



**Case Study - Animation Studio:** Elliott Animation™  
**Production:** 3D Animated TV Series

## TIME SAVINGS

Episodes	26
Complex Shots per Episode	20
Time to Complete Shots with Keyframing	20 Days
Time to Complete Shots with GCS3*	5 Days
<b>Time Saved per Episode †</b>	<b>15 Days</b>
<b>Total Time Savings †</b>	<b>390 Days</b>

## COST SAVINGS

Episodes	26
Complex Shots per Episode	20
Layout Artists Needed to Complete Shots with Keyframing	4
Layout Artists Needed to Complete Shots with GCS3*	2
<b>Payroll Savings †</b>	<b>\$595,764</b>
Computers Needed with Keyframing	4
Computers Needed with GCS3*	2
<b>Hardware Savings †</b>	<b>\$6,000</b>
Software License Seats Needed with Keyframing	4
Software License Seats Needed with GCS3*	2
<b>Software Savings †</b>	<b>\$6,000</b>
<b>Total Cost Savings †</b>	<b>\$607,764</b>

*"We estimate that completing these complex shots traditionally would have added an additional \$600,000 in costs to the production. By using Craft Camera Tools for GCS3, we were able to keep the intricate camera work in the show while staying within our budget."*

**George Elliott**  
 President, Elliott Animation  
 (Rollbots, Backyardigans,  
 Total Drama Island, 6Teen,  
 Sitting Ducks)

\* Utilizing Craft Camera Tools for GCS3, a software and hardware bundle developed by Craft Animations AB and Gamecaster, Inc.  
 † Savings are "close approximations". Actual results may vary.  
 To review the full case study visit [www.gamecaster.com/case-study](http://www.gamecaster.com/case-study).