OUR MO

This document presents the general idea of our pipeline as well as the major things you should take into consideration when collaborating with us. Please note that we reserve the right, at our sole discretion, to modify this document at any time. If a revision will somehow affect you we will try to provide at least 30 days notice prior to any new terms taking effect.

Detailed explanations and guidelines regarding specific project categories such archviz, animation, vfx etc will be added on our website in the future. To receive these updates more easily you can subscribe to our newsletter.

STRAIGHT TO THE POINT

In order to maintain a streamline process and to stay true to our quality commitment, we have 3 major components:

- **pre-production**
- **production**
- **post-production**

*Each of these components have multiple ▲ subelements.

PRE-PRODUCTION

In this phase we concetrate on gathering materials and references necessary to get on track with the project.

For this phase the client or collaborator is required to provide support as much as possible.

After everything is clear and set we will provide a time frame together with milestones. The time frame will provide an approximation in which each phase of the project will be finished.
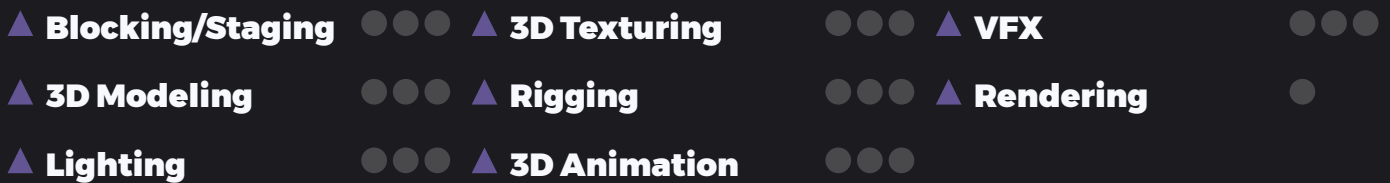
▲ Pre-viz

The better the pre-production phase is done, the easier the production stage will be. This is why sometimes we will provide a pre-visualisation of the project (sketch). The central focus will be to set the correct angle, to establish color and design preferences, scale and position of objects in the 3D scene and many more aspects which will make sure, in the early stages, that the project is on the right track.

■ PRODUCTION

The production phase is where the effort from the pre-production is put into actual action. This phase includes multiple sub-elements or steps and each one represents a milestone. A number of free revisions will be added to each subelement of the production.

*The completion of each milestone will be determined by both parties, Madchamo and client/collaborator. Note that after the completion is agreed, going back will interrupt the workflow streamline, therefore this action will bring additional cost to the project.
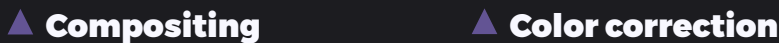
● This icon represents the number of free revisions.

▲ Blocking/Staging	●●●	▲ 3D Texturing	●●●	▲ VFX	●●●
▲ 3D Modeling	●●●	▲ Rigging	●●●	▲ Rendering	●
▲ Lighting	●●●	▲ 3D Animation	●●●		

*Depending on the project, some of the steps listed above may be skipped.

■ POST-PRODUCTION

At this stage, we will add the final touches to the project. Post-production will have one set of revisions for all the steps.

▲ Compositing   ▲ Color correction

■ RENDITION & SURVEY

Following the final output of the project the client/collaborator will be asked to help us improving our services by completing a short survey.

*Completing the survey and giving us a testimonial is optional but we would apreciate if you would take the time to do it.