

AutoRig Enterprise Proposal

AI-assisted character rigging for film, animation, and game production

Prepared for studios, animation houses, and game publishers seeking faster character production at professional quality.

Prepared by: AutoRig AI

Date: 2026-02-18

Reduce rig turnaround from days to hours while preserving artistic control.

Built for studio pipelines that demand speed, consistency, and control.

1. Executive Summary

AutoRig AI is a production-ready auto-rigging platform designed for professional teams that build high volumes of characters for film and games. It accelerates rig setup, reduces repetitive manual tasks, and keeps TDs and riggers in control of final quality.

The platform combines deterministic rig generation, repeatable constraints, and export-ready outputs so animation teams can start blocking shots sooner. Teams can use the API, CLI, and Blender workflow depending on pipeline needs.

Key outcomes for production teams

- Faster character onboarding: convert approved meshes into rig packages with consistent structure.
- Higher throughput: reduce bottlenecks for hero, crowd, and NPC character delivery.
- Pipeline consistency: enforce naming, hierarchy, and validation gates across shows or titles.
- Artist control: preserve manual overrides for specialized deformations and performance requirements.

2. Why this matters in film and games

- Film and episodic teams need predictable rig handoff under tight shot schedules.
- Game studios need large character volumes with stable runtime constraints.
- Outsourced content pipelines need standardized outputs that can be validated quickly.
- Lead riggers need less time on repetitive setup and more time on high-value hero work.

3. How AutoRig helps professionals

Team	Current friction	How AutoRig helps
Rigging / TD	Repeated setup and cleanup across similar character classes	Deterministic rig package generation with constraints and interop checks
Animation	Late rig handoff delays blocking and polish	Earlier delivery of consistent controls and validated hierarchy
Production	Difficult schedule forecasting for character build cycles	More predictable turnaround and measurable throughput KPIs
Tools / Pipeline	Manual QA across multiple DCC targets	Programmatic validation and contract-driven outputs

4. Platform capabilities

- API-first architecture with local/offline execution fallback.
- Deterministic 68-joint output and validation-driven contracts.
- EXPERIMENTAL: geometric inference workflow (Draw -> Recognize -> Correct) for artist-guided skeleton capture.
- Interop checks for Blender target workflows.
- Benchmark and evaluation tooling to track quality and speed over time.
- Session-based artist overrides to preserve creative decision making.

5. Security and operations

- Can run in private infrastructure for studio-controlled data handling.
- Structured error catalog and health checks for predictable operations.
- Versioned contracts reduce accidental pipeline breakages during updates.

6. Business impact and ROI model

Example impact model for teams processing 150-300 characters per quarter. Exact savings depend on rig complexity and approval cycles.

Metric	Traditional	With AutoRig	Business effect
Average initial rig setup	1.5-3 days	3-8 hours	Faster shot/level readiness
Revision turnaround	4-12 hours	1-4 hours	Less queue pressure
Pipeline QA effort	High manual pass	Automated validation	Lower QA overhead
Team utilization	High repetitive load	More hero-task focus	Higher creative output

7. Recommended pilot rollout (6 weeks)

Phase	Duration	Deliverables
Discovery and scope	Week 1	Target character classes, rig standards, baseline metrics
Integration setup	Week 2	API/CLI setup, Blender flow, contract checks
Pilot execution	Week 3-4	Run 10-25 representative characters
Validation and tuning	Week 5	Artist feedback, override rules, QA thresholds
Production go/no-go	Week 6	ROI report and adoption plan

8. Proposed engagement

- Pilot package: scoped deployment, training, and KPI reporting.
- Production package: full pipeline rollout with support and governance.
- Enterprise package: multi-title standardization and integration roadmap.

9. Next steps

Schedule a 60-minute discovery session to align on assets, rig standards, and pilot success metrics. A formal statement of work can be delivered within five business days after scoping.

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