

<http://www.wakefieldanimation.com>

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Wakefield Animation

Rate Card

CGI and Digital compositing

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|---|---------------------|
| Concept Design - creature vehicles locations FX design using Photoshop, Zbrush brush or SketchUP | 300\$ / 10 hr day |
| 3D Modeling XSI, Maya and Zbrush character, vehicle or set modeling including face shapes, texturing, UV layout and normal and displacement mapping | 275\$ / 10 hr day |
| Rigging - XSI or Maya character, vehicle or prop rigging using IK/FX, Softbodies, Mocap ready rigs and facial blend shapes | 325\$ / 10 hr day |
| Animation – Character animation using Motionbuilder, Maya and XSI, Mocap cleanup and rag doll animation | 275\$ / 10 hr day |
| MOCAP - Provided by Goldtooth Creative | 10000\$ / 10 hr Day |
| Crowd Sim and VFX - Maya particle FX, Brain Bugz crowd Sim | 300\$ / 10 hr day |
| Comp and Camera Tracking - ADOBE After Effects, Boujou | 275\$ / 10 hr day |

Miniature FX and prop fabrication

Miniature Construction and prop fabrication pricing is based on a per item estimate, depending on the complexity of the build, out sourced parts (ie 3D printing, laser etching, electrical work) and the size of the team. Please email for estimates.

All price are based on pre-approved timeline, if we go over you will not be charged extra.

Pricing Example - Cartoon Robot

1 day concept design, 3 days modeling and texturing 1 day rigging = \$1425