



“Blue y Malone Casos Imposibles” (Blue and Malone Impossible Cases) is a coproduction from **Esdip Animation Studio**, a content producer that has been nominated for a Goya Award for shorts such as “I Wish” and which has received international awards for the productions “Just The Beginning”, “Oldie But Goldie” and “Mars Love”.

Other production companies involved in making the short include:

- **The Impossible Journey Productions**, nominated for a Goya Award.
- **Indien Salon Films**, which is responsible for documentaries such as “The Other Kids” and “Diego el Cigala – Indestructible”.
- **Wise Blue Studios**, an animation studio that made the series “Hero Dad” and the feature film “Mibots”.



THE PROJECT

“Blue and Malone Impossible Cases” is a short film based on fantasy and **hybrid technology that mixes 3D animation with live action** and stars Aura Garrido, Álex O’Dogherty and José Luis García Pérez.

Berta (Aura Garrido) is a young, stressed out journalist trying to deal with the responsibilities of the adult world who visits the old theater where her grandmother worked the night before it was demolished. There she discovers that the theater has not been entirely abandoned. Mortando Malone (Álex O’Dogherty) and Big Blue Cat (José Luis García Pérez), Berta’s old imaginary friends, turn her world upside down trying to help her solve a truly impossible case: how to recover her desire to dream. What happens if they can’t do it?

With unique imagery, evocative lighting, charming characters and a tender and emotional story, “Blue and Malone Impossible Cases” is a project that embodies the best spirit of cinema by mixing entertainment with emotion.

Simple Cloud was essential in carrying out a project of this size, which is more like a production from a major studio, but that needs input from different geographical locations.

In other words, Impossible Cases would not exist without Simple Cloud.”



Abraham López
 Director and Screenwriter



CHALLENGES AND REQUIREMENTS

From the beginning, **“Blue and Malone Impossible Cases”** was intended to be a high quality production developed by a medium sized production company with limited resources.

Their challenge was to create a world where live action would be treated almost like animation, while 3D animated characters and scenes would look like live action that had been filmed. The ultimate aim was to create a single ambiance or universe that was midway between reality and fantasy. To achieve this, the production utilized **Simple Cloud**, new cloud-based technology to convert its pipeline, extend access to resources, and remove barriers in a secure, but flexible way.

The team also used cutting-edge technology such as the 3D scanning processes used by theaters, photogrammetry and 3D reconstruction of scenes and other elements, as well as traditional methods such as life size puppets and dummies to help the actors and crew members work with the animated characters, which were a giant cat and a little dog who is a detective.

They also produced layouts that started out as live action and ended up as 3D environments, full interaction between the real actress and the animated characters, which included an enormous blue cat weighing several tons, robots and other imaginary creatures.

Around two years were spent in preproduction, working with a powerful 3D preview of the set while simultaneously developing and styling the characters, working on animation and designing and modeling the two full 3D scenes used in the short.

Software was used to simulate special effects and to create and simulate skin and fabric, as well as for camera tracking, interactive chroma filming, robotic cameras and 3D environments. Arnold, Maya, Blender, Yeti, Nuke, Substance and Mari are just some of the software tools used in the production.

In total, 200 people worked on the project over four years. This team included 2D and 3D animators, concept artists, modelers, riggers, matte painters, shading artists, TDs, lighting designers, compers, prop technicians and live action art directors, sculptors, camera operators, focus pullers, gaffers and 3D production and live action departments working together.



Elena Manzano
Modeling Supervisor

Manu Carbajo
Production Director



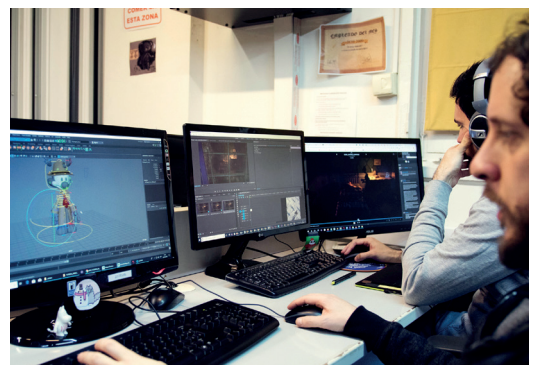
THE SOLUTION

Simple Cloud was essential in carrying out a project of this size, which is more like a production from a major studio, but that needs input from different geographical locations.

Within the context of this production, **we choose Simple Cloud Animation** as one of the foundations of the project. **This enabled us to complete our pipeline by converting a small animation studio into a partially virtual studio in a real and effective way.** This resulted in a much more robust environment where numerous artists could work alongside each other and where the technical and artistic mechanisms at our disposal were not restricted.

Among other benefits, **Simple Cloud Animation** has enabled us to:

- Access freelance artists who have been able to **collaborate with us from different parts of the world**, without needing to update their computer systems or install additional software tools, which meant that they could combine their work with us with other projects.
- Identify **cost effective solutions** and find exactly the right artists and profiles for each task.
- Effectively and quickly manage **rendering tasks** by assigning the nodes available at any given time.
- **Closely monitor artists** by being able to access their scenes and provide them with the most suitable machine profile for the task at hand.
- Manage **the remote** relationship between the artist and their supervisor much more closely and flexibly, regardless of where the artist was located.



**“CONVERTING A SMALL
ANIMATION STUDIO INTO
A PARTIALLY VIRTUAL STUDIO”**



RESULTS

Thanks to the Simple Cloud solution, we have been able to **work remotely in a collaborative environment with different types of artists from any part of the world by sharing high spec virtual workstations with enhanced graphics capabilities**, in a fully cloud-based environment

provided by **IBM Cloud** through its global data centers. **The Simple Cloud tool was used to reach a level of quality** that surpassed expectations. As such, it had a decisive impact on almost all areas of production and, in particular, it had a very positive impact on the project budget.

