

CAPACITIES – earliest start date per department

- Concept Development: anytime
- Asset build: May 2023
- Matchmove, Layout etc: May 2023
- Anim: May 2023
- FX/CFX: June 2023
- Comp: August 2023

WORK – what we're known for

- Characters & creatures, mocap work & animation
- Concept art & visual development
- 2D Solutions & deepfake technology

REELS – let the pictures speak for themselves

- Overall [TRIXTER 2023](#) showreel
- Individual reels per department: [Concept Art](#), [Creatures](#), [Animation](#), [FX](#), [Environments](#)
- Let us know if you'd like to see anything else!

SCOPE – how much we can take on

- For a ~30 week production period, we'd be happy to look at 250-350 shots of mixed complexity
- We're a solid tier 2 vendor on our own, with additional resources across the Cinesite group

REBATE – what Germany can offer

- Episodics / Features without theatrical release: 15% rebate up to 500k€ maximum
- Features with theatrical release: 20% from 2m€ award onwards
- Some restrictions may apply – get in touch for more details

Last but not least... TRIXTER's bucket list – what we would love to work on (again)

- Otherworldly creatures
- Action & Destruction FX
- Period Pieces

