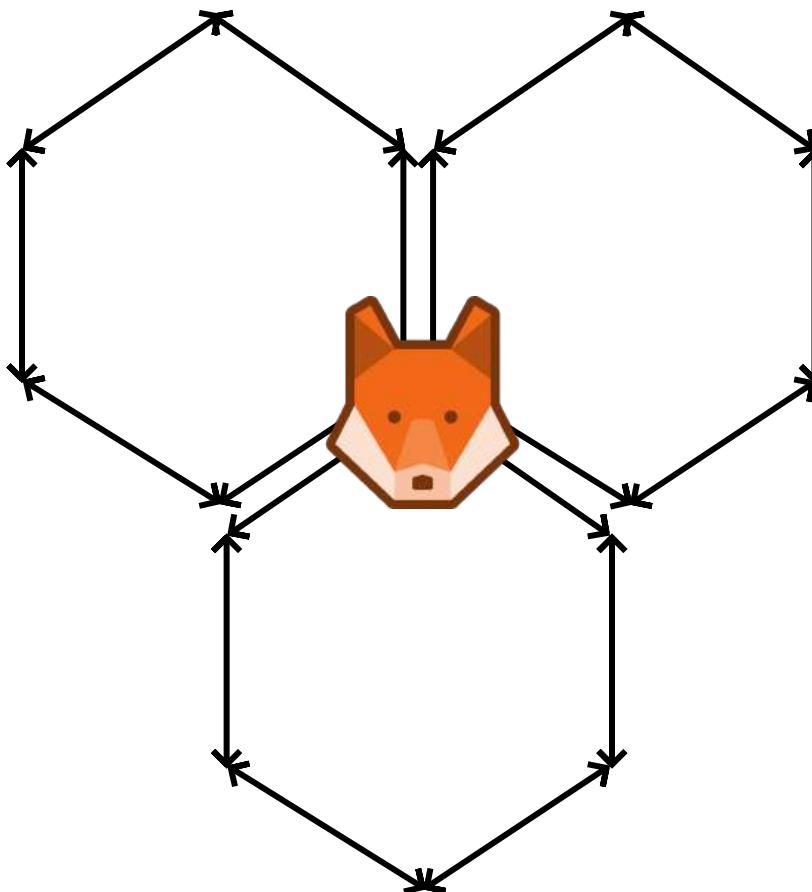
- **Les Chargés de production**  
suivent les validations et ont un aperçu global
- **Les Superviseurs**  
donnent des directives claires et suivent efficacement ce qui se passe
- **Les Artistes**  
se concentrent sur l'artistique et comprennent bien les retakes
- **Les Clients et Réalisateur**  
valident 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



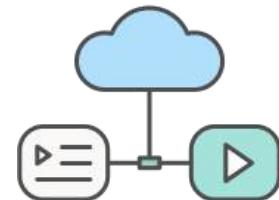
Producteur

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

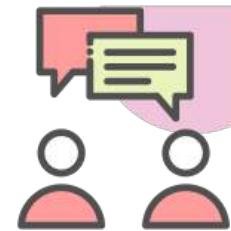
## Support premium



Support par des  
professionnels de  
la production



Réponse en moins  
de 2h



Par chat ou par  
Skype

Offre

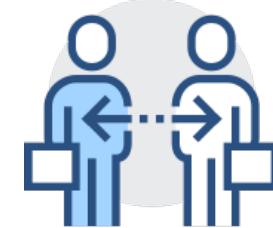
## Offre Enterprise



Contrats sur-  
mesure



Architecture  
multi-instances et  
connexion SSO



Synchronisations  
ciblées entre Kitsus



## Wing It



>  ( Shots



Q ex-001-501 anime.wip



● All Departments



Anim Level - ★ Lighting Sequences Task Done

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	●	RETAKE	●	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	●	RETAKE	●	TODO	●	●
 010_0050	14	19	95	442	537	24	★★★		RCVD	●	DONE	●	DONE	●	NA	●	NA	●	RETAKE	●	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	★★★																			
	020_0015	10	15	62	931	993	24	★★★																			
	020_0020	3	8	43	993	1036	24	★★																			
	020_0030	12	17	78	1036	1114	24	★★★																			
	020_0040	2	5	10	1114	1156	24	★★★																			

61 shots - 4446 frames (549 days spent, 1053 person days)

[Return To Production](#)[My Tasks](#) [Timesheets](#) ctrl+alt+f[Tasks](#) [Board](#) [Calendar](#) [Pending \(8\)](#) [Validated \(56\)](#) [Timesheets](#) [Days Off](#) x undo redo[SHOW](#) [SORTED BY](#)  
[All tasks](#) [Priority](#)

wing anim

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

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](#) Gwenaelle Dupré 07/02

[RETAKE](#) Gwenaelle Dupré 01/24  
the bird has changed!







Wing It

Playlists

ctrl+alt+F



FILTERED BY TASK TYPE

All

SORTED BY

Update date

+ Add a playlist

anim review  
Updated at: 2024-08-21 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

◀

▶

File: DixiPet Projects\anim\shots\020\_tryout\020\_003\020\_003-anime.blend  
Minimator: Mack\_Ro\_Ross

Join Review Room

+ Add shots



▷ (015 / 062) ⏪ HD x1.00 △ 40 ⏴ ⏵ ⏵



010 / 010\_0010

Animation

v5



010 / 010\_0020

Animation

v1



010 / 010\_0030

Animation

v1



010 / 010\_0050

Animation

v5



010 / 010\_0060

Animation

v5



010 / 010\_0065

Animation

v5



010 / 010\_0070

Animation

v4



020 / 020\_0010

Animation

v5



020 / 020\_0015

Animation

v5



020

Animation

v5



[◀ Return To Production](#)



ctrl+alt+f

**START DAT**

**END DATE**

### ZOOM LEVEL

## DEPARTMENT

STUDIO

### PERSON

2022-02-28

2024-12-12

⌚ 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

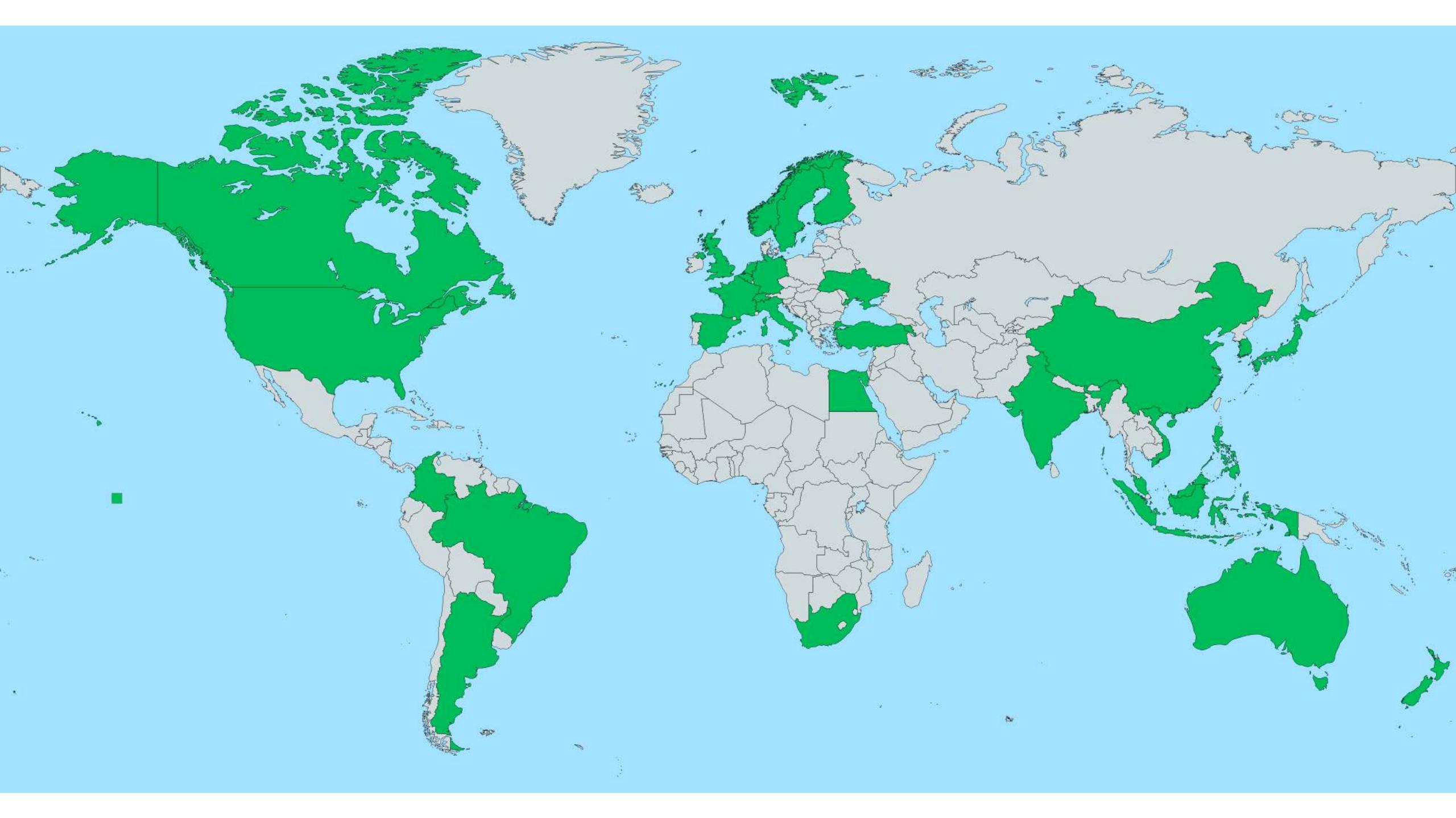
**300+ studios et écoles** utilisent Kitsu

- **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

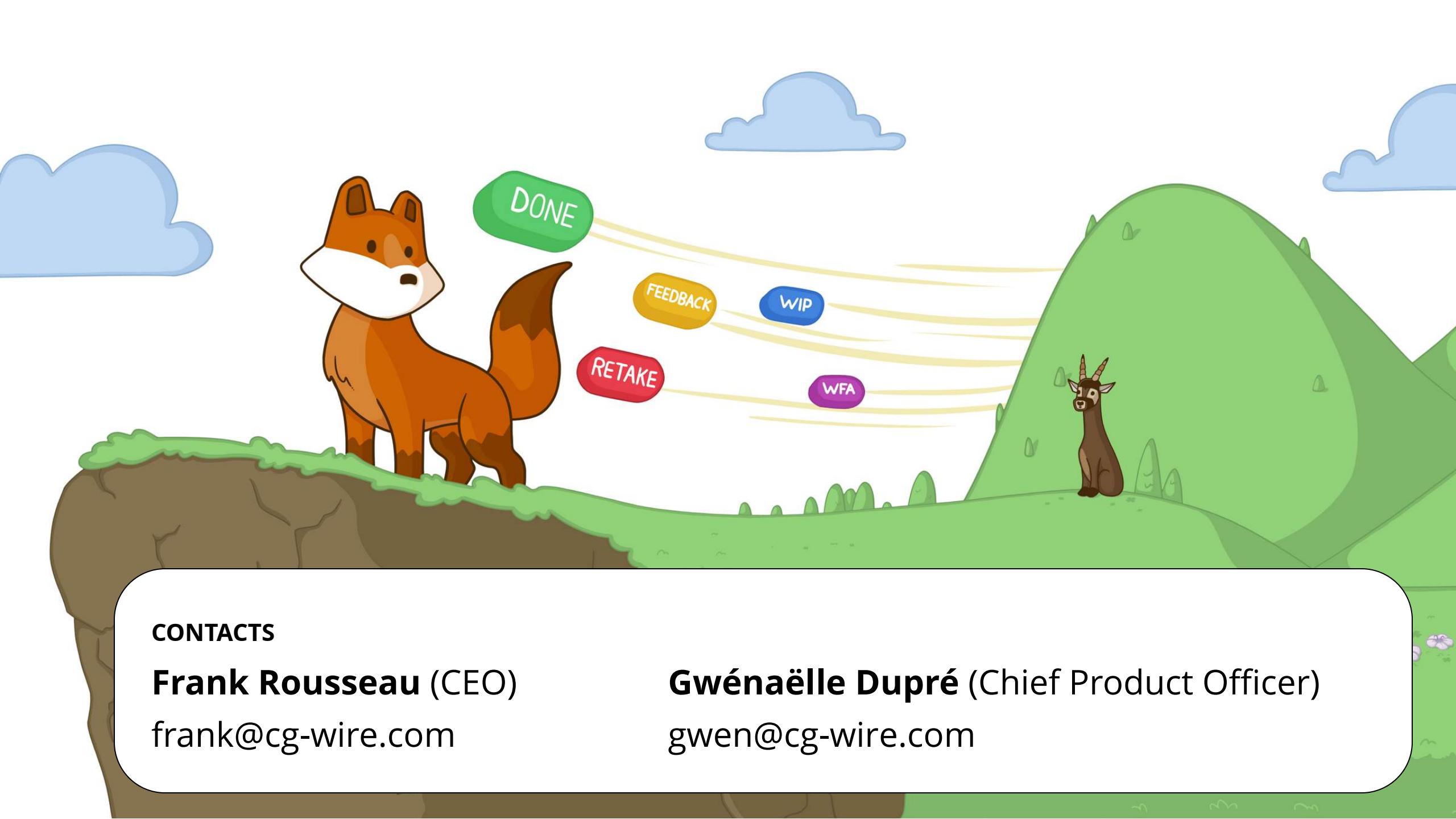


# Animation et VFX



## 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



## CONTACTS

**Frank Rousseau** (CEO)

[frank@cg-wire.com](mailto:frank@cg-wire.com)

**Gwénaëlle Dupré** (Chief Product Officer)

[gwen@cg-wire.com](mailto:gwen@cg-wire.com)