

Quady



« Les Gueux de Terre à Terre » is a 2D & 3D animation company. We are currently pre-producing a full length movie (R&D, funding, scenario, story-board and pilot film).

We aim to achieve an original 3D rendering, non-realistic and close to painting. Quady was realised as a first research step in 2005. We wanted to test the « Pigmentz » software, developed by our partner Quadraxis.

Pigmentz is a new generation solution that allows to texture 3D models with a revolutionary approach. Models from any 3D modeller can be imported into **Pigmentz** and naturally textured choosing the best view angles.

Animations and some sceneries are created using 3DSMax and Pigmentz, while the other decors are traditional 2D drawings. Editing and compositing were performed via Combustion. We also made the soundtrack and music is original.

Credits :

Les Gueux de Terre à Terre

Music : Michael Patry
Ivan Rosi
Sébastien Bosquin



www.quadraxis.com
www.lesgueux.com