

# Image Engine: Delivering quality effects without disruption

For the anticipated return of Marvel anti-hero Venom to the big screen, Image Engine recently pivoted its workforce of more than 280 artists and production team members to a fully remote, virtual pipeline. The challenge? To do it on time and within budget without missing a beat.

With roots in developing fantastical creature effects, the Vancouver-based VFX powerhouse has been crafting cinematic visual artistry since working with Director Neill Blomkamp on the movie "District 9" more than a decade ago. Today, the studio's project workloads span motion picture and episodic VFX, with team members across departments leveraging a custom ShotGrid pipeline to manage artists, budgets and timelines.

## The results



Company can tap into increasing appetite for digital worlds and environments



Better management of schedules, dailies and notes



Projects and departments stay on track in a remote environment

“The most complex aspect of my job is making sense of bids ... in terms of actual resources required. It’s like a Tetris game to make schedules interlock, and it requires ample communication to sort out the specific logistics.”

Melissa Gray, Image Engine Central Production Manager

## How they did it

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### Streamlining communication for a remote workforce

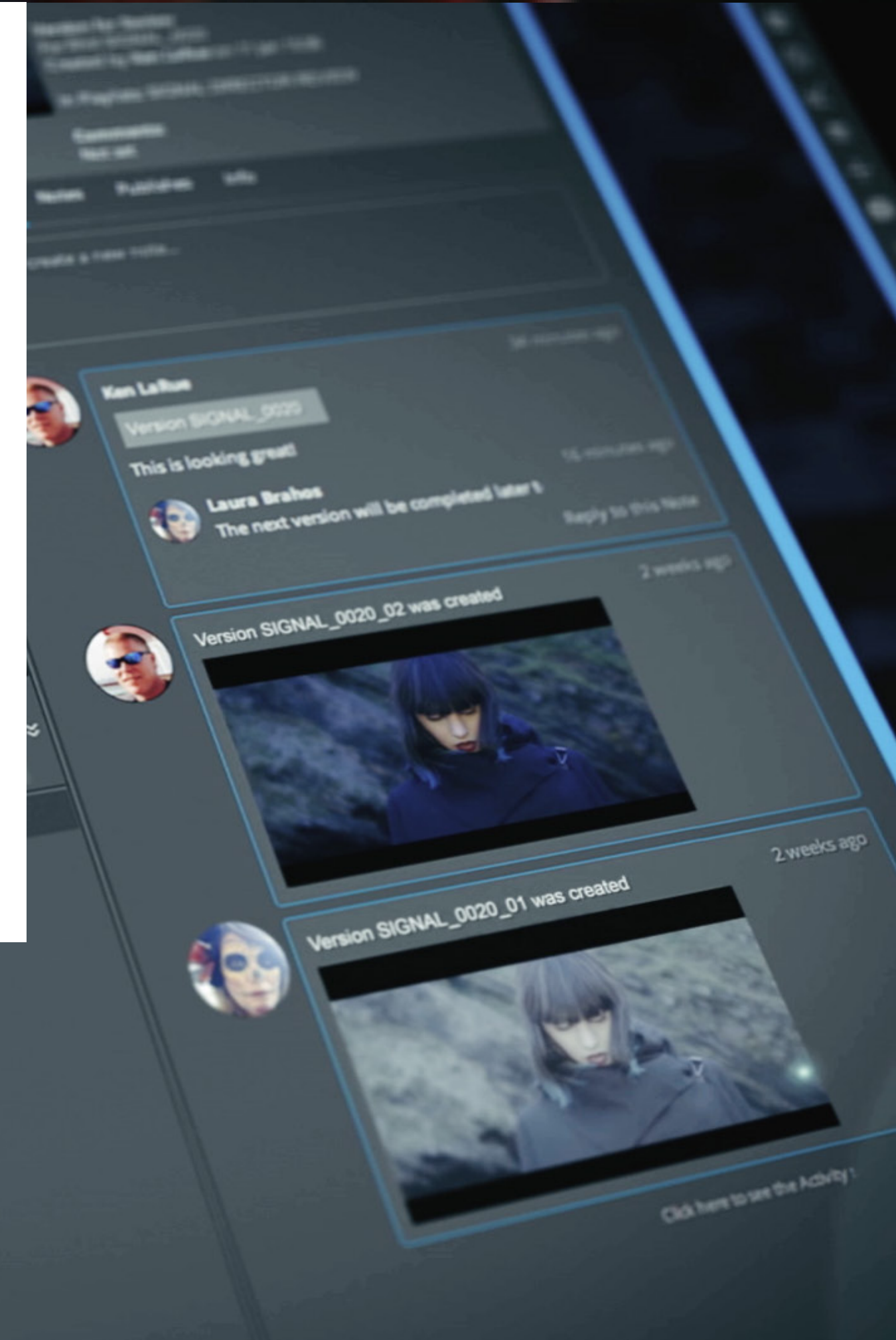
Delivering VFX for a Spider-Man villain’s debut

At the onset of the pandemic, Image Engine undertook a transition to a remote pipeline to deliver VFX for “Venom: Let There Be Carnage.” While the team previously used ShotGrid primarily for streamlining communication, shifting to a fully remote workflow created a greater reliance on the production management toolset. ShotGrid, which now drives production management, including scheduling, tasks, review, versioning and data analysis.

### The reliability of ShotGrid

Reducing time, increasing productivity

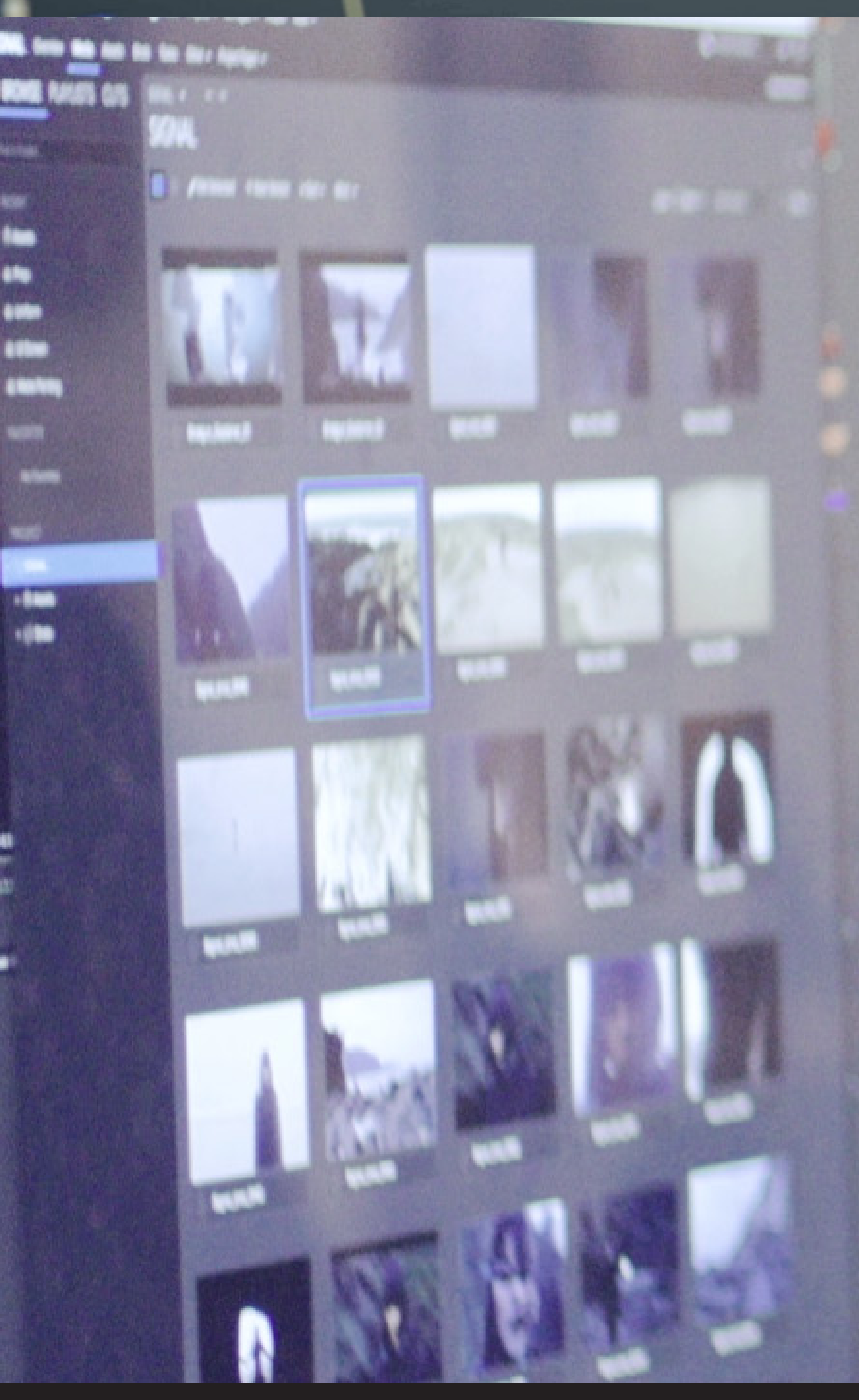
Today, Image Engine depends on ShotGrid to manage schedules, dailies and notes – enabling them to keep projects and departments on track throughout everyday operations from home. The studio also uses ShotGrid to manage deliveries and keep track of artists’ work and assets as they pass between departments, without production management teams ever needing to log in to artist DCCs.



### Looking ahead

Resource Planning views come into focus

Image Engine recently participated in testing working prototypes of ShotGrid’s new Resource Planning views—which help improve scheduling workflows by allowing producers and management teams to easily optimize artist resources and scale for growing workloads.



## The bottom line

01

Improved resource planning

02

Better project tracking

03

Evolution of future products

04

A smoother pipeline

“Any tool that will take out some of the manual work that we’re doing will be incredibly beneficial. Every facility seems to use a different tool for resource planning, which makes it difficult for creating standards across the industry – having this tool in ShotGrid will help facilities and productions run more efficiently.”

Melissa Gray, Image Engine Central Production Manager

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