



Framestore is home to a collective of visionaries working across film, advertising, television and immersive. Our work and skillset is wide-ranging, thanks to a pool of 3000 talented artists and producers in offices across the globe. Known globally for our visual effects, we have a proud history creating extraordinary images and scenes for some of Hollywood's biggest pictures, collecting every possible industry award along the way. Framestore has grasped the opportunities afforded by new technologies, and works with brands, studios, artists and organisations to bring immersive experiences to both new and existing audiences.

Framestore is a world-leading visual effects company, producing award-winning content within the domains of feature film, long-form, commercial and interactive entertainment. Framestore's Rendering Team develops and supports the software used for rendering our production quality visual effects and includes our in-house renderer 'Freak', state-of-the-art shader libraries, and artist-focused rendering tools that are used globally across all of Framestore's film projects.

We believe there exists an opportunity for practical, production-focused innovative research that can both extend the domain of knowledge and directly impact the quality and efficiency of the imagery that we create. We envisage, by allowing researchers to leverage our cutting edge workflows and technologies, and use our production level datasets, we can inspire, accelerate and focus innovation that can be applied within the production context.