



ART OUTSOURCE

3D ART 2D ART ANIMATION VFX VR AR UE DEVELOPMENT

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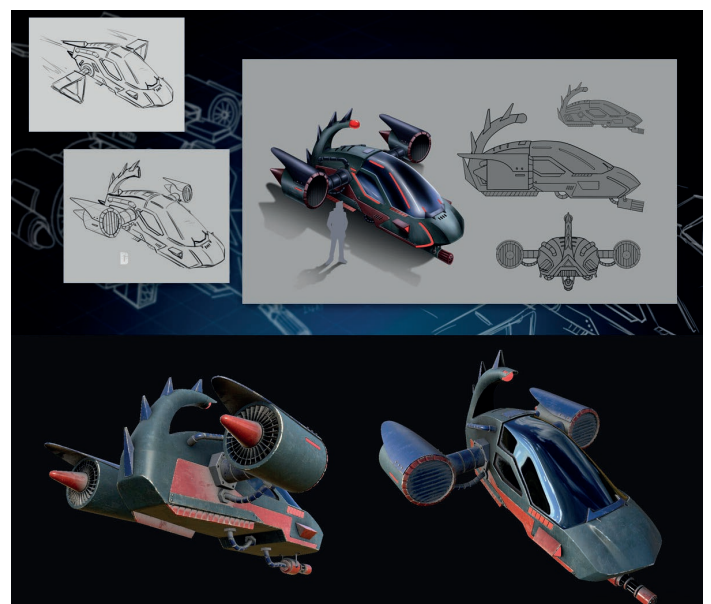
ABOUT US

KICK Motion is an Art Outsourcing company specializing in Games, Movies production, IT technologies. It gathers artists with more than 20 years of experience in the industry.

Our Team are 80 artists and developer all around the World. We create the digital assets and deliver them to you in the best possible quality. Thanks to it, your company can save time, money, and workforce, focusing on different priorities.



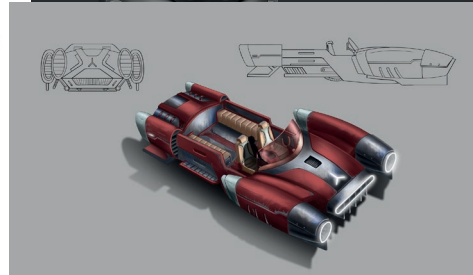
Kick Motion Team consists of multicultural specialists from around the world. Each of them brings a unique vision, perspective, and solutions, so your orders are analyzed from different angles and challenged with various ideas in our creative melting pot. Our Art directors will set up the pipeline using the benefit of different time zones to keep the working process working all the time.



WHAT WE CAN DO?

3D/2D ART

- Concept art
- Storyboards
- Character and creature creation
- Environment Art
- Hard Surface
- Illustration
- UI/UX
- Vehicles
- Props
- Level design
- Marketing Art



ANIMATION & VFX

- 2D cut-out and traditional animation
- 3D animation
- Character and creature animation
- Vehicles animation
- Props and environment animation
- Mock-up cleanup
- Rigging
- Cinematics
- Cut-scenes
- Motion graphics
- Real-time FX
- Procedural process
- Flip book-style animated FX
- Particle systems & Physics

WHAT WE CAN DO?



Lead & Art directing

- Create the Art guidelines
- Organize pipeline
- Create an effective workflow
- Create SOW reports
- Organize sprints and meetings
- Keep the Art line in the best level of quality
- Manage the Art team

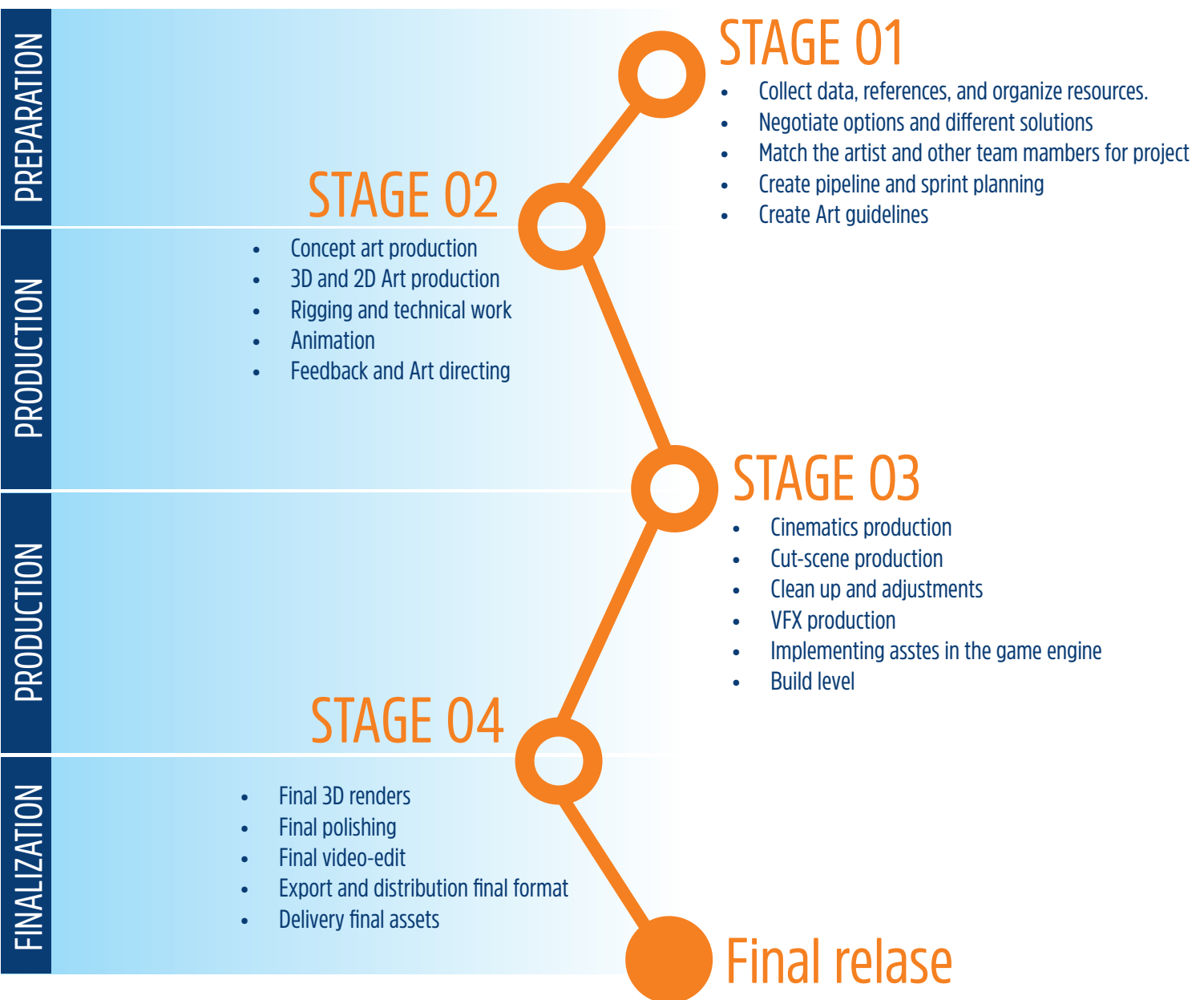
UNREAL ENGINE development

- Prepare assets for Unreal Marketplace
- Create ArchWiz experience
- Implement 3D character with animation
- Create a MetaHuman character
- Create a procedural shaders
- Prepare 3D scene
- Create photorealistic presentation
- Virtual production



WORKFLOW

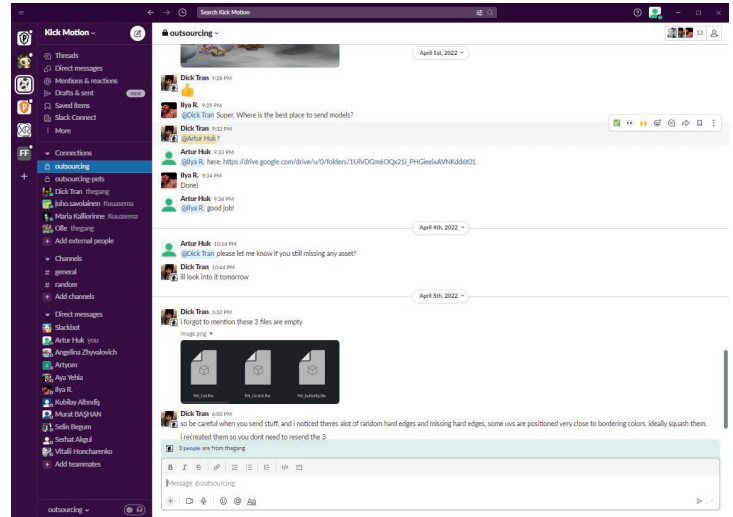
For best effective and quality of work we separate our work in stages.



WORKFLOW

The Slack application is the primary priority of the dynamic communication. Real-time communication will be possible in this setting, which will also hasten the resolution.

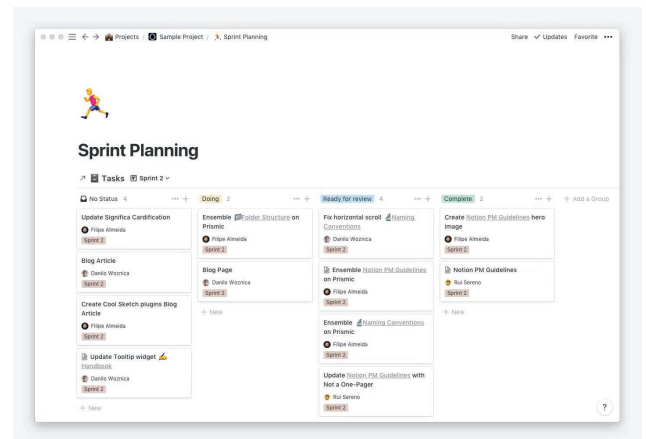
Emails will be used to share documents like contracts and invoices.



We will meet once a week to discuss the project's current state and make plans for the upcoming sprints. Any audio and video meetings will take place via the Zoom application.

The “Notion.so” service will handle the project management. We may use it to establish sprints, assign assignments, and monitor the development of each team member's work.

We may track the status of the project through “Notion” and provide input for each stage.



Google Drive will be used for file sharing as well as for all project sources. Access will be shared between team members and the client.

TEAM

OVER 80 ARTISTS
ALL OVER THE WORLD



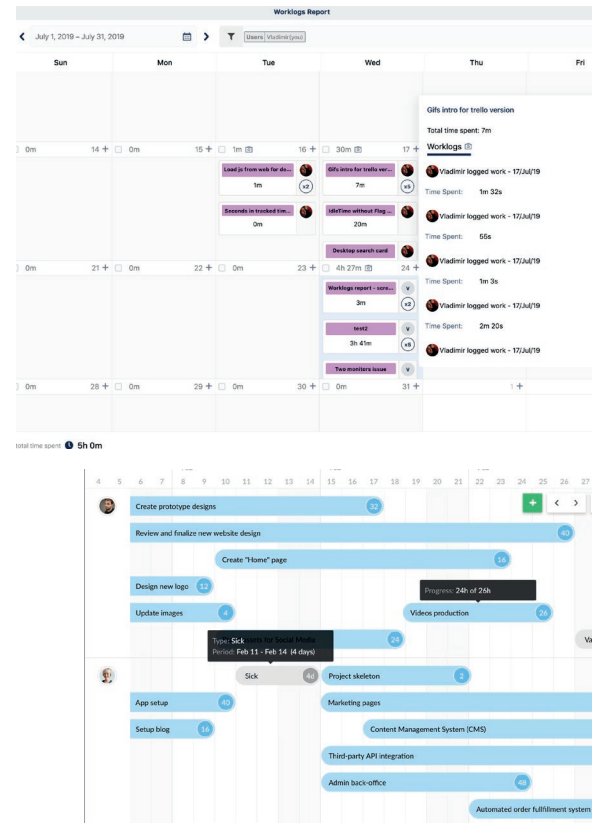
Kick Motion has over **80 senior artists** and specialists all over the world. They share years of experience working at movie and game studios. Thanks to that, **Kick Motion RT** is able to offer a wide range of skills, from concept and storyboarding to high-quality CGI production. They are all connected in an effective pipeline according to their time zones. Thanks to that, production goes faster and keeps a high quality. Art leaders stay in touch with directors and producers. They are taking care of smooth communication between artists, technical specialists, and directors.

WORKING MODELS

Kick Motion RT offers a flexible way of producing content prepared for your needs. Here are some examples of working models we use:

HOURLY MODEL

The most clear and easy way of paying You pay only for the number of hours that each artist spends working for you. This is also the most flexible model because it allows you to access the most of the artists in your whole mouth. For example, if you need most of the 3D Artists in the current month but just a few hours of 3D Animator work, you can pay 40 hours per week for 3D Artists and a few hours for Animator work. Thanks to that, you don't need to pay the whole fixed monthly price for each artist but just the real time they spend in this month. Thanks to our online task management system, you will be able to track the progress and time spent in real time. Thanks to that, you can be sure that you will not overpay for our service.



MONTHLY MODEL

Keep your prices consistent throughout. Simple method that keeps your cash secure and eliminates the need for expense tracking. For the Artist you require in the current month, you fixed the price in this model. We will give you a discount for each additional artist you require!

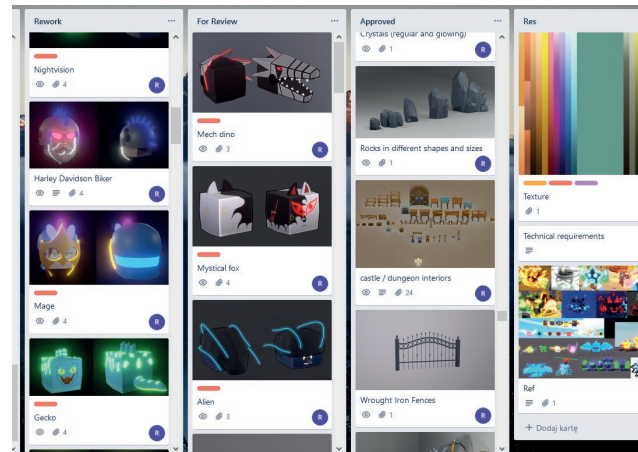
More artists = more discounts!

You're producing more and consuming less.

WORKING MODELS

PRICE PER ASSET MODEL

We can create a dedicated fee for each visual element you require for small productions or highly particular demands. For instance, the cost of a single 3D model or a single minute of 2D animation. As you only pay for ready assets in this approach, you have more access to a wide range of artists. **We provide discounts if you order additional assets, much like the Monthly model does.**



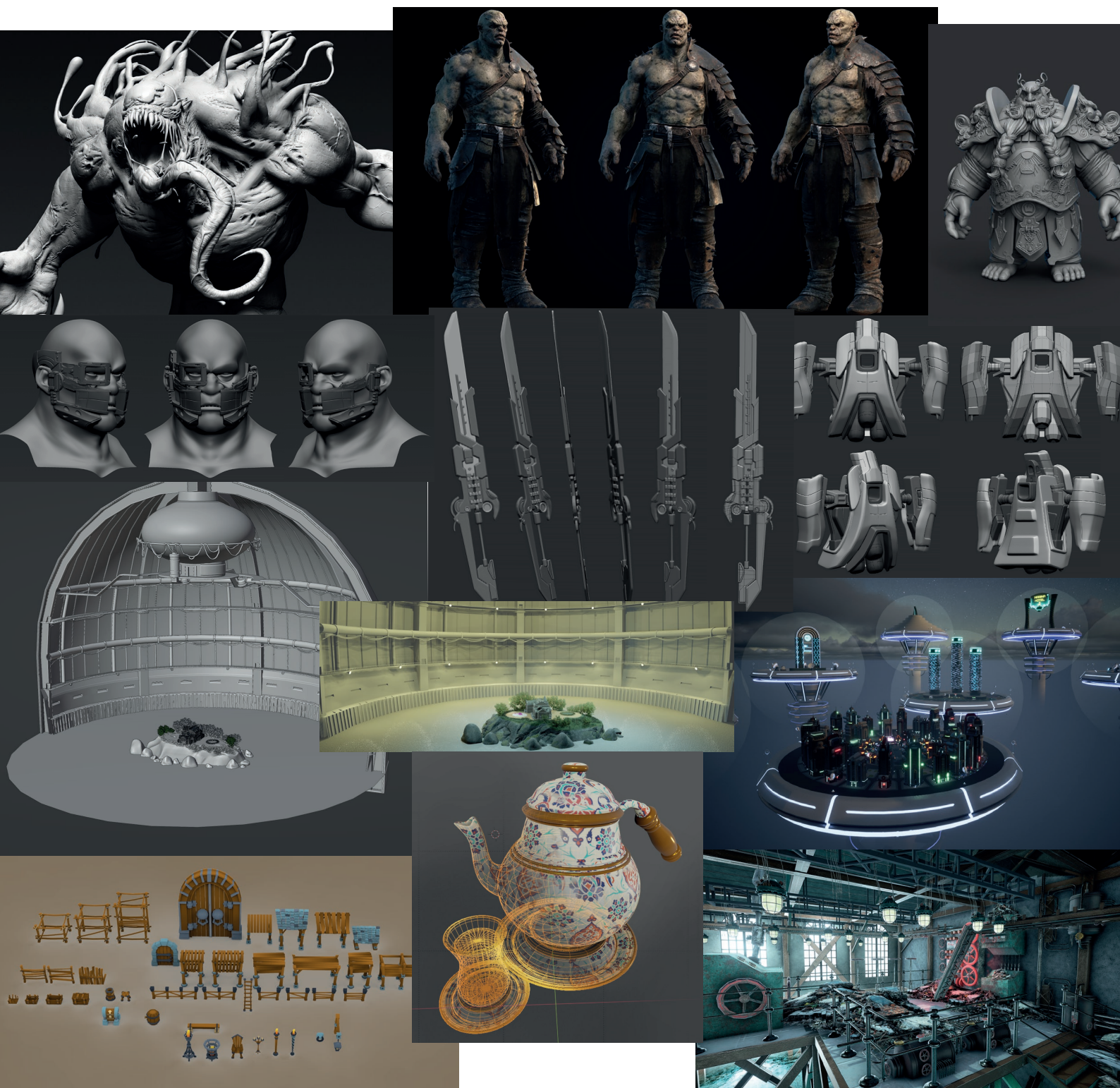
We provide the highest level of flexibility, allowing the models mentioned above to be combined, for instance, 1x 3D Artist in the hourly model and 2x VFX Artist in the monthly model.

Make a great deal and place more orders to receive an additional discount! Kick Motion RT will lower the cost of the entire production thanks to the long-term contract. You will receive a great discount if you hire more than one of our artists.

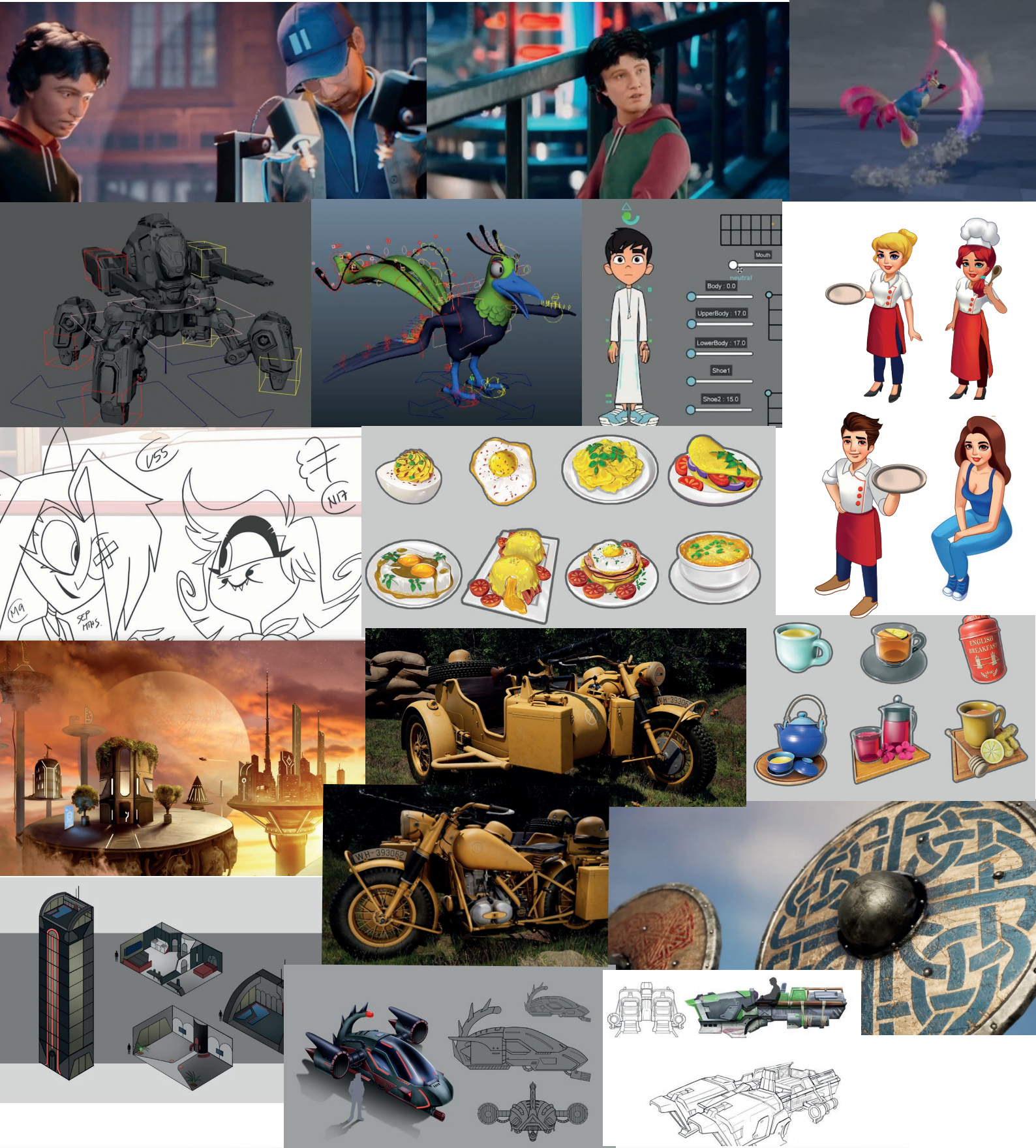
ORDER MORE AND SAVE MONEY!

SAMPLE PRODUCTIONS

Kick Motion handpicks the artists for your production. Their experiences include productions involving **game development, VR, AR, AAA games, mobile games, movie production, cartoons, architecture and interior design**



SAMPLE PRODUCTIONS



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