CINETICA DIVISION

DIVIZE

Modern Technology for Producing Professional Animation Skeletons for Stop-Motion Films

The Cinetica division develops technology for the design and production of professional skeletons for stop-motion animation. It combines parametric software, CNC machining, and 3D printing with unique Czech expertise in puppet-making. The web-based configurator allows studios, animators, and schools to design a rig precisely according to the project's needs and automatically generate production data. The result is more precise, durable, and affordable rigs with shorter lead times and greater production repeatability.

Unique Selling Points:

- A parametric online configurator for designing animation skeletons.
- Monocentric joints for more natural and precise puppet movement.
- CNC machining and 3D printing ensure high precision and repeatability.
- Delivery is significantly faster than with traditional handmade production.
- Combining Czech puppetry expertise with modern digital production.
- A unique material solution.

Product

Animated puppet skeletons for a stop-motion film

Technology readiness

Development

Proof of concept

▶ Prototype

First implementation

Extensive implementation

1/2025 B2B B2C