.WORKFLOW

We begin by understanding your project, identifying the right visual direction, and aligning every key decision before production starts.

01

You Share

Project materials, references, brief, requirements, and expectations.

02

We Review

Visual opportunities, technical requirements, and potential challenges.

03

We Align

Project direction, priorities, timeline, workflow, and expectations.

Outcome A clear, aligned, and production-ready plan. *Now, it's time to produce your vision.*

BEFORE WE BRING YOUR VISION TO LIFE

We begin by understanding your project, identifying the right visual direction, and aligning every key decision before production starts.

01

Draft Angle

Explore the Best Perspective

We explore different angles and compositions, then you choose the one that best fits your project before we move forward.

Focus Story, angle, and composition.

Objective To select and lock the final angle.

02

Draft 01

Refining Your Design

We refine your design and make sure every element is treated properly. Share any specific input, and we'll develop it further in the next phase.

Focus Design accuracy and visual treatment.

Objective To align and refine the design direction.

03

Draft Final

Bringing Everything

We finalize the lighting, ambience, materials, and design details so you can clearly see the complete vision of your project.

Focus A clear and complete visualization of your design.

Objective To finalize the overall visual direction before delivery.

04

Final

One Last Touch of Magic

We add the final touches that bring your vision to life, turning it from an idea into something real.

Focus Final polish and visual impact.

Objective To deliver a complete and compelling final visual.

NOW, LET’S GET YOUR VISION MOVING!

It’s time to make everything feel more alive—yes, alive... or rather, moving. Here’s how we bring your vision to life through animation.

01

Storyboard

We turn your vision into a clear and engaging story—whether it feels *cinematic like a Hollywood film* or *structured like a TED Talk*.

You'll see how we plan to communicate your concept, while sharing any key messages or moments you want us to include.

Focus Visual quality and atmosphere.

Objective To align the overall visual development.

02

Draft Angle

Developing Story Angles

At this stage, some of the shots are still using clay renders to focus on the camera angles and storytelling. For several key shots, we'll render them with a near-final look to better represent the intended visual quality.

Focus Angle and storytelling

Objective To align the visual story.

03

Draft 01

Build the Visual World

We develop the models, lighting, environment, and atmosphere to bring the visual quality closer to the final vision.

Focus Visual quality and atmosphere.

Objective To align the overall visual development.

04

Draft Final

Bring Every Detail Together

We refine the lighting, colors, movement, atmosphere, sound, and fine details to complete the overall experience.

Focus Final refinement and visual consistency.

Objective To prepare the animation for final delivery.

05

Final

Ready for the Big Screen

We complete the final rendering, compositing, audio finishing, and quality control to make sure everything is polished and ready to deliver.

Focus Final polish and visual impact.

Objective To deliver the completed animation.

STEP INTO THE 360° EXPERIENCE

*For 360 we will provide you with an external link to enhance your 360 experience by making it more engaging and immersive

01

Project Brief

Submit Your Data

Send any useful data to us via email (office@sveindonesia.com) or directly send to our Project Manager and wait for the magic happened.

Focus Project brief, model, and references.

Objective To select what's inside the Experience.

02

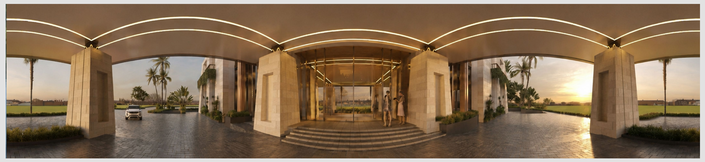
Draft 01

Building The Story Idea

In this part, all abouft finding the best position and general mood that shows best your design and the activities inside it with a 360 experience.

Focus Building story and mood of the 360 Experience.

Objective To align and refine the design direction.



03

Draft Final

Detail Exploration

At this stage, you'll be more intricate view of each element with more details in the modelling, accessories, and the ambience of the 360 world, giving it a more polished and captivating look of your design.

Focus A clear and complete visualization of your 360 Experience.

Objective To finalize the overall visual direction before delivery.

04

Final

One Last Touch of Magic

In this last phase, we'll fine tune the auxilary elements of the 360 world, such as the hotspot, positioning, background music, and some aspects of the user interface within the 360 Experience.

Focus Final polish and 360 impact.

Objective To deliver a complete and compelling final 360 Experience.

IT’S A WRAP.
YOU CAN SLEEP A LITTLE EASIER TONIGHT.

- *A clear workflow keeps decisions clear, reviews focused, and the process moving without unnecessary complications.*

- *One vision completed. Time to rest before the next idea begins.*