

J Cube Releases All-In-One Anime Solution Maneki, Used in Anime Feature Film *BLAME!*

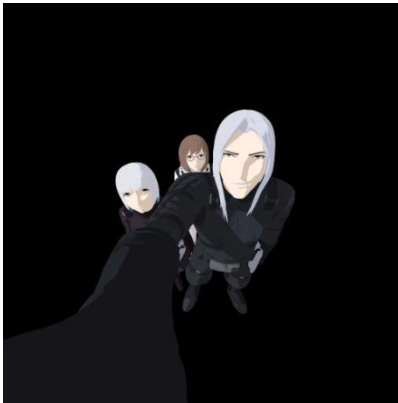
Polygon Pictures ("PPI," President and CEO: Shuzo Shiota, Head Office: Tokyo, Japan) is proud to announce the development and release of Maneki, by Polygon Pictures' subsidiary J Cube Inc.

Maneki is an all-in-one anime solution designed for efficient rendering of next-generation high-quality content in HD/4K. This software was a core technology in the production of the animated feature *BLAME!* created at our studio, which will begin showing at cinemas nationwide from May 20th, 2017.

Previously, creating realistic, complex shadows and gradations had been difficult: only a single light was used and the look was then built in compositing. However, with Maneki, global lighting can now be simulated accurately to create cel-look shading quickly from physically-based results, without compositing.

In the animated feature *BLAME!* Maneki has been used to add complex gradations and subtle colors, alleviating the characteristic "flatness" of cel-look images. This allows us to create characters that are more real and visually appealing than ever before while still honoring all traditional elements of anime design.

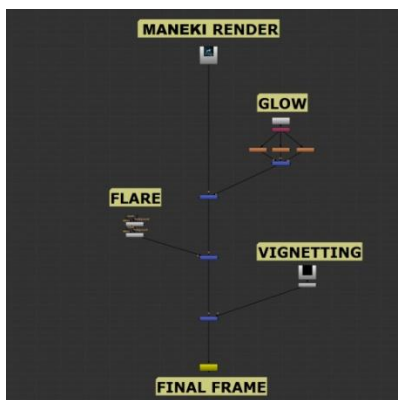
Images from *Knights of Sidonia: Battle for Planet Nine* Blu-Ray packaging



Raw image rendered using previous software.
Background rendered separately (for performance).



Raw image rendered using Maneki.
Background and characters are rendered together.



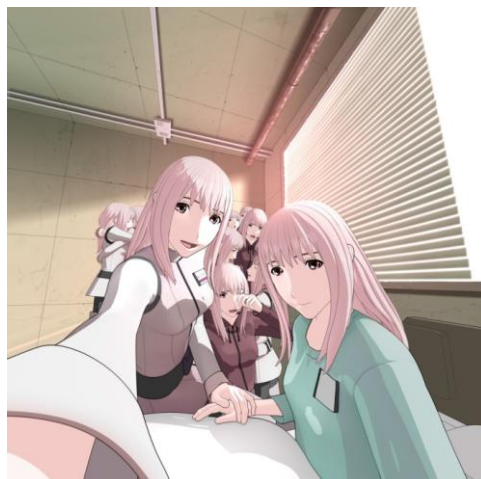
Compositing in Maneki is streamlined:
optical effects and glow are added in Nuke.



Maneki results after compositing in Nuke.



Raw image rendered using previous software.
Background is 2D, composited in post with Nuke.

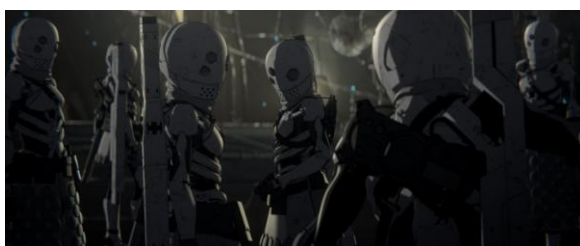


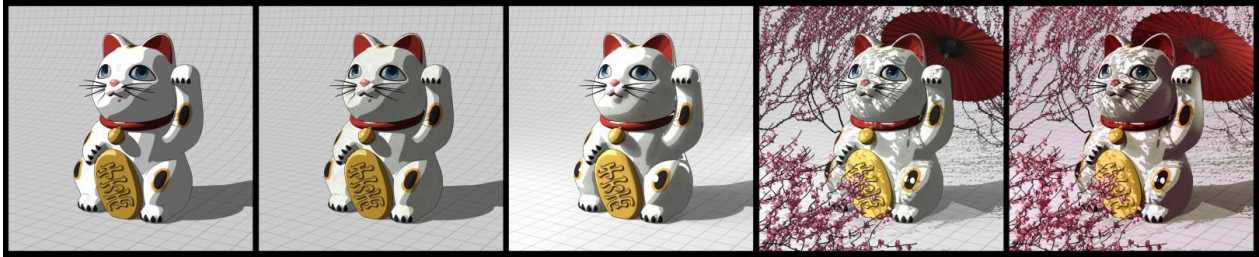
Raw image rendered using Maneki,
with camera mapped background on 3D geometry.



All images rendered with Maneki with optical effects and glow applied in compositing with Nuke.
3D Camera mapping allows for a free range of multiple camera angles.

Final images from *BLAME!* Anime Feature Film.





Maneki look variations: from non-photoreal to photo-surreal — © 2017 J CUBE Inc.

Maneki Official Site:

<http://maneki.sh/>

Maneki Inquiries:

J Cube Inc.: support@j-cube.jp

Maneki Japan Reseller:

Crescent, Inc.: <http://www.crescentinc.co.jp/Maneki>

About J Cube Inc.

J Cube is a Polygon Pictures group company, providing computer graphics R&D and consulting services. Italian Paolo Berto Durante heads a dynamic team of visual developers in designing a modern pipeline for shading, lighting, rendering, and compositing that allows us to achieve stunning imagery while keeping systems portable and agile.



About Polygon Pictures

Founded in July 1983, PPI is one of the largest digital animation studios in Japan and produces cutting-edge entertainment content in keeping with our mission to "do what no other has done, in unparalleled quality, for all the world to see and enjoy." Including our Malaysian subsidiary studio Silver Ant PPI Sdn. Bhd. and visual software development company J Cube Inc., we have brought together over 400 creators from around the world. Utilizing the latest technologies, they pool their talents and passions to create new content. Our notable works include *Transformers Prime*, *Star Wars: The Clone Wars*, *Knights of Sidonia*, *Ronia, the Robber's Daughter*, and more. The animated feature films *BLAME!* and *Godzilla* are also scheduled for release in 2017.

By fusing our unrivalled technical and production planning know-how with the internationally recognized quality of Japanese animation, PPI aims to become a leading company in the content business. For more information, visit our website at <http://www.ppi.co.jp>.

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