

3D Animation & Mocap Studio

# COMPANY PROFILE

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# MESSAGE FROM CEO // 01



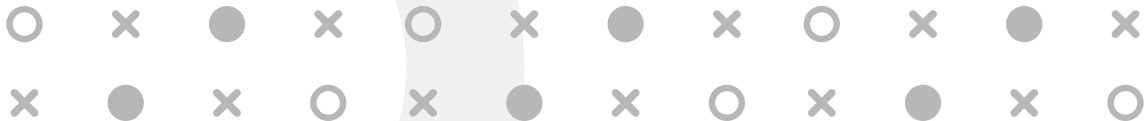
Hi, it is my great pleasure to welcome you to Animost.

In today's world, the speed that human create and consume information has been increasing dramatically. For animation and creative studios, that means how fast can they produce content to keep up with the pace. Animost was founded with the sole goal of helping fellow studios and partners solving that biggest problem: reducing production time.

We believe with the right combination; technologies can help artists creating amazing content without compromising quality and freedom. And everybody at Animost is striving to building a real-time production pipeline to achieve that.

We have a very clear vision of what we want to be: An innovative animation production studio in Asia, a trusting partner where you can rely on for your growing content production needs.

**Tuan-Anh Phan**  
Chief Executive Officer



# KEY PERSONS & MILESTONES //



Quang Nguyen - CCO

- Role: Film producer and creative direction.
- Experience: 15+ years in creative and animation fields.



Tuan-Anh Phan - CTO

- Role: Pipeline, technologies, research and development.
- Experience: 15+ years in IT & software for multiple MNC's.



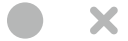
Ed Lee - Director

- Role: Film directing and content production.
- Experience: 20+ years in animation and IP industries, with several mega successful projects.

March 2016 Animost was founded by Quang Nguyen and Tuan-Anh Phan with the ambition to become a leading 3D animation studio in Vietnam.



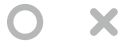
June 2017 Director Ed Lee joined Animost to strengthen its pipeline and animation industry know-how.



April 2019 Animost introduced motion capture and real-time animation production services using Unreal Engine.



May 2019 Completed first project for Kakao Games, a promotional video made entirely with motion capture and real-time rendering.



# WHAT WE DO // 03

## We provide full service 3D Animation Production

at 2x speed comparing to  
traditional animation production  
workflow



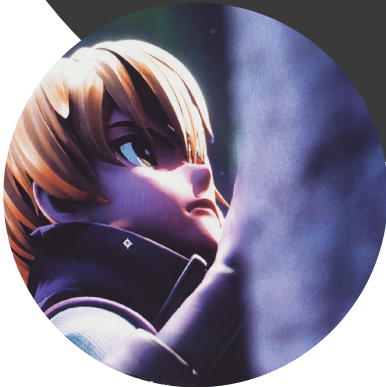
### Why 2x speed?

1/ Real-time rendering technologies

2/ High-end motion capture systems

3/ Custom cloud-based pipeline

4/ Performance talent network



# We provide full service Motion Capture

including body, facial, and  
fingers mocap for:

- Film, TV production
- Game development
- Commercial
- Other forms of media



## Industry-leading gears

- 1/ Optitrack Prime-17 system (70 FOV/360 FPS)
- 2/ Optitrack Flex-13 system (Portable/120 FPS)
- 3/ Faceware Mark III facial mocap system

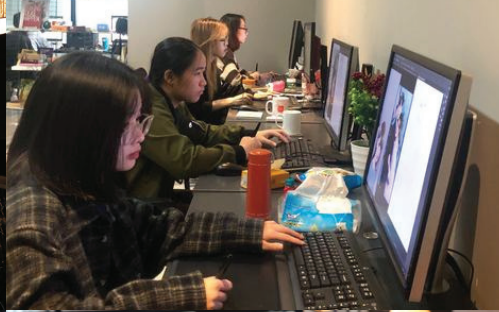
## Mocap space

- 1/ 200 m2 mocap space





# WHAT WE DO // 05





SHOWCASE // 06



# “Moonlight Sculptor” Promotional Video

Client: Kakao Games



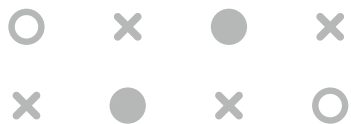
SHOWCASE // 07



# “Timecrow” Trailer

Client: FazeCat Studio





SHOWCASE // 08



“PONG PONG PONG” Trailer

Client: Jackstree Studio



SHOWCASE // 09



“Monster Hunter” Music Video

Client: Jackstree Studio



# “Monster Chaser” Game Trailer

Client: Jackstree Studio



SHOWCASE // 11



# “Heroes Wanted” Teaser Video

Client: NHN Studio 629



SHOWCASE // 12



“Paladog” Product Promotion Video  
Client: FazeCat Studio



# SHOWCASE // 13



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# CONTACT US // 13

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# ANIMOST





**THANK YOU!**

Learn more at [animost.com](http://animost.com)

