

CRUX  
*by*  
WILFILM

The basic, central, or critical point or feature: the crux of the matter; the crux of an argument.

Something that torments by its puzzling nature; a perplexing difficulty.

# Wil Film ApS

- Commercials, Feature Films, TV series and shortfilms
- 3 years ago, 3 people
- Last 2 years steady 30-40

# Ninjago







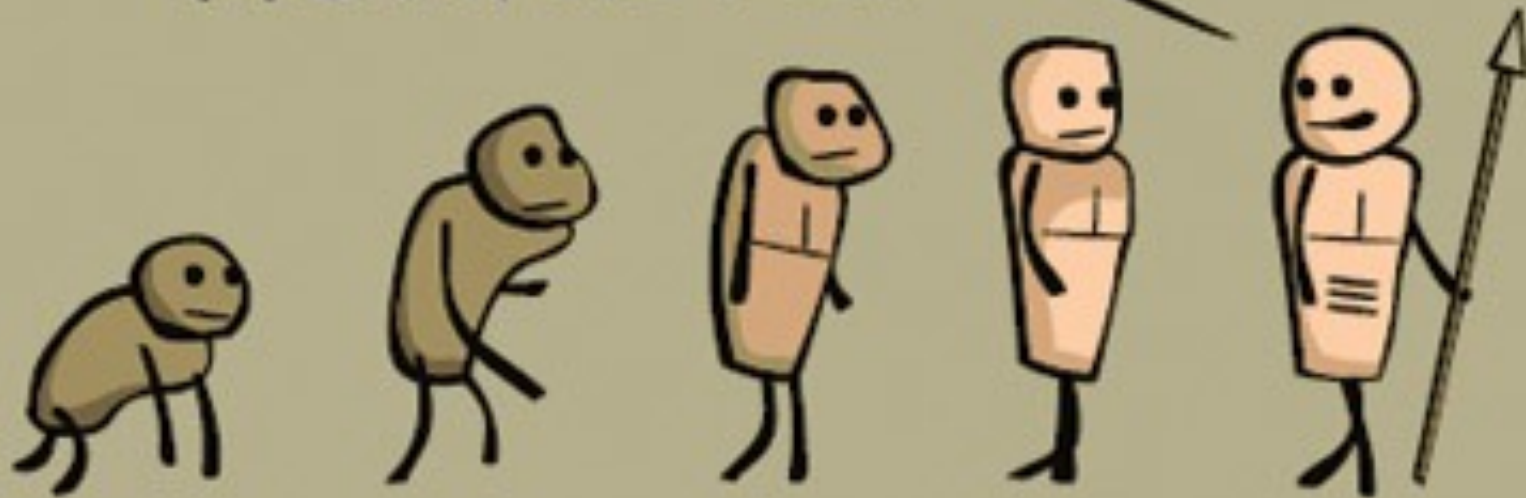
# Ninjago 4x11

- 4 x 11 mins
- 130 assets
- ~10 People in DK

# Ninjago 26x22

- 361 Characters, 229 Sets, 685 Props
- 2.542 Design images
- 12.038 shots across 26 episodes at 22mins each.
- GDC=>Wilfilm 1.437 Shaded Asset Images
- GDC=>Wilfilm 39.386 Shot Items, given 26.216 comments

HEY, I'M BEING  
FOLLOWED BY  
MONKEYS!





# Google docs

- Access Control
- History

The screenshot shows a Google Docs spreadsheet titled "Mitsugi\_AssesDB\_OLD". The spreadsheet contains a list of assets with the following columns: name, status, type, comment, priority, design, design\_date, design\_user, ngr\_administ, ngr\_app, ngr, ngr\_date, ngr\_user, approval, approval\_date, and a series of columns for dates from 2012-01-01 to 2012-01-31. The data is organized into rows, with alternating yellow and green background colors for every other row. The "name" column lists various assets such as "Able", "AccessPoint", "AccessPoint2", "AccessPoint3", "AccessPoint4", "Able", "BarcodeTag", "BarcodeTag2", "BarcodeTag3", "BarcodeTag4", "BarcodeTag5", "BarcodeTag6", "BarcodeTag7", "BarcodeTag8", "BarcodeTag9", "BarcodeTag10", "BarcodeTag11", "BarcodeTag12", "BarcodeTag13", "BarcodeTag14", "BarcodeTag15", "BarcodeTag16", "BarcodeTag17", "BarcodeTag18", "BarcodeTag19", "BarcodeTag20", "BarcodeTag21", "BarcodeTag22", "BarcodeTag23", "BarcodeTag24", "BarcodeTag25", "BarcodeTag26", "BarcodeTag27", "BarcodeTag28", "BarcodeTag29", "BarcodeTag30", "BarcodeTag31", "BarcodeTag32", "BarcodeTag33", "BarcodeTag34", "BarcodeTag35", "BarcodeTag36", "BarcodeTag37", "BarcodeTag38", "BarcodeTag39", "BarcodeTag40", "BarcodeTag41", "BarcodeTag42", "BarcodeTag43", "BarcodeTag44", "BarcodeTag45", "BarcodeTag46", "BarcodeTag47", "BarcodeTag48", "BarcodeTag49", "BarcodeTag50", "BarcodeTag51", "BarcodeTag52", "BarcodeTag53", "BarcodeTag54", "BarcodeTag55", "BarcodeTag56", "BarcodeTag57", "BarcodeTag58", "BarcodeTag59", "BarcodeTag60", "BarcodeTag61", "BarcodeTag62", "BarcodeTag63", "BarcodeTag64", "BarcodeTag65", "BarcodeTag66", "BarcodeTag67", "BarcodeTag68", "BarcodeTag69", "BarcodeTag70", "BarcodeTag71", "BarcodeTag72", "BarcodeTag73", "BarcodeTag74", "BarcodeTag75", "BarcodeTag76", "BarcodeTag77", "BarcodeTag78", "BarcodeTag79", "BarcodeTag80", "BarcodeTag81", "BarcodeTag82", "BarcodeTag83", "BarcodeTag84", "BarcodeTag85", "BarcodeTag86", "BarcodeTag87", "BarcodeTag88", "BarcodeTag89", "BarcodeTag90", "BarcodeTag91", "BarcodeTag92", "BarcodeTag93", "BarcodeTag94", "BarcodeTag95", "BarcodeTag96", "BarcodeTag97", "BarcodeTag98", "BarcodeTag99", "BarcodeTag100".



# phpbb

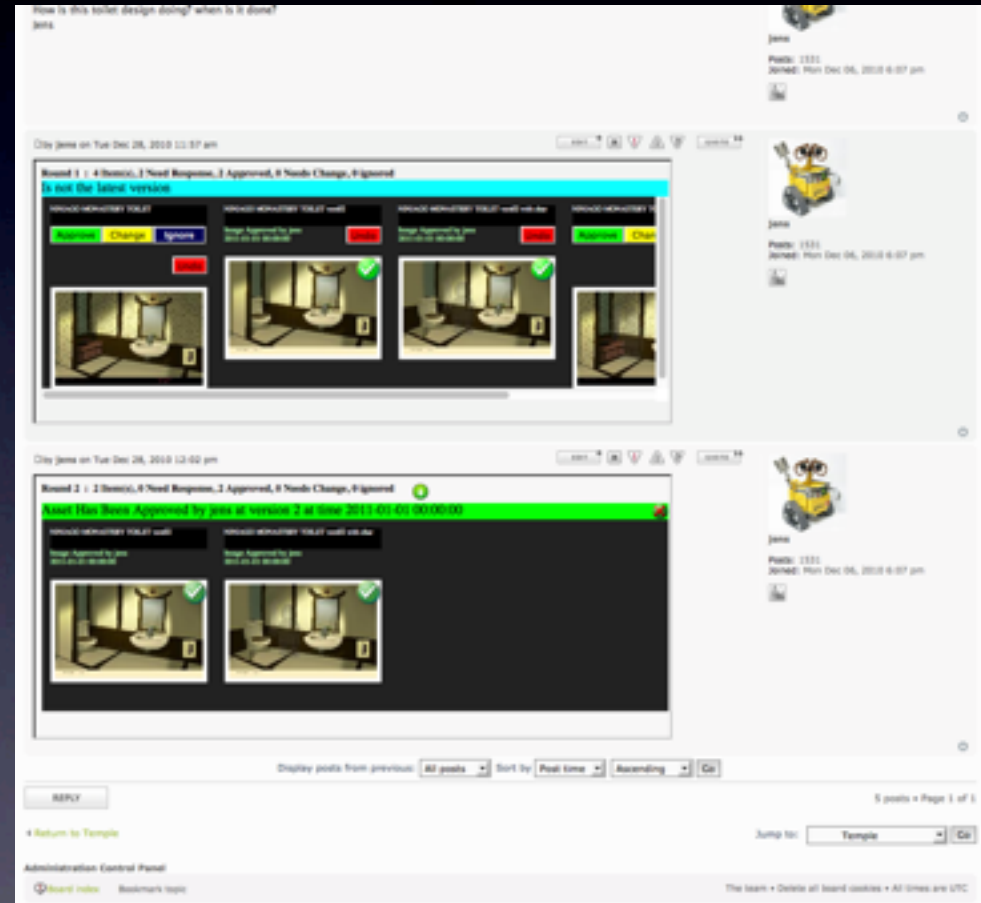
- Structure
- Access control
- Tracking
- Now!

The screenshot displays the phpBB forum interface. At the top, there is a navigation menu with links for Board Index, User Control Panel, Search, FAQ, Members, Register, and Logout [ Jimmi ]. A search bar is located in the top right corner. Below the navigation menu, the main content area shows the Board Index page. It includes a user control panel link, a search bar, and a table of forum categories. The table has columns for APPROVALS, LAST POST, POSTS, and TOPICS.

APPROVALS	LAST POST	POSTS	TOPICS
design	Wed Apr 25, 2012 6:05 am by ThomasLEGO	4144	1272
proxy	Tue Apr 24, 2012 9:23 pm by auto	2386	1161
model	Thu May 30, 2012 8:18 am by yug/Yang	4018	1284
Script	Fri Dec 02, 2011 1:34 pm by KennethBonde	30	30
Blocking	Mon Oct 08, 2012 7:08 am by Toki	501	38
References	Tue Mar 15, 2011 9:34 am by innesparre	3	2
GDCEpisodeHandover	Wed Apr 18, 2012 3:30 pm by Jimmi	65	32
Notes	Wed Nov 30, 2011 8:14 pm by KennethBonde	11	11

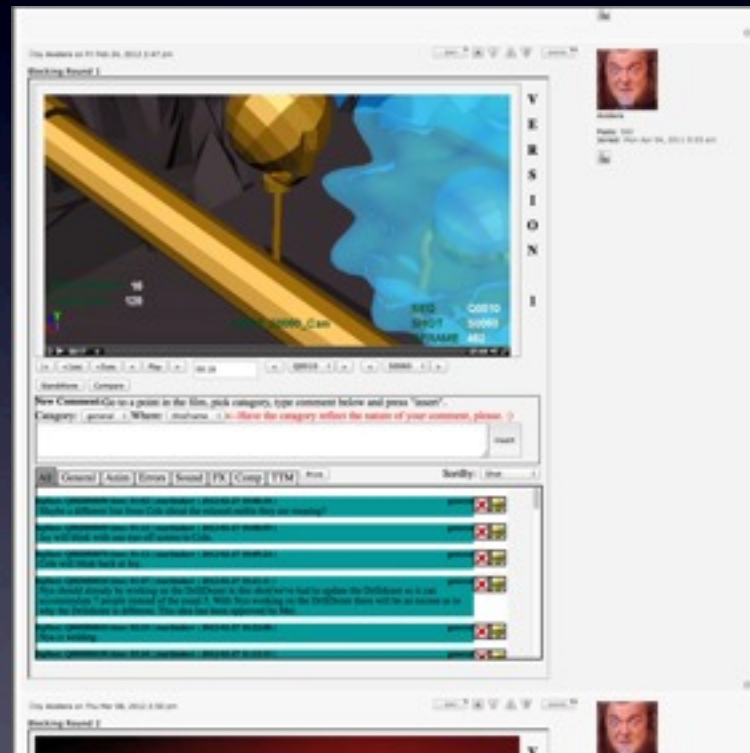
# Assets

- IFrame
- “Rounds”
- Per Image Approval
- Overall Approval



# Movie Review

- See movie
- Make comments
- Store comment time





# The Crux

The screenshot displays the 'Crux Mainpage' dashboard. At the top, there is a navigation bar with 'CRUX | Ninjabo2012 | Frontpage' on the left and 'Applications | Administration | GDCExtractions | Asset Pages | Jined | Logout' on the right. The main content area is divided into several sections:

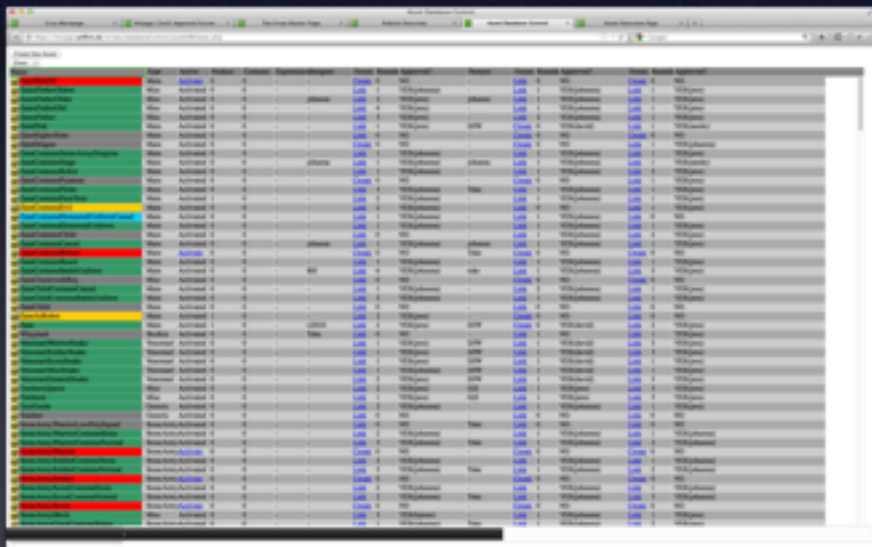
- Profile:** Features a user profile picture and details: Name: jined, Email: jined@nines.com, Username: willie, Department: [blank].
- Stats:** A table of key performance indicators:

361 items	40 Episodes	41862 Shot Items
229 sets	1130 Active Sequences	0 Shot Items Today
660 props	12638 Active Shots	
- Applications:** A grid of application icons including SAS, SAS-Client, SAS, SAS-Client, Assets-OLD, Assets, Queue, SAS/SAD, and Forum.
- Deadlines:** A section for tracking deadlines, currently showing 'This Week' and 'Next Week' with 'All is well' status.
- People Away:** A section for tracking people away, currently showing 'Today' and 'This Week' with 'All is well' status.

The background of the dashboard features a stylized illustration of a castle on a cliffside under a sunset sky.

# Local Database

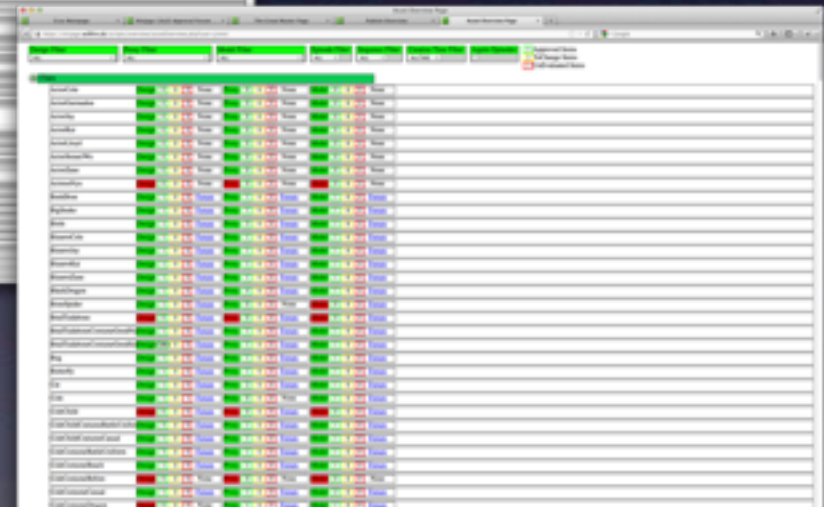
- MySQL database (already used in phpBB forum)



A screenshot of a MySQL database table. The table has many columns, including 'id', 'username', 'password', 'email', 'ip', 'last\_login', 'last\_ip', 'last\_activity', 'last\_activity\_ip', 'last\_activity\_ip\_hex', 'last\_activity\_ip\_hex2', 'last\_activity\_ip\_hex3', 'last\_activity\_ip\_hex4', 'last\_activity\_ip\_hex5', 'last\_activity\_ip\_hex6', 'last\_activity\_ip\_hex7', 'last\_activity\_ip\_hex8', 'last\_activity\_ip\_hex9', 'last\_activity\_ip\_hex10', 'last\_activity\_ip\_hex11', 'last\_activity\_ip\_hex12', 'last\_activity\_ip\_hex13', 'last\_activity\_ip\_hex14', 'last\_activity\_ip\_hex15', 'last\_activity\_ip\_hex16', 'last\_activity\_ip\_hex17', 'last\_activity\_ip\_hex18', 'last\_activity\_ip\_hex19', 'last\_activity\_ip\_hex20', 'last\_activity\_ip\_hex21', 'last\_activity\_ip\_hex22', 'last\_activity\_ip\_hex23', 'last\_activity\_ip\_hex24', 'last\_activity\_ip\_hex25', 'last\_activity\_ip\_hex26', 'last\_activity\_ip\_hex27', 'last\_activity\_ip\_hex28', 'last\_activity\_ip\_hex29', 'last\_activity\_ip\_hex30', 'last\_activity\_ip\_hex31', 'last\_activity\_ip\_hex32'. The rows are color-coded in a repeating pattern of green, yellow, and red.



A screenshot of a MySQL database table with a few columns and rows. The table has columns for 'id', 'username', 'password', 'email', 'ip', 'last\_login', 'last\_ip', 'last\_activity', 'last\_activity\_ip', 'last\_activity\_ip\_hex', 'last\_activity\_ip\_hex2', 'last\_activity\_ip\_hex3', 'last\_activity\_ip\_hex4', 'last\_activity\_ip\_hex5', 'last\_activity\_ip\_hex6', 'last\_activity\_ip\_hex7', 'last\_activity\_ip\_hex8', 'last\_activity\_ip\_hex9', 'last\_activity\_ip\_hex10', 'last\_activity\_ip\_hex11', 'last\_activity\_ip\_hex12', 'last\_activity\_ip\_hex13', 'last\_activity\_ip\_hex14', 'last\_activity\_ip\_hex15', 'last\_activity\_ip\_hex16', 'last\_activity\_ip\_hex17', 'last\_activity\_ip\_hex18', 'last\_activity\_ip\_hex19', 'last\_activity\_ip\_hex20', 'last\_activity\_ip\_hex21', 'last\_activity\_ip\_hex22', 'last\_activity\_ip\_hex23', 'last\_activity\_ip\_hex24', 'last\_activity\_ip\_hex25', 'last\_activity\_ip\_hex26', 'last\_activity\_ip\_hex27', 'last\_activity\_ip\_hex28', 'last\_activity\_ip\_hex29', 'last\_activity\_ip\_hex30', 'last\_activity\_ip\_hex31', 'last\_activity\_ip\_hex32'. The rows are color-coded in a repeating pattern of green, yellow, and red.



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# S.A.S.

The screenshot displays the Shot Approval System (SAS) web application. The browser window title is "Shot Commenting" and the URL is "https://ninjago.willfilm.dk/scripts/shotApproval/shotCommentingUI.php". The page header includes "Ninjago Crux - Access: Jimmi" and navigation links for "DatabaseControls", "GDCExtractions", "SAS", "Utilities", "OverviewPages", and "LOGOUT".

The main content area is titled "Shot Approval System (SAS) NoVideoMode". It features a list of "Un-Evaluated Items" with columns for "Episode" (all 00170) and "Stage" (all). The list includes items like "E0170 Q0060 : 1 unevaluated items in 1 shots: S0020".

Below the list, there are several video thumbnails for different shots, each with a status indicator: "Q0010 S0010" (comp), "Q0010 S0020" (cmp/tx), "Q0010 S0030" (comp), and "Q0010 S0070" (comp). A large video player window is open, showing a close-up of a yellow LEGO character with brown hair, looking surprised. The player has a "Drag here to move window" title bar and a "Insert" button.

On the left, a detailed view for "Q0010 S0030" is shown, including a color calibration bar, a file name "S0030\_v002\_comp.mov", a timestamp "2012-04-01 12:34:44", a hash "20120401\_1806187", and a file path "rj\_E0170\_Q0010\_S0030\_cp\_v001.mov". Below this is a small video player showing the same LEGO character.

On the right, there is an "Attachments" section with a green bar and the text "All Attachments".

# E.A.S.

The screenshot displays the E.A.S. (Episode Commenting) web interface. At the top, there's a navigation bar with "CRUX | Ninjago2012 | EAS 2.0" and various menu items like "Applications", "Administration", "GOCContractions", "Asset Pages", and "Jenni | Logout". Below this is a grid of episode thumbnails. The main content area is titled "v16 - Color Grade" and shows a close-up of a green LEGO character's face with yellow eyes. The interface includes a left sidebar with metadata (Duration: 150, Shot Prio: Normal, FX Prio: No FX, YOB: EarlyMorning, Vendor: GOC, Cam Shake: None) and a list of previous versions. A central video player shows the color grade with playback controls. On the right, a "This Version Comments" section contains several user comments discussing the color grade, such as "SOUND: Final file has already been commented on, an MDC sound are closed at this stage." and "Overall I agree with Thomas on all accounts - one thing I keep seeing (and have commented on before) is that Lloyd seems to be a darker yellow in the face than all the other characters".





# Processing Queue

ID	Status	Task Name	Progress	By	Start	End	Duration	Created
11261	10	bundle	<div style="width: 100%; background-color: green;"></div>	by Crux System	1 Jan [ 01:00:00	=> 01:00:00	= <1sec ]	2012-11-23 13:04:21
11262	10	shot_item_proces	<div style="width: 100%; background-color: green;"></div>	23.Nov [ 13:04:27	=> 13:04:29	= 01:00:02 ]	2012-11-23 13:04:22	
11259	0	edit_shot_audio	<div style="width: 100%; background-color: green;"></div>	by Henrik Bech	23.Nov [ 12:18:16	=> 12:18:22	= 01:00:06 ]	2012-11-23 12:17:56
11258	0	edit_shot_thumb	<div style="width: 100%; background-color: green;"></div>	by Henrik Bech	23.Nov [ 12:17:59	=> 12:18:16	= 01:00:17 ]	2012-11-23 12:17:55
11247	10	bundle	<div style="width: 100%; background-color: green;"></div>	by Crux System	1 Jan [ 01:00:00	=> 01:00:00	= <1sec ]	2012-11-23 11:52:47
11236	10	bundle	<div style="width: 100%; background-color: green;"></div>	by Crux System	1 Jan [ 01:00:00	=> 01:00:00	= <1sec ]	2012-11-23 11:43:20
11237	10	shot_item_proces	<div style="width: 100%; background-color: green;"></div>	23.Nov [ 11:43:29	=> 11:43:31	= 01:00:02 ]	2012-11-23 11:43:21	
11238	10	shot_item_proces	<div style="width: 100%; background-color: green;"></div>	23.Nov [ 11:43:31	=> 11:43:34	= 01:00:03 ]	2012-11-23 11:43:22	
11239	10	shot_item_proces	<div style="width: 100%; background-color: green;"></div>	23.Nov [ 11:43:34	=> 11:43:36	= 01:00:02 ]	2012-11-23 11:43:22	
11240	10	shot_item_proces	<div style="width: 100%; background-color: green;"></div>	23.Nov [ 11:43:36	=> 11:43:38	= 01:00:02 ]	2012-11-23 11:43:23	
11241	10	shot_item_proces	<div style="width: 100%; background-color: green;"></div>	23.Nov [ 11:43:38	=> 11:43:41	= 01:00:03 ]	2012-11-23 11:43:24	
11242	10	shot_item_proces	<div style="width: 100%; background-color: green;"></div>	23.Nov [ 11:43:42	=> 11:43:43	= 01:00:01 ]	2012-11-23 11:43:25	
11243	10	shot_item_proces	<div style="width: 100%; background-color: green;"></div>	23.Nov [ 11:43:43	=> 11:43:46	= 01:00:03 ]	2012-11-23 11:43:26	
11244	10	shot_item_proces	<div style="width: 100%; background-color: green;"></div>	23.Nov [ 11:43:46	=> 11:43:48	= 01:00:02 ]	2012-11-23 11:43:26	
11245	10	shot_item_proces	<div style="width: 100%; background-color: green;"></div>	23.Nov [ 11:43:48	=> 11:43:50	= 01:00:02 ]	2012-11-23 11:43:27	
11246	10	shot_item_proces	<div style="width: 100%; background-color: green;"></div>	23.Nov [ 11:43:50	=> 11:43:52	= 01:00:02 ]	2012-11-23 11:43:28	
11234	0	gather_for_edit	<div style="width: 100%; background-color: orange;"></div>	by Henrik Bech				2012-11-23 10:53:59
11228	10	bundle	<div style="width: 100%; background-color: green;"></div>	by Crux System	1 Jan [ 01:00:00	=> 01:00:00	= <1sec ]	2012-11-23 10:18:14
11229	10	shot_item_proces	<div style="width: 100%; background-color: green;"></div>	23.Nov [ 10:18:19	=> 10:18:24	= 01:00:05 ]	2012-11-23 10:18:16	
11227	0	gather_for_edit	<div style="width: 100%; background-color: orange;"></div>	by Henrik Bech				2012-11-23 09:51:14



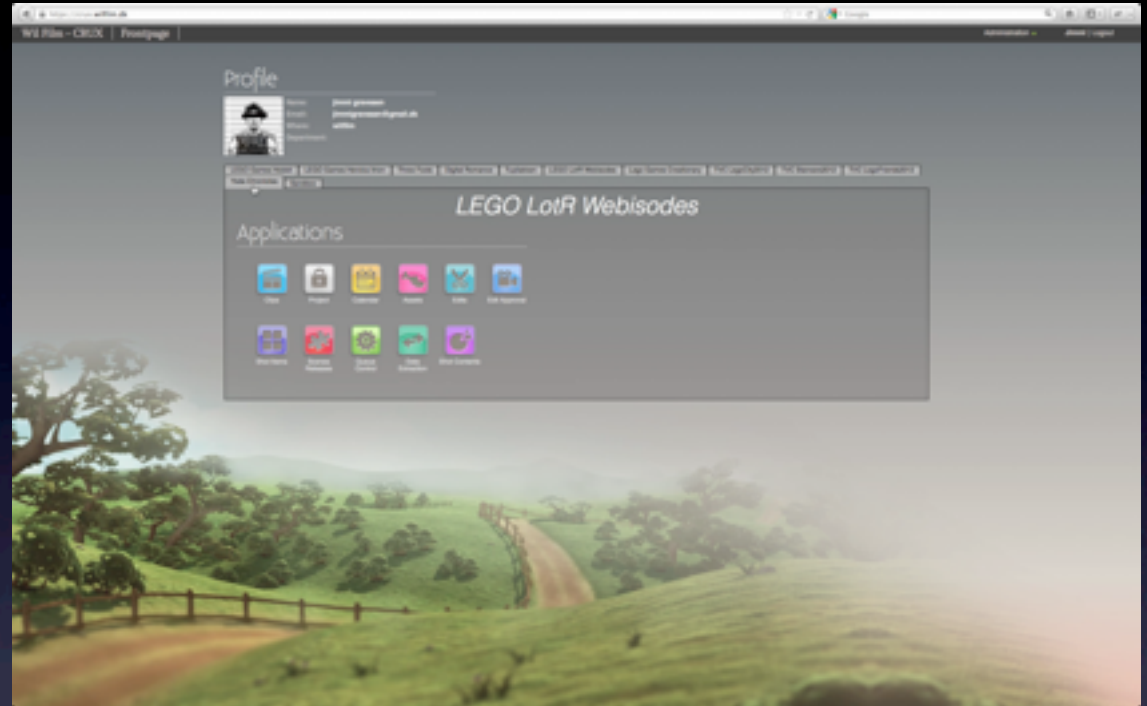


# Crux 2.0

- Multiple Projects
- Unified Evaluation
- Unified notes/comments
- Unified “Item Viewer”

# CruX 2.0

- Multiple Projects
- Unified Evaluation
- Unified notes/comments
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# Edits

The screenshot displays the 'Edit Control - Digital Romance' web interface. The browser address bar shows the URL: [https://crux.willfilm.dk/interfaces/edits.php?project=255\\_wfs01\\_digitalromance](https://crux.willfilm.dk/interfaces/edits.php?project=255_wfs01_digitalromance). The page title is 'Edit Control - Digital Romance'. The navigation menu includes 'Will Film - CRUX', 'Digital Romance', and 'Episode Structure'. The user is logged in as 'Jimmi'.

The main content area is titled 'Create New Edit' and 'MASTER EDIT'. It shows a timeline of edits for 'Digital Romance'. The timeline is divided into scenes, with scene numbers 50070 through 50230 visible. The current edit is 'Animation - v023 (42) ReleaseType - editchange - 2012-11-05 10:52:46'. The description is 'new shorts added'. The edit is released.

The timeline shows a sequence of scenes: 50070, 50080, 50090, 50100, 50110, 50120, 50125, 50130, 50140, 50150, 50160, 50170, 50180, 50190, 50200, 50210, 50220, 50230. The current edit covers scenes 50090 through 50230.

Below the timeline, there are three file icons for 'animation v023': an XML file, an AIF file, and a video file.

The next edit is 'Animation - v022 (41) ReleaseType - editchange - 2012-10-12 14:37:24'. The description is 'files updated, scenes out out'. The edit is released. The timeline shows a sequence of scenes: 50090, 50100, 50110, 50120, 50130, 50140, 50150, 50160, 50170, 50180, 50190, 50200, 50210, 50220, 50230. The current edit covers scenes 50090 through 50230.

Below the timeline, there are ten file icons for 'animation v022': an XML file, an AIF file, and eight video files.

The final edit is 'Animation - v021 (40) ReleaseType - editchange - 2012-10-04 12:27:37'. The description is 'files updated, editchange'. The edit is released. The timeline shows a sequence of scenes: 50090, 50100, 50110, 50120, 50130, 50140, 50150, 50160, 50170, 50180, 50190, 50200, 50210, 50220, 50230. The current edit covers scenes 50090 through 50230.

Below the timeline, there are ten file icons for 'animation v021': an XML file, an AIF file, and eight video files.

# S.A.S. 2.0

The screenshot displays the S.A.S. 2.0 web interface. At the top, the browser address bar shows the URL: `local.crux.wilfilm.dk/interfaces/sas.php?project=258_lab_lotr&f[]=sort&f[]=tochange&f[]=approved&shotitem=14778&q=E0040`. The page title is "S.A.S. - Lego LOTR".

The interface includes a navigation bar with "Wil Film - CRUX", "Lego LOTR", and "Shot Item System (S.A.S.)". Below this is a filter menu with tabs for "All", "E0010", "E0020", "E0030", "E0040" (selected), and "E0050". A "List" dropdown and a "WF-main" dropdown are also present.

A horizontal timeline of shot thumbnails is shown, with the selected shot (E0040 Q0010 S0080) highlighted. The thumbnails are labeled with IDs and frame numbers: Q0010 S0079 (22), Q0010 S0080 (188), Q0010 S0090 (43), Q0010 S0100 (38), Q0010 S0130 (84), Q0010 S0130 (38), Q0010 S0140 (83), Q0010 S0150 (34), Q0010 S0160 (35), and Q0010 S0170.

The main content area features a "Versions" section on the left with a list of revisions: "Final v3" (2013-07-11 08:16:44), "Final v2" (2013-07-10 09:21:11), "compiling v4" (2013-07-10 09:13:35), and "Final v1" (2013-07-09). Below this is a metadata panel for "E0040 Q0010 S0080" with fields for "info", "Anim(1)", "Comp(2)", "Paley(2)", and "Px(1)".

The central video player displays the selected shot, "E0040 Q0010 S0080 Shot Item - Final v003 Shot Item for E0040 Q0010 S0080". The video shows a scene with Lego characters in a rocky environment. The player includes standard playback controls and a progress bar.

On the right side, there are two "New Comments" sections, both set to "all general".

# E.A.S. 2.0

The screenshot displays the E.A.S. 2.0 web interface. At the top, there are browser tabs for 'Crux Mainpage' and 'E.A.S. - Sandbox'. The address bar shows the URL: [https://crux.wilfilm.dk/interfaces/eas.php?project=000\\_s01\\_sandbox&ep=test&itemid=1](https://crux.wilfilm.dk/interfaces/eas.php?project=000_s01_sandbox&ep=test&itemid=1). The page title is 'Wil Film - CRUX | Sandbox | Episode Approval System (E.A.S.)'. Below the navigation bar, there are several thumbnail images representing different scenes. The main content area is divided into several sections:

- Versions:** A sidebar on the left shows 'Version 1 blocking 0 comments' by Jimmi Gravesen.
- Write your comment here:** A text input field with a 'Submit' button.
- blocking v001:** The main video player area, titled 'blocking v001 Edit Item - Blocking'. It features a video player with standard playback controls (play, stop, next, previous, full screen) and a progress bar at the bottom.
- Release Comments:** A section on the right with the text 'all general anim light fx comp Foley' and a 'Write Comment' button.
- test Q0010 S0010:** A metadata panel on the left with a tabbed interface (Info, Anim(s), Comp(s), Foley(s), FX(s)). The 'Info' tab is active, showing the following details:

Info	Anim(s)	Comp(s)	Foley(s)	FX(s)
Duration :	172			
PRWD :	Normal			
CompPRWD :	Normal			
FXPRWD :	No fx			
Shake :	None			
	None			
	None			
blockVendor:	Willis			
animVendor:	Willis			
lightVendor:	Willis			
compVendor:	Willis			
postVendor:	Willis			
Tot :	NA			

# Assets 2.0

The screenshot displays the Assets 2.0 web application interface. The browser address bar shows the URL: [https://crux.willfilm.dk/interfaces/assets.php?project=258\\_lab\\_lotR&search\[\]=evalblockX12WF-main](https://crux.willfilm.dk/interfaces/assets.php?project=258_lab_lotR&search[]=evalblockX12WF-main). The page title is "Assets - LEGO LotR Websodes". The navigation menu includes "Wil Film - CRUX", "LEGO LotR Websodes", and "Assets". The user is logged in as "Jimmi".

The interface features a search bar with the query "evalblock + WF-main". Below the search bar, a message states "NO ASSET SELECTED. CANNOT DISPLAY DATA". A table of assets is displayed with the following columns: Name, Class, Reference, Vendor, Design, Vendor, Proxy, Vendor, Shading, and Vendor. The "BeredDur" row is highlighted in green.

Name	Class	Reference	Vendor	Design	Vendor	Proxy	Vendor	Shading	Vendor
Artem	char	None	None	None	None	None	None	None	None
ArrowLegolas	prop	None	None	None	None	None	None	None	None
ArrowRobin	prop	None	None	None	None	None	None	None	None
AssDoubleGent	prop	None	None	None	None	None	None	None	None
AssGent	prop	None	None	None	None	None	None	None	None
BagginsMen	char	None	None	None	None	None	None	None	None
Baling	char	None	None	None	None	None	None	None	None
BannerUrubhal	prop	None	None	None	None	None	None	None	None
BeredDur	address	None	None	None	None	None	None	None	None
Bibo	char	None	None	None	None	None	None	None	None
Book	prop	None	None	None	None	None	None	None	None
Bonnie	char	None	None	None	None	None	None	None	None
BowlHair	prop	None	None	None	None	None	None	None	None
Bowl	prop	None	None	None	None	None	None	None	None



# Benefits

- History
- Overview
- Stats
- Client Access
- Automation
- Publishing
- Planning
- Control
- Resources

# Full Productions

- Asset
- Animation
- Lighting (upcoming)
- Compositing (upcoming)

# Future

- Lighting
- Compositing
- HTML 5 Video
- DJANGO like framework for database access
- Php vs Python
- Silly amounts of improvements and ideas





# Questions?