

Hyper Brew Resources

Procedural Rendering

One template, thousands of versions

Procedural rendering is growing in popularity as brands are actively looking for ways to engage with their users through content tailored to them. These projects can often put a strain on studio's existing capacity, since clients often require hundreds to thousands of different versions of a project once the base template has been approved.

At Hyper Brew, we specialize in joining your approved project with your client's data to make colors, text, videos, and images dynamic for as many custom videos as needed.

Artist Plugins

Tools to help your artists work faster and smarter

When working on large projects, there are often certain repetitive tasks that consume a lot of your artists' time. Identifying these roadblocks in your workflows and developing custom tools can substantially boost productivity for your company, and allow your artists to spend more time being creative.

We love developing custom scripts for After Effects, Premiere Pro, Photoshop and others to optimize our clients' workflows.

If you have a clear vision for how your tool should work, or need to brainstorm and discover what part of your process can be optimized, we're here to help at any step of the way.

Pipeline Tools

Produce videos at maximum efficiency

In the lifetime of a project at your company, video assets can change hands dozens of times. Even with a standardized process, your video pipeline can cause enormous friction given it's complexity.

At Hyper Brew, we love helping our clients improve their video pipeline by identifying problem areas, and custom building tools that will help their pipeline move quickly and efficiently.

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Technical

If you're curious how we work under-the-hood, we find ourselves working with all different kinds of stacks depending on the requirements of the particular projects. Below are some of the most common we work in.

OS

- Windows
- MacOS
- Linux

Platforms

- Desktop Apps
- After Effects
- Premiere Pro
- Photoshop
- Illustrator
- Animate
- Media Encoder
- Cinema 4D

Languages

- JavaScript
- Python
- Go
- C#
- C++

Frameworks

- React
- Node.js
- Electron
- CEP
- UXP
- PyQT
- FFmpeg
- Jimp