



**MA3D Computer Animation**  
**Week 2 | Pipeline Presentation**

## **What is a Pipeline?**

### **Defines a Workflow**

- A map outlining how we achieve our goals
- Assets
- Processes

### **Manage Complexity**

- Create standards throughout pipeline i.e. naming conventions, asset files etc
- Be efficient as possible
- Maximize Re-usability

### **Manage Creatively**

- Dailies, Reviews and briefs

### **Flexibility**

- Technical and Creative

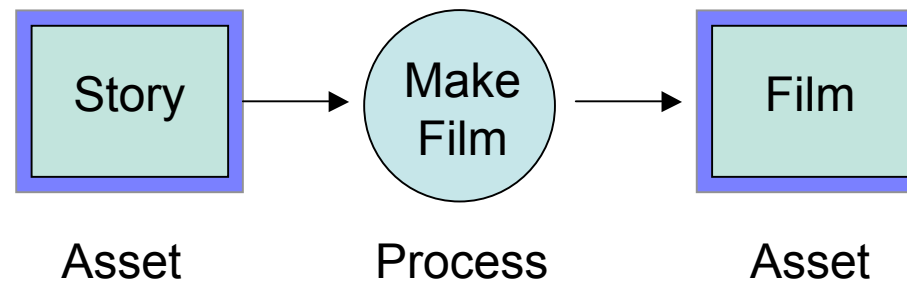


## **What is a Pipeline?**

**Pipelines can be broken into two basic elements Assets and Processes.**

- Assets are 'things'
- Processes are actions we use to create Assets.
- Assets flow from one process to another.

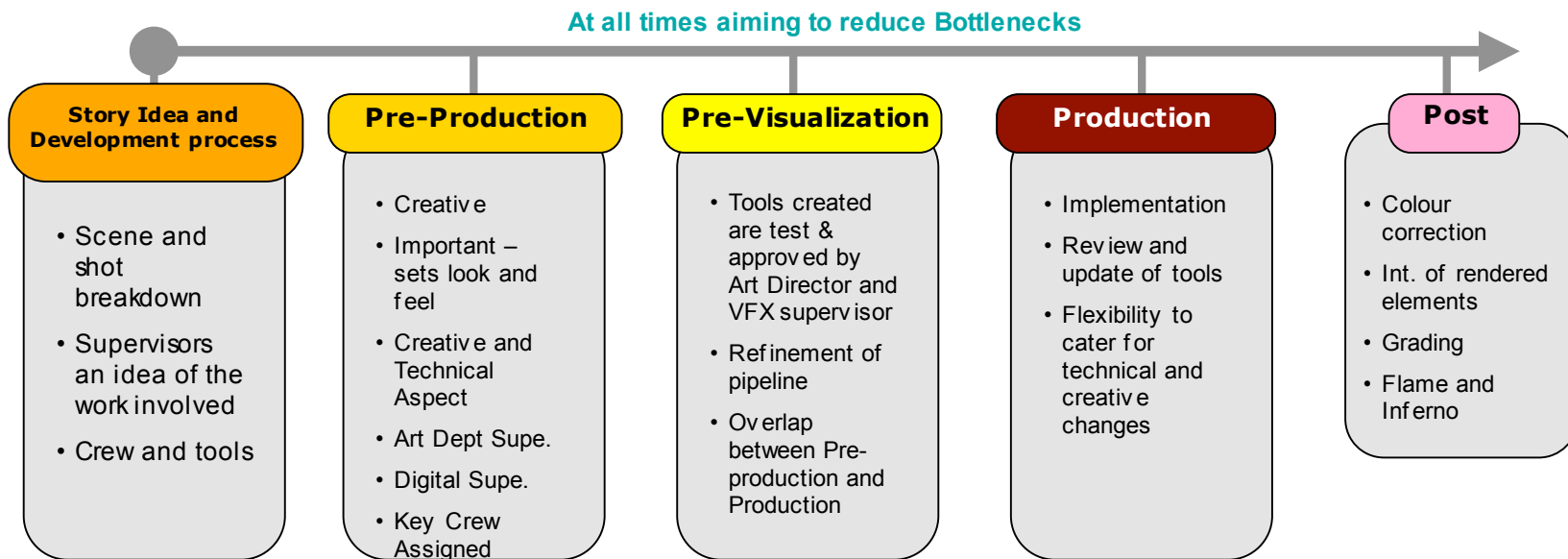
**At it's most simplest form:**





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The Pipeline will change through out the entire life of a project





# Breakdown of the Pipeline

To manage a pipelines complexity we simplify the assets and processes within the pipeline:

- Breakdown in Space

- Characters
- Props
- Environments
- Effects
- Lights
- Cameras

- Breakdown in Time

- Spools
- Scenes
- Shots
- Frames
- Layers

**What are Project, Scene and Shot based asset?**



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Generic departments within a Film Production

