PRODUCTION PARTNERS

A RICH HO FILM

THE BOY AND HIS ROBOT

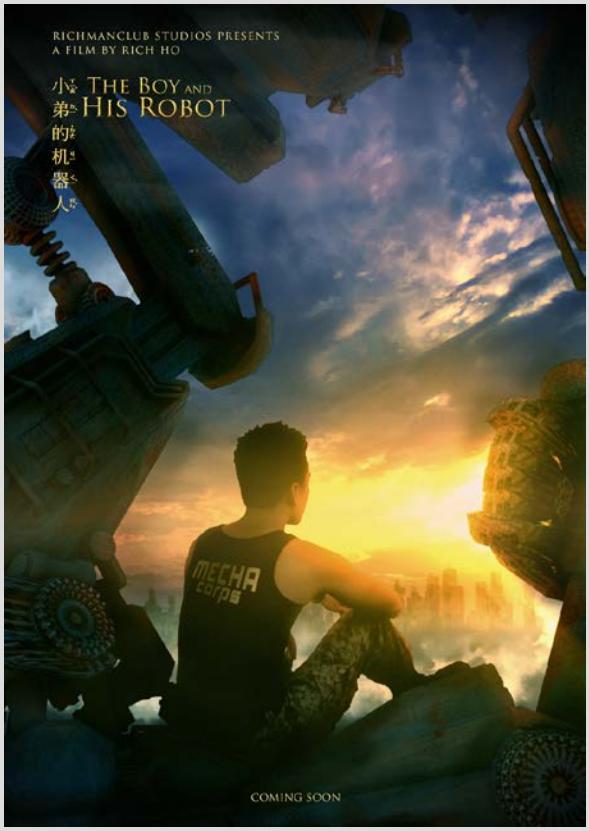
小弟的机器人

A RICHMANCLUB STUDIOS PRODUCTION

THE BOY AND HIS ROBOT (TBAHR) 小弟的机器人

- FACT SHEET -

Movie Synopsis



小弟的机器人 (*The Boy and His Robot*) is the first of a planned trilogy of feature films set in a futuristic world where humans on Earth and Mars are in constant battle for limited resources. War erupted when the leaders on Mars decided to exert totalitarian control over everyone.

The main character, Recruit Kai, is an unassuming, soft-spoken, 19 year old recruit who unwittingly aced his selection examinations into the army's elite force, the Mecha Corps. Along with his fighter robot, he is unceremoniously nicknamed "little boy". As he struggles to keep up and fit in with his fellow trainees, Kai's desire and frustration to prove himself pushes him to discover his true abilities and a special friendship with his robot.

TBAHR is a fast-paced science-fiction action adventure, filled with epic robot battles, centred on an intimate story about friendship and sacrifice.

Genre: Action/ Adventure/ Science Fiction/ Drama

Language: Chinese

Subtitles: English / Chinese / Others

Runtime: 60 - 90 minutes

Directed and Story by: Rich Ho

Breakthroughs

Together with international and local partners, Richmanclub Studios is challenging traditional film technology and demonstrating how it is possible to create the look of a Hollywood blockbuster, with the budget of a small dramatic film. The following are some of the 'first' in film-making history

- First feature film entirely using GPUs instead of CPUs for post-production
  - Three NVIDIA Tesla K20 GPUs have demonstrated a 24-hour CPU process done within minutes using GPU
  - To achieve the same results, GPU cost just 7.6 percent of CPU cost.
- First feature film workflow utilizing Cloud Computing for the entire project.
  - Allowing the exchange of clips and images among artists around the world.
- First feature film to massively use Markerless Motion capture and with just 6 gaming Webcams.
  - Using iPi Soft and 6 gaming webcams (Sony PS Eye).
- First feature film to use Act-3D Lumion 4 architectural visualization software.
  - Normally used for architectural visualization, this movie will help demonstrate its use in film-production.
- First live-action sci-fi mecha feature film in Asia.
  - Robots fight robots alongside live human actors.
- First made for cinema feature film directly distributed online.
  - A paradigm shift taking films out from the thousands of cinemas to the billions of digital devices around the world.
  - Creating a viable business model for online distribution.

Production partners

This movie is only made possible with the support from international and Singapore partners specializing in various technologies. This partnership makes TBAHR one of the biggest global film collaboration ever done in Singapore. A summary can be seen below:

- Richmanclub Studios
  - An award winning film production studio in Singapore.
  - Creators of the film production, in charge of producing all creative and business aspects of the film.
- Singapore's Nanyang Technological University (NTU) Multi-plAtform Game Innovation Centre (MAGIC)
  - A leading university in computing technology in Singapore.
  - Built GPU Renderfarm, Asset Management System, Workstations, Motion capture services and research.
- NVIDIA
  - An international industry player in GPU technology.
  - Providing GPU technical and marketing support and supplied NVIDIA Tesla K20 and Quadro K6000 graphics cards.
- SONY
  - International producer of equipment for broadcast and content creation.
  - Supplied filming equipment such as cameras, monitors, media storage solution and microphones.
- OTOY's OctaneRender
  - Leading developer of innovative software solutions for studios, game developers and visualization companies.
  - Providing all GPU-based render software and plugins necessary for the film

- Technicolor
  - Internationally recognized post production services for movies from the early history of cinema.
  - Providing a theatrical final sound mix.
- Research Institute of Systems Planning, Inc.
  - A software development company in Japan.
  - Contributing GPU powered keying software technologies for the production of the film
- Muse Pte Ltd
  - State-of-the-art media production services and post-production facilities for media content creators.
  - Creating the entire film's sound design and sound mix.
- Act-3D
  - Developer of user-friendly real-time 3D architecture visualization software Lumion 4. Based in Netherlands
- iPi Soft LLC
  - Developer of markerless motion capture software based in Moscow.
- International 3D modelling/Texturing/Concept artists from Singapore, Russia, France, China and South Korea
  - Artists have worked on major films and games such as Transformers 3: Dark of the Moon, Pacific Rim, Star Trek: Into The Darkness, Uncharted 3 and many more.
  - This is made possible by utilizing a Cloud Computing workflow, and proprietary Asset Management System (AMPS) from NTU MAGIC.
- YouTube
  - Collaborating as YouTube's Premium Content Partner.

Film Distribution

First made for cinema feature film that is directly distributed online, with YouTube being the exclusive international distribution partner. The release dates are as follows:

Teaser Trailer: 16 January 2014

Movie release: 2nd half of 2014

Find out more at:

The Boy And His Robot Official Website: http://www.theboyandhisrobot.com/

(The following officially opens on 16 Jan 2014)

TBAHR YouTube Channel: http://www.youtube.com/user/tbahrmovie

TBAHR Facebook Page: http://facebook.com/theboyandhisrobot

TBAHR Google+ Page: http://www.google.com/+theboyandhisrobotmovie

TBAHR Twitter Account: https://twitter.com/tbahrmovie

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PRODUCTION PARTNERS

For media queries, please contact:

Kristos Communications for this collaborated production: The Boy and His Robot.

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About Production Company – Richmanclub Studios Pte. Ltd.

Founded by Rich Ho Kok Tai, Richmanclub Studios was registered and incorporated in Singapore on the 6th June 2004 as a motion pictures production company.

Richmanclub Studios' first official production was the short film, "The Alien Invasion" in 2004, which involved a massive cast of over 80. "The Alien Invasion" has been shown around the world, including being the first Singaporean film to be nominated for the "Chinese Oscar", The Golden Horse Awards 2004 for "Best International Digital Short Film".

Other awards that the studio had picked up were "Special Technical Achievement Award" (Hive Film Festival), "Audience Favorite" (Substation First Take) and being the first Singaporean to receive an Asia-Pacific wide "Gold Award-Digital Art" (ACMSIGGRAPH ComGraph).

Richmanclub Studios was also an early adopter of online film distribution. In May 2006, the studios started building the online theatre and community, with the aim of sharing short films and future online entertainment series with audiences worldwide. The world's first full-scale Digital Launch of "The Alien Invasion" has also successfully garnered viewership from over hundreds of thousands through online streaming, and all major digital devices, gaining industry recognition for this innovative means of film distribution.

In 2011, Richmanclub Studios launched 2 additional departments. Richopus Music was established in 2011 to offer music production services, and IVI VFX was setup to provide post production services.

In 2013, Richmanclub Studios is leading an international partnership of SONY, NVIDIA, Nanyang Technological University's MAGIC Center, OTOY's OctaneRender, Technicolor, Muse Pte Ltd, Act-3D B.V., iPi Soft LLC, and Research Institute of Systems Planning, Inc. ("ISP"), in producing the movie "The Boy and His Robot". Where Richmanclub Studios seeks to create a new film production workflow that is completely based on Graphics Processing Units (GPU), which will potentially revolutionize the film industry.

Visit Richmanclub Studios Pte Ltd at www.richmanclub.com

Visit Richopus Music at www.richopus.com

Visit IVI VFX at ivi.richmanclub.com

About Production Partners and contribution

NVIDIA

NVIDIA awakened the world to computer graphics when it invented the GPU in 1999. From its roots in visual computing, the company expanded into parallel computing and mobile computing. Today, its processors power a broad range of products from smart phones to supercomputers. The company holds more than 2,300 patents worldwide, including ones covering ideas essential to modern computing.

NVIDIA's ground-breaking technological advancements in the GPU (Graphics Processing Unit) is what makes the experimental GPU journey of "The Boy and His Robot" possible. Together with MAGIC, they'll provide GPUs, expert technical knowledge, and support to capitalize their GPUs for the production of the film.
Together with Richmanclub Studios, an aim is to create a complete GPU-based visual effects final production work-flow that just might revolutionize the film industry. Using their latest Quadro K6000, and Tesla K20 GPUs, every image was rendered in minutes or seconds, instead of traditionally taking hours and even days.

Visit NVIDIA at www.nvidia.com

Nanyang Technological University's MAGIC

Multi-plAtform Game Innovation Centre (MAGIC) brings to "The Boy and His Robot" a wealth of experience, and cutting edge innovations from professors, researchers, and staff. Numerous technology will be employed and showcased in the post production of the film from AMPS (Animation Management Production System), motion-capture, artificial intelligence powered crowd simulation, new modelling techniques, to GPU rendering and more. Together with Richmanclub Studios, "The Boy and His Robot" aims to be the platform to showcase new and affordable technologies that can be used in visual effects and other post production areas, in supporting the story-telling.

Multi-plAtform Game Innovation Centre (MAGIC) is supported by the Interactive Digital Media Programme Office (IDMPO) hosted by the Media Development Authority of Singapore (MDA), and established in Nanyang Technological University (NTU) on 1st Nov 2012.

The objective of MAGIC is to champion efforts in research, development, education, commercialization and impact of digital games in Singapore. It hopes to establish and strengthen Singapore's position as the leading hub in Asia for managing research, innovation, commercialization, application and impacts of digital games. With MAGIC, the Singapore Game Sector will not only see more exciting high-quality games created and published but also cutting-edge game tools/services created from the industry-relevant R&D undertaken. MAGIC will be redefining gameplay for game development facilitation & solution innovation.

Specifically, MAGIC addresses research, development, education, commercialization and impacts of both high-quality game contents and game development tools/products/services for all platforms ranging from PC, console, social network, mobile and other emerging platforms.

Visit NTU MAGIC at http://magic.ntu.edu.sg/innovation/devproj/boyrobot

SONY

Sony's advancements in producing excellent equipment for Broadcast and Content Creation has freed many movie producers to capture and reproduce stunning pictures and sound from movie screens to the mobile devices in your hand. Their recent line of Digital Motion Picture Cameras, especially the high quality NEX-FS700K Camcorder, has captured the imagination of Director Rich who has shot with many different forms and brands of cameras in his 20 over years of filming. Now, an affordable camera, with picture quality to match major studios' pictures, is within reach of smaller independent studios and cinematographers. With The Boy And His Robot, Richmanclub Studios has compiled a list of "Independent-Ready" Broadcast and Content Creation equipment with advice and partnership from Sony, which will be put to the test in diverse filming conditions.

The "Independent-Ready" Sony Broadcast and Content Creation equipment that will be used in The Boy and His Robot:

NEX-FS700K Camcorder
HXR-FMU128
PVM-1741 (17" Broadcast OLED Monitor)
DMX-PO1 Portable Digital Mixer
MDR-7509HD Headphones
UWP-V1 Wireless Microphone

OTOY's OctaneRender

OTOY is a leading developer of innovative software solutions, as well as a provider of convergence technologies, original content, and special effects for the video game and film industries. OTOY works with a wide range of studios, game developers and visualization companies to create leading-edge visual and entertainment experiences.

OctaneRender™ will be one of the main GPU-based renderers employed in The Boy And His Robot to create the photorealistic imagery required of the film and its post-production workflow. OctaneRender™ is the world's first GPU-based, un-biased, physically-based renderer equipped with real-time interactive texturing and lighting environment, post-processing capabilities and a multi-GPU support render engine to speed up the creation of photo-realistic images and film quality animations. OctaneRender™ is used alongside major 3D modelling applications with fully integrated plugins available for 3dsMax, Maya, Poser, Blender, LightWave, Cinema 4D, Daz Studio, Softimage, ArchiCAD, AutoCAD, Inventor, Revit and Rhino. Integrated plugins for Modo, SketchUp and Carrara are currently in beta testing phase and are set to be released in the first quarter of 2014.

Visit OctaneRender™ at http://render.otoy.com/

Visit OTOY at www.otoy.com

Technicolor

Leveraging its unique and long lasting experience in the Movie, Media and Telecommunications industries, Technicolor brings the exciting digital experience to the end-user in theatres and at home through the Digital Home network, by offering its best in class innovative technologies, services and products to the Media and Entertainment industry.

Visit Technicolor at http://www.technicolor.com/

Muse Pte Ltd

Muse Pte Ltd was established in Singapore since 1999. Throughout the years, we have grown in size and stature exploring new innovations in the media industry to deliver high quality, high value content for our clients.

Muse Post offer state-of-the-art media production services and post-production facilities for media content creators ranging from Government bodies to educational institutions; TV stations to Production Houses; Record Companies and Advertising Agencies.

Visit Muse Post at http://www.musepost.com

Research Institute of Systems Planning, Inc

Research Institute of Systems Planning, Inc. ("ISP") is a Tokyo-based software development company. Since foundation, ISP has kept staying on the edge of progressing technology including the field of medical information, device control, space exploration, communications, network, image processing and more. ISP has performed skills on software development, system integragration, consultation and technology/product development.

ISP contributed to the project "The Boy and His Robot" with "ROBUSKEY", a patented chromakey technology.

Visit ISP at http://www.isp.co.jp/en/

Act-3D

Founded in 1998 and officially registered in January 2001, Act-3D B.V. is the privately owned company behind Lumion. Based in Leiden, The Netherlands, Act-3D is dedicated to the development of user-friendly real-time 3D software.

Act-3D was among of the pioneers when the first 3D acceleration hardware became commonplace. After several years of experience in simulation, training, architecture, TV and film Act-3D decided to focus on architectural visualization. Our goal is to transform high end visualization technology so regular AEC professionals can use it. Act-3D software is used all over the world, we have people working for us in more than 5 countries and currently Lumion is the most popular modern visualization solution available.

Visit Lumion, Act-3D at http://lumion3d.com/contact/

iPi Soft

Launched in 2008, iPi Soft, LLC is the Moscow-based developer of iPi Motion Capture™, a markerless motion capture software tool that uses sophisticated image processing and computer vision algorithms to recognize and track the human body. The company's breakthrough technology digitizes the movement of a human skeleton, rendering it in expressive 3D characters for video games or computer. Recent projects that relied on iPi Motion Capture include the hit feature film "Now You See Me" and the upcoming horror classic reboot "Night of the Living Dead: Origins 3D" and the acclaimed videogame "Halo 4."

Visit iPi Soft at http://ipisoft.com/