

REfecture STUDIO

CGI · VFX · MOTION DESIGN

Motion, *Engineered.*

ABOUT

Procedural *by default*

Refecture Studio — CGI and motion production: a Houdini and Redshift pipeline with AI inside it, not next to it.

Indie by design: a small core, assembled per project from artists we have worked with for years — you get exactly the specialists a shot needs, not an agency payroll. Founded by Stanislav K., who spent years as an independent artist inside production pipelines.

CORE TOOL	Houdini, VEX
RENDER	Redshift
AI	Claude, Midjourney, Kling
INDIE STUDIO SINCE	2026
ARTISTS WORKING SINCE	2016
CLIENTS	Worldwide
LANGUAGES	EN / RU
RENDER FARM	Own, 12 GPU
CONTRACTING	Sole prop. + e-signature
BASE	Eastern Europe
MODE	Remote
NDA	On request

WHAT WE DO

What we *do*

3D Render

Photoreal product and environment film built entirely in CG — no plates, full control over every frame.

VFX & Simulation

Procedural effects and CG integration into live-action plates — the technically hard part of the job.

Motion Design

Broadcast titles, explainers and brand films where typography, pacing and 3D meet.

AI Content

AI tools inside a controlled pipeline — used to cut cost and iteration time, never to replace the final craft.

WHY BRING THE PROJECT TO US

Technical *depth*

01 Houdini and VEX are not a common skill

DEPTH

Most motion work stops where procedural work begins. Simulation, custom VEX setups and rig-free procedural geometry mean shots that would be hand-keyed elsewhere are generated — and regenerated after a note without starting over.

02 Revisions cost hours, not weeks

FLEXIBILITY

Because the scene is procedural, a change of length, format, product colour or camera is a parameter, not a rebuild. That is what keeps late-stage client notes from breaking the schedule.

03 You talk to the artist, not an account layer

ACCESS

No producer relay, no brief distortion between the call and the timeline. Technical questions get technical answers the same day.

04 Full pipeline in one place

SCOPE

Modelling, FX, lighting, rendering and comp under one roof — no handoff losses between vendors, one person accountable for the final frame.

WHY BRING THE PROJECT TO US

Technical *depth*

05 AI is used heavily — and deliberately

AI

Claude, Midjourney, Nano Banana, Kling and Seedance sit inside the pipeline, not next to it: concepts, boards, previs, texture and cleanup passes are generated in hours. That is where a large part of the cost saving comes from — the final frame is still finished by hand in Houdini and Nuke.

06 An asset library that lowers the bill

COST

Years of in-house assets, rigs and procedural setups get reused — a large share of the scene exists before the project starts, so you pay for the part that is genuinely bespoke.

07 Contracts without paperwork friction

LEGAL

Registered sole proprietorship with a qualified digital signature: agreement, invoice and closing documents signed remotely, in a day, from any country.

TOOLS / TWO TRACKS

Classic CG and *AI CG*

STAGE	CLASSIC CG	AI CG
Concept / boards	Photoshop, hand sketch	Midjourney, Nano Banana
Previs	Houdini, blocking pass	Kling, Seedance
Modelling	Houdini, CAD import	AI-assisted kitbash, asset library
Look-dev	Redshift shading	AI texture & material passes
Animation	Keyframe, procedural sim	AI video, motion transfer
Comp & finish	Nuke, After Effects	AI upscale, cleanup, inpaint
Copy & docs	Manual	Claude

PROCESS

How a project *runs*

01

You send the scene and deadline

Scene with textures and caches, software/engine version, resolution, delivery date.

02

Test frame

We run one frame on the farm to measure actual render time and catch scene issues.

03

Estimate and rate

From the test frame we calculate render-hours and total cost; the rate is applied by volume — Standard, 500h+ or 2000h+.

04

Render queued

The sequence goes onto the nodes, you see progress and get frames as they're ready.

05

Pay for actuals

Invoiced for actual render-hours worked — no subscription, no idle fees.

SELECTED

Work



Znanie Premia 2024

HOUDINI · REDSHIFT · NUKE · AFTER...

Title package and on-air graphics for a national awards broadcast — a look that reads as premium on a large stage screen and in the TV cut alike.



Smart Chef

HOUDINI · REDSHIFT · NUKE

Launch film for a smart kitchen appliance with no physical product available for a shoot — every shot had to be built and rendered.



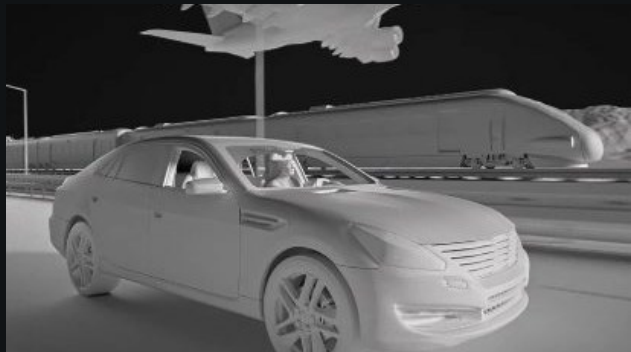
Raif Vision Conference

HOUDINI · REDSHIFT · AFTER EFFECTS

Opening film and screen content for a corporate vision conference, running on a wide stage LED with the brand's yellow as the only fixed constraint.

SELECTED

Work



Legenda

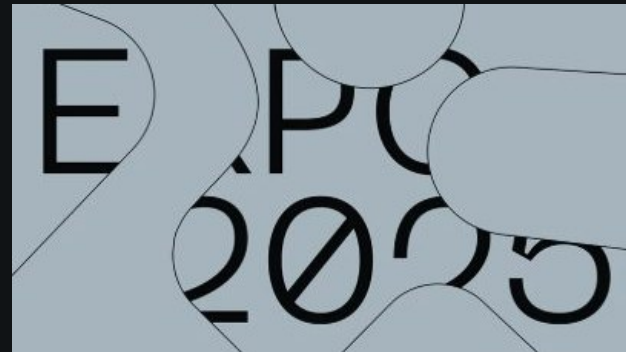
HOUDINI · VEX · REDSHIFT · AFTER...

Explain a nanoparticle production process to a non-specialist audience without losing technical accuracy — the client's engineers had to sign off on...



BigBon — Ocean

HOUDINI · REDSHIFT



Russia Expo 2025

HOUDINI · AFTER EFFECTS · REDSHIFT

Identity in motion for a national expo: one graphic system stretched across signage, screen content and promo cutdowns.

WHO WE WORK FOR

Clients and *partners*

Raiffeisen VTB Alfa-Bank T-Bank Sovcombank Sber Rosbank Rosselkhozbank MKB Bank Ural FD VEB.RF
DOM.RF DomClick RBC Transneft Gazprom Lukoil Tatneft Uralchem Rosseti GRES Nornickel
Russian Railways Avtodor VSM Sukhoi Aeroflot ODK Perm ROE Yandex Avito Kaspersky Acronis
Positive Technologies ABBYY Glaz Boga Konica Minolta Rostelecom MTS MegaFon

REFECTURE RENDER

Our own *farm*

GPU rendering for 3D studios and solo artists: Redshift, Octane, V-Ray, Arnold. Pay for actual render-hours — no subscriptions, minimum deposits, or idle fees.

Standard	\$1.95
FROM 1 HOUR	
500h+	\$1.85
POPULAR	
Studio	\$1.75
FOR STUDIOS	

BILLING	MINIMUM	QUEUE	RATE FROM
Node / hour	No deposit	≈ 2.4 min	\$1.75

DIGITAL ASSETS

Tools *from production*

Every project we run leaves behind tools we end up reusing — Houdini rigs, After Effects automation, small render and pipeline utilities. We clean up the ones worth sharing and put them on sale as scripts anyone can buy directly — the first are live below, with more on the way.

Houdini MCP	Connect Claude to a live Houdini session. It builds node networks, writes VEX/Python, wires simulations...	\$39
After Effects MCP	Connect Claude to a live After Effects session. It builds comps, creates and animates layers, writes...	\$29
Audition MCP	Connect Claude to a live Adobe Audition session. It opens files, reads a document's format, drives...	\$9
All three — bundled	Every Refecture MCP connector in one purchase — Houdini, After Effects and Audition driven by Claude...	\$49

ROSTER

Who *does it*

FOUNDER	Stanislav Kalinin	1
PRODUCTION	Anatoly Naimushin · Daria Moskalenko · Olga Kalashnikova · Tatyana Bolotnaya	4
DIRECTION	Gennady Redkin · Anastasia Grigorieva	2
CG	Nikita Butovsky · Anatoly Kolesnikov · Daniil Likhtarov · Artem Furenkov	4
DESIGN	Martin King	1
POST	Andrey Teterlev · Ivan Voronchikhin · Timur Akbashev	3
INFRA	Nikita Kharkov	1
LEGAL	Yulia Nevolina	1

TERMS

How we *work*

- Billed for hours actually worked: no subscription, no deposit.
- Contract, invoice and closing papers are signed remotely, within a day.
- NDA on request — before any material changes hands.

PAYMENT METHODS

SBP

USDT

PayPal

Visa / Mastercard

Bank invoice

e-signature

NEXT STEP

Start a *runs*

Send the scope, format and deadline — you get an approach to the task and a quote, not a price list.

TELEGRAM

@refecture

EMAIL

stanislav.cgi@gmail.com

SITE

refecture.studio