

Creating a Robust Online Pipeline

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Figure 1: Render from the La Noria.

ABSTRACT

This talk will cover the efforts that went into creating a fully remote pipeline to produce the award-winning CG short film, La Noria and the spinoff of the pipeline into its publicly available platform; Artella.

The talk will cover the creation of the main online pipeline tools which allowed the La Noria production to happen all the way through discussing the different technical and creative challenges that came along with producing a film entirely with remote artists.

Using behind the scenes examples, artwork, renders, and tests from each of the departments of the film attendees of this talk will be walked through this incredibly innovative production that will set the stage for the way we view making movies and how geography won't be a barrier in the future.

Additionally, Carlos Baena will bring up the different technical, creative and industry challenges as well as stories for how this film was completed and how the pipeline evolved over the course of

the production into what is not available via the Artella virtual production platform.

CCS CONCEPTS

• **Computing methodologies** → **Animation**; • **Computer systems organization** → **Cloud computing**; • **Software and its engineering** → **Collaboration in software development**.

KEYWORDS

Pipeline, collaboration, remote, cloud-based pipeline, animation, production, virtual studio

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1 ABOUT LA NORIA

La Noria is a 12-minute CG animated horror short film with the visual quality of a large animation studio, all done remotely as a collaboration effort of more than 150 artists from all over the world.

The goal of this talk is to inform the attendees about the benefits and challenges of a fully remote pipeline production as well as encourage viewers to take risks on their own creative content and follow their dreams creating new, exciting projects that push animation to new heights.

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Figure 2: La Noria asset from concept to final render.



Figure 3: Various Productions stages highlighting remote working potential.

2 ABOUT ARTELLA

Artella is a web-based Virtual Pipeline platform where teams can work from anywhere in the world to create high-end, cohesive work collaboratively, get reviews on their work and manage everything from concept to final output.

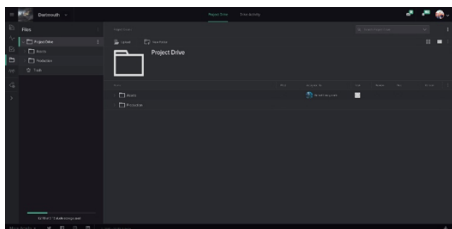


Figure 4: Artella's web-based Pipeline File System.

A fully web-based system allows people to work from anywhere in the world and share their talents. Managing remote teams can be hard as maintaining motivation and morale high is a big part of keeping a remote production moving. Feedback drawing tools, notifications, social engagement and more are only some of the parts that go into sustaining high engagement on a remote production.

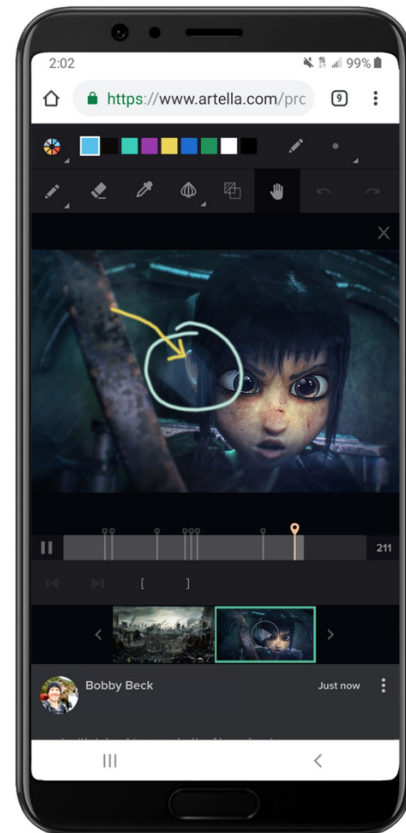


Figure 5: Mobile reviews provide flexibility for on the go teams.