

# TREASURE TREKKERS™

The “b•water” real-time pipeline on a premium TV series



- **52 episodios** •
- **52 nuevas localizaciones** •
- **Personajes llenos de pelo** •

**¿como puede ser possible?**



Mas de 300 lugares diferentes

*TREASURE TREKKERS*

The "b\*water" realtime pipeline on a premium TV series



• **El día a día con Unity** •

**Making of**



Episodes Timelines

100 Sequence Library	101 Chinese Fan	102 The Golden Harp of Doolin	103 Throw Mo a Bone	104 The Vampire Castle	105 The Mouseai Mask
106 The Tooth Fairy	107 Monster Hunters	108 The Silver Star	110 Sand Clocks	111 A Coral Reef Crisis	112 Playing it cool
113 Sun Eater	116 The Mouse Lighthouse	117 The Way of the Cracker	119 Tiptoeing Through The Tulips	121 Trekker Tide	122 The Bookworm
124 Fantastic Robot Journey	125 The Mip Who Would Be King	126 Tomb with a View	127 The Fork of Ratlantis	128 The Treasures Under Your Nose	129 Tail of Treasure
130 The Big Game	131 Pen Pal Panic	132 Message in a bottle	133 Dream Team	134 He Said, She Said, He Said	135 Trekkin' on the Dark Side
136 Rodentide	137 Moody Masks	138 The Grateful Ratsby	139 The Diamond of the Skinka	140 The Catacombs of Mousecow	141 Triangle Trek
142 Fancy Pants	143 The Big Sweet	144 The Hero	145 Tremendous Trio	146 Night at the Museum	147 The Golden Acorn
148 The Red Thread	149 Mac In Blunderland	150 The Treasure Of Mousa Verde	151 Mac My Day	152 The Aegis Of Mousezuma	154 Ms. B's Movie Night
155 Remember the Trekkers	156 A Wrong Turn	157 Finding Shmoopy	158 Treasure of the Trekkers	159 The Miking Way	160 TREKKERS OUTRO





**Timeline ep116**
Global View
Quad
Theatre
Gallery
Parent Asset
Task
LV
BLO
FFN
PR-UN
RD-UN
PR-MY
RD-MY
COMP
FIX
FX
PUB
Stage To Do
RDY
FA-IN
OK-IN
RTK-IN
FA-EX
OK-EX
OK-ART
WIP
STP
RTK-EX
GMT
PUB

Block
Image
Light
Pre render Utility
comp\_116
Table
Import

0 1 2 3 4 5 6 7 8 10 11 12 13 16 17 19 21 22 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 43 44 48 999



Director
Art Director
CG Supervisor
Production

Add

Add

**- TECH COMMENTS:**

- The light change at the beginning of the episode and at the end should be done in lighting in case we can reuse the light rig done in DREAM TEAM

Juan Carlos G. del Blanco April 11, 2019, 11:05 a.m.

Special note for animation  
Movement needs to be somewhat soft; and start 10 frames before shot acting animation  
When animating if he moves too quickly, will need to calculate a lot of subframes to fill in the gap he moves frame to frame. This will lead to a lot of extra simulation time just to avoid strobing on emission.  
We need character moving at least 10 frames before the shot actually starts, to have some frames to start and settle simulation.

Valentina Sgro April 2, 2019, 12:24 p.m.



Episode 133 Seq 25 Shot 1140 Layer 0  
Global View | Basement - Mission Room  
2.0 Days 237 Ft

Xavier Planas | COMP - Composite | COMP | View Sequence sq25  
OK-IN - Approved Internal | 1140.0



Tasks

Status	Task	Author
OK-EX	STB StoryBoard	
OK-EX	LY Layout	
OK-IN	BLO Blocking	
OK-EX	FFN For Final	
OK-EX	PR-UN Pre Render Unity	
OK-IN	RD-UN Render Unity	
OK-IN	PR-MY Pre Render Maya	
OK-IN	RD-MY Render Maya	
OK-IN	COMP Composite	
OK-EX	FIX Fixing	
OK-EX	FX Fx Shot	
OK-EX	PUB Publish	

Folders

- v01 r005 | 04/07/19 09:27 | 188.7 KB | 122 bytes
- .COMP
- .INFO

Actions

Upload | Xav...

- Asset List
- Parent Asset
- BackGround
- Basement - Mission Room
  - 0 CH Mo Trekker suit
  - 0 CH Mip Trekker suit
  - 0 CH Mac Trekker suit
  - 33 BG Basement - Mission Room
  - 33 PR Maurice Suitcase
  - 33 PR Map Maurice

Shot Comments

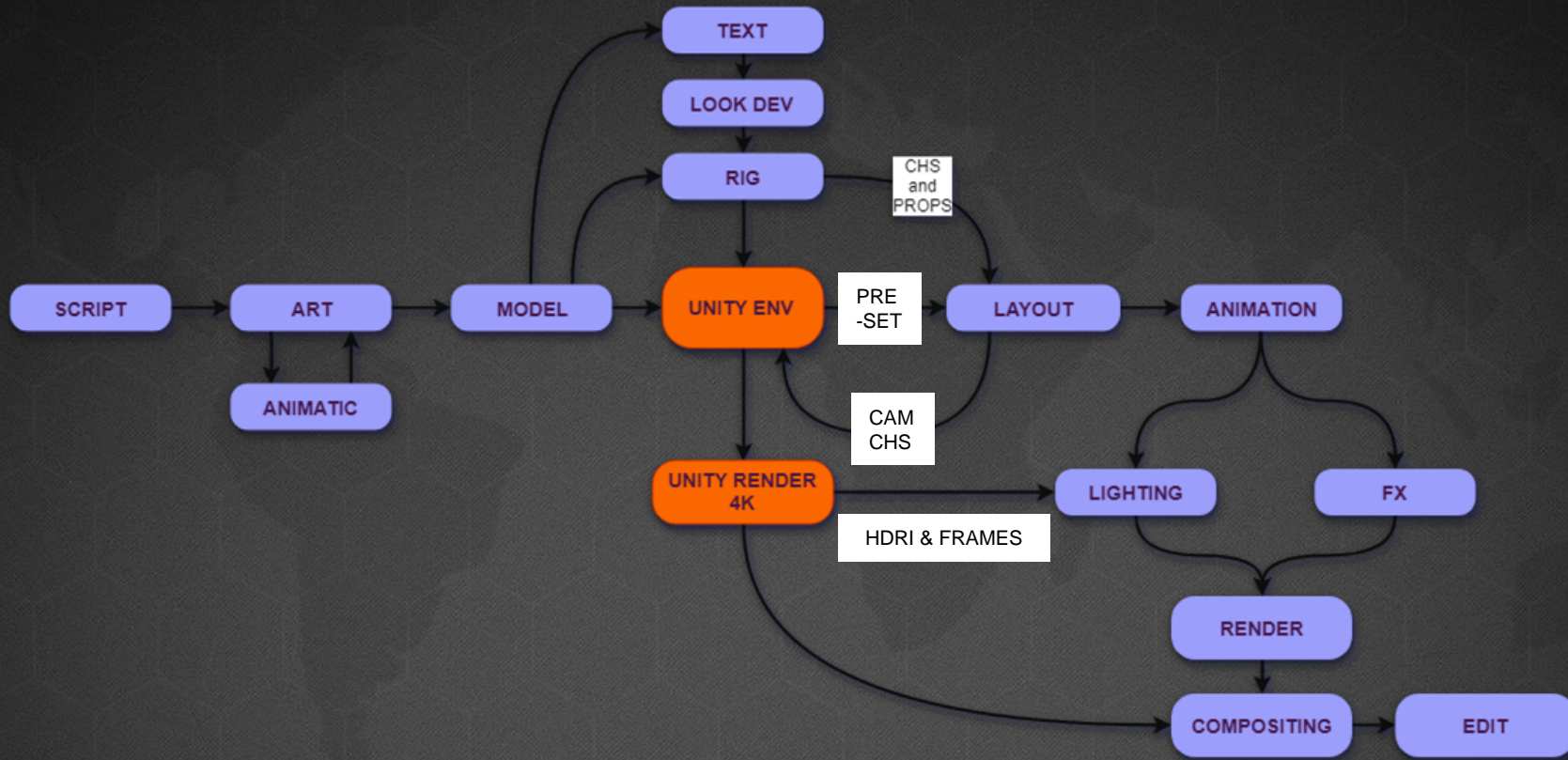
Feb. 14, 2019, 4:37 p.m. | Ire...

Layout  
H/U  
CAM quick zoom OUT

Animation  
H/U

- Comments
- Alb... FA-IN → OK-IN 04/07/19 10:02
  - Xav... WIP → FA-IN 04/07/19 09:27
  - Xav... RDY → WIP 03/07/19 14:40
  - Iné... ToDo → RDY 27/06/19 18:01
  - Iné... → ToDo 25/04/19 09:42
- AutoStart

# • b·water TT real time pipeline •









II Jornadas de  
apoyo a la pyme y el  
emprendimiento innovador



• GRACIAS •

Subvenciona:

Colabora: