Agilus30™ Colors

Use Case – Entertainment Industry

Customer Profile

Designs of final products for the entertainment industry can be used for a variety of different applications, such as elements for movies, television shows, and even video games. Masks and other complex colorful, flexible, soft parts are usually produced with long manual processes such as hand-painting, stickers, over-molding, etc. Skin tones must be accurate for the specific lighting used on film set realistic modeling and human digital anatomy printing.

Challenge

Traditional design requires accurate skin tones to be manually blended and implemented in a specialized proc In many cases multiple coloring processes are required which can lead to process variation and inconsistency. Traditional processes require delicate, time-consuming assemblies and processes which are expensive, prone to error which in turn limit the production quantity, quality an consistency of the parts produced.

Solution

Single-step 3D printed flexible, full color parts using Agilus30™ Colors are successfully produced within a few hours. Agilus Color resins provide excellent performance for accurate data-based decision making. Multiple colors textures, graphics and sharp details can be 3D printed fo quick and easy production meeting market requirements. Repeatable results allow for consistent appearance supported by a streamlined workflow from CAD/Renderin to print.

Impact

Agilus30™ Colors produce full color, flexible models for special effects, set design, decorations and accessories f full creative flexibility while saving time and costs.