# Cap Digital & Imaginove

Siggraph 2013 - California USA / Booth 335

FRANCE

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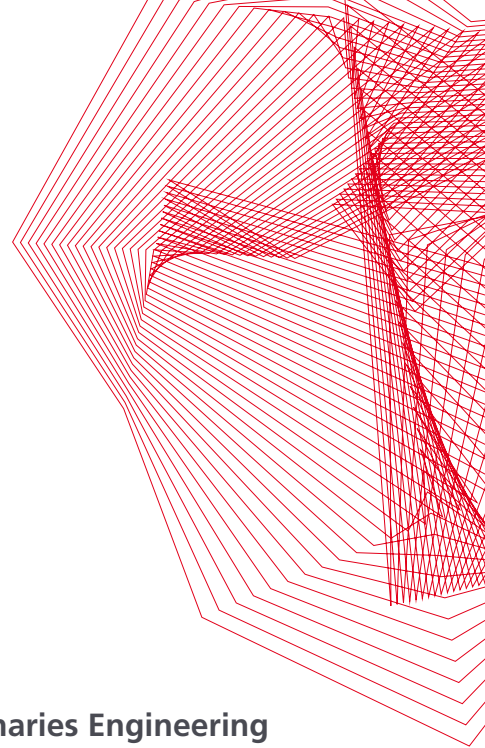
# Cap Digital

**Cap Digital** is the French business cluster for digital contents and services. We are trusted by over 700 valued members: 650 innovative SMEs, 25 major corporations, 50 institutions of higher education and 10 capital investors.
**Cap Digital** organizes the main festival in Europe dedicated to digital industries: Futur en Seine.
**Paris Region, in few words represents:**
- 24.000 ICT companies, including 3.000 digital startups
- The European core of digital creation, with 140.000 jobs in this sector and half a million creative actives
- Creation of new spaces dedicated to companies involved in digital processing: 100.000m² of business incubators and hotels
- Opening of Cité du cinema over 62.000m², including 9.500m² production studio

**France's assets:**
- Movies production quarter funding in Europe, including 279 feature length movies in 2012
- Aids for companies: international research credit, research tax credit, etc...
- Worldwide special effects birthplace with Georges Méliès
- High level schools dedicated to digital arts and design such as Gobelins école de l'image, Georges Méliès Institute, Ecole Nationale Supérieure Louis Lumière, La Femis
- Creation of international huge successes: Despicable me, Logorama (2010 oscar-winning), Louma (2005 Sci-Tech oscar-winning)

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**cap·digital**
Paris Region

# Imaginove

**Imaginove** is a Competitiveness Cluster in the Rhône-Alpes region of France, which encourages synergies and cross-functional collaboration between various sectors of the digital content industry (video game, animation, cinema, multimedia…).
**Imaginove** offers support to economic players in three main areas:

- Innovation

- Enterprise Growth

- Skills development

For each area the cluster proposes collective actions and individual support including technical workshop, individual strategic improvement programs, training, help with project applications, funding and cultivating networks.
**Imaginove** also ensures proposes transversal services such as business intelligence, information and communication.
Since its inception **Imaginove** has been driven by the conviction that all image industry players must constantly adapt to new ways of delivering content.
That is why we strive to help Rhône-Alpes companies develop new strategies to thrive and to seek opportunity from change.

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**imaginove**
CONTENTS CLUSTER IN RHÔNE-ALPES

# Aerys

**Aerys** is the software engineering company editing Minko and providing its expertise on real-time 3D applications for the web and mobile devices.

Minko (http://minko.io) is a technology to develop and design rich, interactive and universal 3D applications optimized for the web and mobile platforms. It provides a powerful editor on top of a robust, extensible and fully documented open source core framework.

Based on a design once / display everywhere approach, applications created with Minko can target web browsers but also smartphones and tablets with a single code base / 3D production. Thanks to its powerful editor, designers and developers can work together with the best workflow. It's fully integrated physics engine enables the creation of interactive and scripted applications faster and easier than ever.

Rich and complex 3D web apps become a reality thanks to Minko's exclusive 3D compression/streaming proprietary algorithms: applications load up to 50 times faster! Minko also provides 3D simplification algorithms to optimize content for less capable devices such as smartphones and tablets.

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# Augment

**Augment** is a mobile app to easily visualize 3D models in Augmented Reality. Businesses can upload their 3D models on the Augment platform for free and subscribe to Augment premium services:

◣ **Augment** Business Catalog is the presentation tool of the modern salesman. Businesses working in packaging, display, industrial devices or even real estate can present their 3D models in their actual size and environment to boost sales.

◣ **Augment** for Print lets brands and publishers create mindblowing marketing campaigns, featuring their latest products in Augmented Reality on top of any print content (flyers, magazines, brochures…).

◣ **Augment** for E-Commerce lets e-merchants embed the Augment viewer in their own mobile app to boost their conversion rate. With Augment, users can try e-commerce products like furniture and electronic devices at home in real size before purchase.

➜ **Augment** is available for free on iPad, iPhone and Android.

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# Bleank

Founded by a team of experts from the videogame industry, **Bleank** is an innovative and independent company dedicated to high-end computer rendering tools and creative applications. We aim at delivering new creative, unique, high quality tools to every person enjoying computer creation.

**Bleank** presents Black Ink, the new kind of digital painting software.

Black Ink is a non-realistic, generative, GPU-based digital painting application meant not to imitate traditional tools, but instead offer a true computer-based creation experience. Black Ink main features are:

◣ GPU rendering technology offering unprecedented speed with high resolutions documents (4K, 10k and more)

◣ Non-realistic brushes for generative computer based creation

◣ Powerful and unique node-based brush customization tool

➜ Find more about Black Ink at blackink.bleank.com

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# Dynamixyz

Founded in 2010, the success of **Dynamixyz**' award-winning Performer software is the culmination of nearly a decade of specializing in quality 3D face analysis and synthesis. The challenge of capturing the human face has always been the team's specialist focus, and Dynamixyz' Performer Suite has proved to be one of the most stable markerless facial tracking systems in the world. Flexible business models combine with constantly evolving cutting-edge software and hardware to deliver a time and cost-efficient workflow, empowering you to make unsurpassed raw animation, or unique real-time production. Performer allows you to have full control of the video capture, analysis and tracking of facial performance.
Within 3 years of their founding, Dynamixyz quickly won a handful of prestigious awards:

◣ Laureate winner of the national entrepreneurship contest (French Ministry of Higher Education and Research-2010)

◣ Winner of FERA challenge (Facial Expression Recognition and Analysis) with ISIR (IEEE-2011)

◣ Winner of AVEC challenge (Audio / Visual Emotion Challenge) with Supelec (SSPNET-2012)

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# Golaem

**Golaem** develops artist-friendly tools to animate digital characters.

Integrated in Autodesk Maya, **Golaem Crowd** makes it easy and affordable to populate worlds with directable digital characters, from a few to thousands:

◣ Populate empty streets with passer-by
◣ Fill a stadium with thousands of supporters
◣ Populate public spaces (airport, train station...)
◣ Generate an audience for a speech or a concert

Artists from all over the globe use **Golaem Crowd** to bring life to commercials, episodic productions, feature films and games.

Recently released productions include:

◣ Game Of Thrones, Season 3, by Pixomondo
◣ Warm Bodies, by Look Effects
◣ Asterix & Obelix: God Save Britannia by Mikros Image

➜ Learn more at www.golaem.com

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FUTUR EN SEINE
DIGITAL WORLD FESTIVAL

cap·digital
Paris Region

**June 12-22 2014**
**futur-en-seine.fr**

# Inria

Working at the crossroads of computer sciences and mathematics, over the last 45 years **Inria**'s researchers have been developing the scientific foundations for a new field of learning: computational sciences.

When associated with other scientific disciplines, computational sciences can be used to offer new concepts, languages, methods and teaching aids which open up new avenues for exploration and understanding of complex phenomena.

Working in project-teams, **Inria** researchers mix fundamental and applied research in an innovative blend to produce their results. The institute's 179 teams, the majority of which are joint teams with other major French or international research bodies, are comprised of around twenty researchers working on a shared project for a period of 4 to 8 years.

**Inria** is France's only public research body fully dedicated to computational sciences. It hosts over 1.000 young researchers each year.

Implicit Skinning!
R. Vaillant, L. Barthe,
G. Guennebaud,
M.P. Cani, D. Rhomer,
B. Wyvill, O. Gourmel,
M. Paulin.
(Collaboration between
IRIT, Inria and Victoria
Univ.)

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# Kolor

Do you make videos? Move into 360-degree videos!
During the Siggraph, the Kolor team focuses on its 360-degree video solutions, with demonstrations of GoPro-based 360 mounts, video-stitching software (Autopano Video), cross-platform 360 video player (Kolor Eyes) and 360 video hosting.
Get a panoramic vision with **Kolor**!
**Kolor** is a global leader in image stitching, virtual tours and 360-degree video solutions.
Its hardware and software solutions, as the popular image-stitching software Autopano, are used by thousands of photographers as well as many companies in nearly all industies (Nasa, Boeing, Harvard, McDonald's, Microsoft, Sony, Scotland Yard).
**Kolor** offers solutions to create:
◢ Panoramas, including gigapixel images
◢ Interactive virtual tours
◢ 360-degree videos
The company develops its own software and selects the best gear to offer complete solutions. With **Kolor**, discover how much image stitching and video stitching can bring to your activity.
➜ Find out more on 360-degree video creation : www.kolor.com/video
➜ Or discover the global website : www.kolor.com
**Kolor** is a partner of Intel.

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# Leti

ISKN, a multidisciplinary team.
ISKN was founded in 2013 by Tristan Hautson (Embedded system), Jean-Luc Vallejo (Strategy & Marketing), and Timothée Jobert (User Experience). This team has spent more than 10 years at **Leti**, a top French research institute in nano and microelectronics, leading R&D projects with international companies and start-ups (ST Microelectronics, SOITEC, IBM, Freescale, NOKIA, MOVEA…)

◣ Electronics is our business
◣ User experience design is our passion

ISKN is a young innovative start-up, from the CEA-**Leti**, Grenoble, France, one of the largest high-technology research centers in Europe for new technologies in information and communication.
ISKN, a company whose mission is to combine the natural experience of familiar tools with the power of digital technology, has a strong patent portfolio with a forecast of fifteen patents by the end of 2013. ISKN develops and manufactures this technological solution based on a new type of embedded system architecture. The company is working to develop new partnerships to integrate ISKN technology into many new products.
At this year's SIGGRAPH (2013) in Anaheim, CA, ISKN will unveil a series of new technology applications around the digitization of handwriting, an augmented white board, and 3D tools. In addition, ISKN will launch its first product: iSketchnote, which combines the natural feel of pen and paper with the power of your iPad. www.isketchnote.com

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# Mercenaries Engineering

Created in 2005 in Paris, **Mercenaries Engineering** is dedicated to developing production high-end innovative softwares specifically designed for the animation and the VFX industries. At the occasion of SIGGRAPH 2013, **Mercenaries Engineering** is announcing the public release of the new Guerilla Render, the Next Generation Renderer focused on Production's requirements. Guerilla Render is a global illumination rendering engine & lighting setup software featuring:
**Simplicity**
◣ Effortless unbiased Global Illumination, HDR Image Based Lighting
◣ Easy to use, innovative lighting system (RenderGraph)
◣ All-purpose physically based shaders for surfaces, hairs and volumes
◣ Progressive preview for faster iterations
**Flexibility**
◣ Easy pipeline integration (Python scripting)
◣ Programmable shaders and lights
◣ Support for major industry standards
◣ SDK for procedural and geometric file formats
**Performances**
◣ Fast and accurate path tracing engine
◣ 2D and 3D baking
◣ Embedded shader optimizer and compiler
◣ Small memory footprint, unlimited textures and renders size, geometry compression and more

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# Mikros Image

**Mikros Image** is a major player in the post-production industry. With its headquarters in Paris, **Mikros Image** covers all the fields needed by feature films, advertising, TV, corporate communication, video games.

**Mikros Image** has recently opened 2 subsidiaries in Belgium, to grow its activities in Europe. In the US, **Mikros Image** has signed a partnership with the LA post-production and visual effects company Eight VFX to develop a series of common projects on commercials and feature films.

In 2010, Logorama won the Academy Award for Best Animated Short Film.

In 2011, **Mikros Image** opened a new subsidiary in Montreal, Canada.

In February 2012, **Mikros Image** won 2 Visual Effect Society Awards for the ads "Canal + the Bear" and "Dior J'adore".

In June 2012, **Mikros Image** announced the creation of its own animation studio, starting with the full CG feature film "Asterix: The Land of the Gods".

In May 2013, "Blue is the Warmest Color" directed by A. KECHICHE won the Festival de Cannes Palme d'Or, for which all VFX have been performed by **Mikros Image** Liege.

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# MotionTree

A whole new focus on interactive video.

**MotionTree** is a leading pioneer in the rich video application industry, with a strong background in developing innovative platform-independent audiovisual applications, based on **MotionTree**'s unique RVA format and patent pending technologies.

The company's mission is to address content producers and hardware manufacturers' needs to significantly improve their video offerings in order to deliver top of the line user experience.

Today, **MotionTree** helps e-learning, simulation and multimedia companies defining and producing rich video applications that offer unparalleled advantages in editing, manipulating, viewing and interacting with audiovisual content across many platforms.

**Main features:**
- Easy to use, template-based authoring toolset
- Scriptable logic and interfaces (JS) for full flexibility
- 2D and 3D animation
- Large and robust Media Formats support (HEVC-compliant, fonts and SVG imports)
- Playback across any platform (Desktop, Mobiles, Tablets, Web, IPTV, HbbTV, SmarTV) with stand-alone player
- Distribution from many sources such as Application stores, VOD, Blu-Ray, Broadcaster, Streaming platforms

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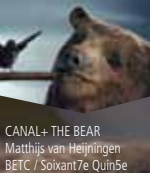
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MOTIONTREE

# Sculpteo

**Sculpteo** – the 3D Printing Cloud Engine
We believe 3D Printing is a Revolution bigger than the Web. And that consumers deserve great experiences. We combine creative and practical-minded talents for one purpose: design for our customers a fully online 3D printing service to make this technology easy and accessible to all.
Designers, developers, apps, games : we offer everything you need to start selling 3D printed products today.
Sculpteo Cloud engine is:
◣ A white label e-commerce solution
◣ + mass-customization and co-creation platforms
◣ + supply-chain management system
in a single suite.

Your customers will get the big, personal and interactive experience they're craving. Production and delivery via **Sculpteo**'s factories allows your brand to offer an extensive range of customizable products, 3D printed on demand without any investments.
Available as a 100% white-label solution, **Sculpteo** can be deployed under your own brand as a natural part of your product portfolio.

Choose International Award winner to start your 3D printing business today!

Phone: +1(415) 425-5542 / www.sculpteo.com
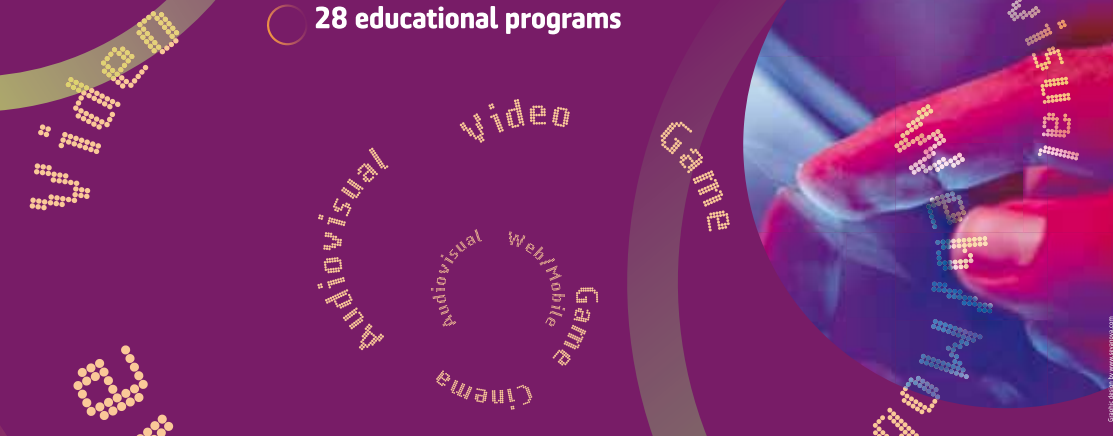**Contact: Nora TOURE / nora.toure@sculpteo.com**

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sculpteo

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# imaginove
## CONTENTS CLUSTER IN RHÔNE-ALPES

## Digital Content Cluster in Rhône-Alpes !

**Move to the leading region in France for your screen media activities !**

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**28 educational programs**

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Animation
Audiovisual
Web/Mobile
Cinema
Game

**Cap Digital**, Business Cluster For Digital Content and Services

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◤ Cap Digital is supported by:



**Imaginove**, Cluster Dedicated to the Image Industries

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◤ Imaginove is supported by:



DESIGN graphique / CAROLE CHARRAUD