

Beirut Animation Network SAL

General Information

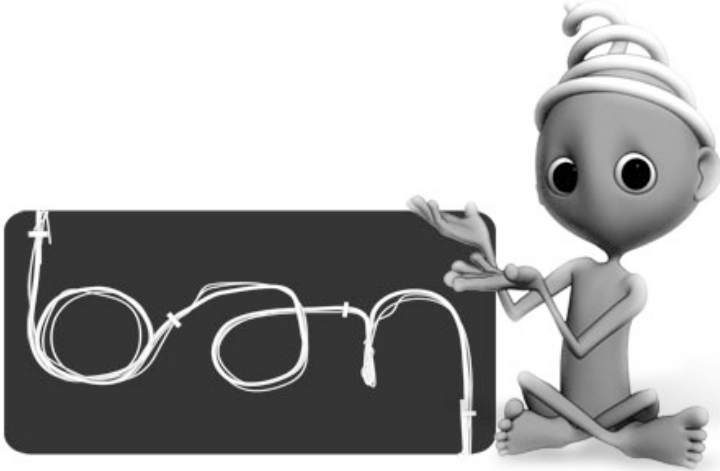


Table of Contents:

- 1. History 2
- 2. Multi-disciplinary studio 2
 - 2.1. Animation and Multimedia Studio 2
 - 2.2. Network of talents 2
 - 2.3. Workshops, Contests & Festivals 2
- 3. Expertise 3
 - 3.1. Animation 3
 - 3.1.1. Video-clips 3
 - 3.1.2. TV Series and Short movies 3
 - 3.1.3. TV Commercials 3
 - 3.1.4. Character design/Storyboards/Animatics 3
 - 3.2. Multimedia 3
 - 3.2.1. Websites 3
 - 3.2.2. Interactive CD/DVD 3
 - 3.2.3. Flash games 3
- 4. The way we work 4
 - 4.1. Artistic involvement 4
 - 4.2. Devotion and Hard work 4
 - 4.3. Organization and Project management 4
- 5. Price Guideline 5

Beirut Animation Network SAL

1. History

Beirut Animation Network SAL was better known under Leebosoft SARL, an educational cartoon multimedia startup based in Lebanon, dedicated to the directing of Leebo's adventures – History of Lebanon (www.leebosoft.com). In its perspective of development, Beirut Animation Network SAL was created in 2007.

2. Multi-disciplinary studio

2.1. Animation and Multimedia Studio

Ban is a character animation, multimedia & special effects studio which aims to promote Lebanon's art, culture, heritage and values through animation, movies, digital art & music-related events .

We have developed, through in-house trainings, an extensive knowledge in new digital art & animation techniques, specials effects & compositing.

We are pleased to share our know how with professionals of the media industry to produce our movies.

2.2. Network of talents

Ban is also a network of more than 100 animation-related talents.

The network regroupes script writers, storyboarders, painters, photographers, character animators, background designers, sound engineers, musicians, actors & voiceovers.

Ban believes that talents hold a responsibility to express themselves because they can reach inner souls through their artwork. Hard work and devotion are key ingredients to reach fulfillment and excellence.

2.3. Workshops, Contests & Festivals

Ban is planning on setting up workshops for animation movies.

Workshops will include all the steps of movie making that will be explained and practiced intensively.

- Scenario and script overview
- Research & Planning
- Storyboarding & sketching
- Character design
- Background design
- Character modeling & animation preparation
- Character animation (body, facial)
- Cameras & Lighting
- Rendering engines capacities.
- Directing

At the end of these workshops, students will be able to participate in contests that will be part of the Beirut animation festival.

3. Expertise

3.1. Animation

3.1.1. Video-clips

As our team is also composed of musicians, we are inspired by music and are attracted by where its power leads us. Our animation studio, in its polyvalence, can create a world of animation 2d/3d/Mix Media, to reach the audience, through a visual trip.

BAN directed the video clip of Yaya, that has been number 1 on Melody Hits since its release. For more info check youtube (Type yaya yay)

3.1.2. TV Series and Short movies

We have a passion for creating worlds, characters, to make them alive and to make them evolve in their imaginary worlds. Teamed up by scenarists, voice overs and musicians, our studio is able to direct animation movies.

3.1.3. TV Commercials

As our director, animators have graduated from Marketing oriented schools, we make sure that the commercials we direct are message oriented towards what the client needs.

3.1.4. Character design/Storyboards/Animatics

As part of our production process and with the help of human behavior specialist, we can create mascots, character with their own personality and style.

We can of course delivered high quality storyboards and animatics that will help you deliver the message, script or concept to your audience.

3.2. Multimedia

3.2.1. Websites

3.2.2. Interactive CD/DVD

3.2.3. Flash games

Thanks to our multimedia experts and developers, we can create any multimedia content for Websites, CD, DVD or other innovative supports.

We have created our own website at www.gotoban.com

4. The way we work

4.1. Artistic involvement

We are passionate about what we do and are so involved artistically in our work.

4.2. Devotion and Hard work

As animation and digital art means long hours and days behind the screen, our movies cannot see the day without passion and hard work. We work in a very relaxed and artistic atmosphere as we spend most of our life in it.

4.3. Organization and Project management

Our work process is very linear. In this meaning, the steps are clear and well-defined, with validation process that will allow us to be efficient.

Here under a better description of all the steps of the process, with of course validation in between.

The scenario/concept/Storyboard comes in pre-production. We can of course storyboard any scenario/concept if it wasn't provided. We take care of grasping all the needed information to get back to work and to come up with a proposal.

In case of dialogue, we record the voice drafts to evaluate the timing of the animation. We create the animatics, by adding the sound to the scene setup. The animatics will be the basis of the movie.

Then, production process comes in:

- Building of the background and modeling
- Cameras Setup
- Character Animation
- Background Refining
- Lighting and Texturing
- Final Cameras

Then, the post-production steps:

- Renderings et final tests
- Final VO recording and Exporting to final TV Format