

**LOCO
MOTO**

GUIDE 2020

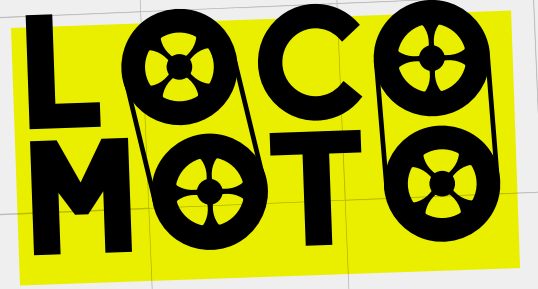
[//www.studiolocomoto.com](http://www.studiolocomoto.com)



// NIGHT OF COMEDY / AVROTROS: TIJL IN HET VOETSPoor VAN BACH

51°55'21.1"N 4°28'38.8"E//

1/ WHAT IS STUDIO LOCOMOTO?



Studio LocoMoto is a young Dutch animation studio, that is based in the city of Rotterdam. We are specialised in creating high quality 3D animations, illustrative design and storytelling. Our passion is to make atmospheric visuals and telling stories with a message.

LocoMoto stands for **locomotion** which means movement or the ability to move from one place to another.

lo-co-mo-tion lō-ke-'mō-shen
noun

Movement or the ability to move from one place to another.



**LOCO
MOTO**



// SHORT FILM: GONE WITH THE WIND

51°55'21.1"N 4°28'38.8"E//

2/ OUR PHILOSOPHY & MISSION



As a young and fresh studio we strongly believe in delivering quality at competitive prices. Efficiency is key and that is why we create our entire projects inhouse. From the early stages of concept to the final edit. We even provide voice overs and sounddesign. Because of the small size of our team, we have been able to set up a tight workflow so we can produce quickly under any circumstance.

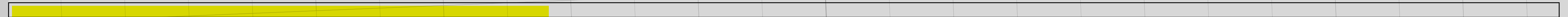
We like to create animations that will stand out by adding cinematographic elements, a fascinating story

and atmospheric environments. No dullness and cheap looking stuff, but well crafted, high-quality films.

Our future mission is to make fascinating commercial projects with a compelling narrative , but also keep our work fresh and creative by producing our own films and projects.

In our **LocoLab** we experiment with new techniques, styles and media. We will use this knowledge and experiences in our final products.

PROGRESS//



**LOCO
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CRIME
INVESTIGATION EXPERIENCE

// STEPPING STONE: CRIME INVESTIGATION EXPERIENCE



51°55'21.1"N 4°28'38.8"E//

3/ WHO IS STUDIO LOCOMOTO?



Studio LocoMoto consists of two animators that met during their MA studies in animation. Though we would all describe ourselves as 3D generalists, we each have our own specific areas of expertise.

THOMAS FOKKER

Art Director

- Modeling
- Graphic Design
- Illustration and Concept Art
- Story- and Colorboarding

SANDER WEZENBEEK

Technical Director

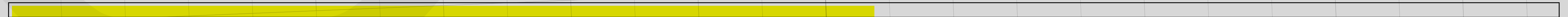
- Modeling
- Lighting and Rendering
- Texturing and Materials
- Post-Production

//SOFTWARE EXPERIENCE

Main Software: Cinema 4D, Maya, Adobe Suite (After Effects, Photoshop, Illustrator etc.) Reaper, and Logic Pro.

Rendering: Redshift, Arnold

PROGRESS//





// PROMO KUNSTENBOND

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4/ WHAT WE OFFER]



//3D ANIMATIONS AND VISUALS

We can make 3D animations or visuals for a great variety of uses. For example: commercials, promotional video's, logo animations/idents or explanation animations. Our style can vary from a illustrative and stylised style to photorealistic style. Nevertheless, we think it's most fun to combine the two!

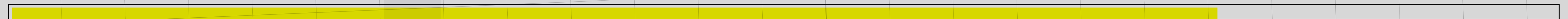
//MOTION GRAPHICS

We can also provide slick looking motion graphics for a lot of different purposes, like explanation animations, promo's, animated interfaces and logo animations. You name it, we find a way to make it.

//VIRTUAL-REALITY AND NEW MEDIA

3D animation and virtual-reality goes hand in hand. If we already made a 3D world with 3D characters, environments, and props, it is also possible to transfer this world to a virtual-reality animation.

PROGRESS//



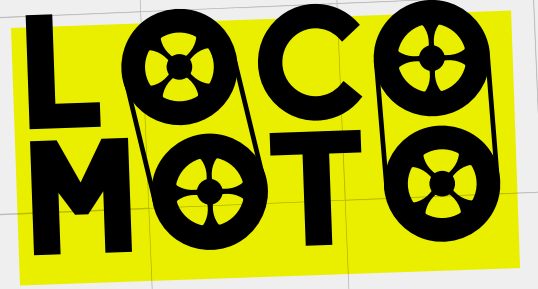
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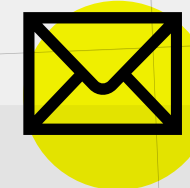
BLACK BANANAS: PROMO

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5/ WE LOOK FORWARD TO WORKING TOGETHER!



Did you like what you saw and read so far and want to see more? Or do you have plans for a possible collaboration?
You can find us at: www.studiocomoto.com or contact us in all these places:



info@studiocomoto.com



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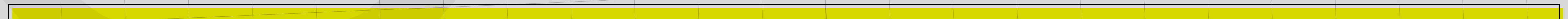


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TINKER / CORPUS EXPERIENCE: BLOOD FACTORY

