www.yanncrozet.com Blog Instagram LinkedIn

01 SERVICES

- Realisation
- Art & Creative Direction
- Illustration, Character Design, Style frames & Storyboard
- Motion Design 2D/3D, Character Rigging & animation on After effects and Cinema 4D (Duik Bassel, RubberHose, Limber, Joysticks 'n Sliders)
- Video editing on Adobe Premiere Pro
- Print (visual identity, Layout, logo, etc...)
- Explainer & éducational
- Social content & Branding
- Logo animations
- Animated Stickers



Do not hesitate to contact me to find out about my current and future availability. The objective of this first exchange will be to discuss the main lines of the project.

Following the first contact and before commit to a project, I need a clear and definitive brief by email with as much information as possible listed below according to the different requests in order to fully understand the needs, to establish my best estimate and plan my schedule. I don't work on a fixed budget.

•VIDEO PROJECT WITH ILLUSTRATIONS / AD & MOTION DESIGN:

- Starting date / deadline: It is important that a project's starting date is agreed quickly. I frequently have several requests for collaborations and i cannot block out time unnecessarily.
- Animation duration: (exemple: Motion Design ~ 1'30')
- **Script:** A written script finalized / conceptualized and validated by the client precisely describing the action's course (**exemple here**). Without this element, it will be more difficult for me to estimate production time. It is important that the script is validated previously by the client to avoid any modifications to it during production, which would bring heavy changes and additional working days.
- **Visual references & Moodboard:** If you love a project from my personal website / Blog or if you have found any visual references / moodboard on your side (static images ou videos) that may correspond to your needs, please share them with me. Graphic style and animation's complexity also affect production time.
- Voice-overs: Voice-overs must be delivered before starting the Motion design part.









