



efectoscopio

VISUAL EFFECTS | POST-PRODUCTION



efectoscopio

MADRID | BARCELONA



efectoscopio red

PAMPLONA | NAVARRA



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TENERIFE | CANARIAS



Dare Planet
Studio

VFX brand

January 2025

EFFECTOSCOPIO + DARE PLANET STUDIO



Efectoscopio begins its journey in the field of visual effects in July 2024 as a continuation of the Dare Planet Studio team, which brings together the DPS brand, belonging to the company Dare Island, s.l., and the services of teams of renowned professionals in the sector of visual effects production and post-production applied to audiovisual production, who are responsible for creating and configuring the studio from scratch.

Over the course of these four years, DPS has consolidated itself as a reference studio within the national scope, working since its inception on the main productions made in Spain, being recognized by the Academy of Cinematographic Arts and Sciences for various nominations for the Goya awards in practically every edition since the creation of the studio.

Coupled with the previous recognition of the team, already holder of 2 Goya awards, it will soon begin providing services internationally, with 2023 being the year in which these productions are consolidated.



2020

2021

2022

Among others

2023

2024





SERVICES



Consulting & VFX

We design our creations from scratch adding **MAXIMUM PRODUCTION VALUE**, at minimum cost, using VFX to simplify set locations and save production costs, as well as helping directors in storytelling.



VFX Production

20+ years of experience creating and composing VFX, fluids, particle systems, set expansion, explosions, stage development, crowds, etc.

Our CGI artists are used to working to achieve hyper-realistic results where computer-generated and real images come together perfectly.



VFX Pre-production

Being involved from the first version of the script is crucial to ensure an efficient workflow, reducing costs and guaranteeing the best quality in our projects.

Through pitchvis, previs & techvis you can sell a concept, show it and be ready to shoot in the most effective way.



Concept Art & Design

When it comes to making the most diverse creative ideas a reality, our team of artists and designers work hand in hand with directors and creators to shape any idea.

Our great artistic talent helps to visualize the idea, designing the film atmosphere. From the storyboard to the key images.



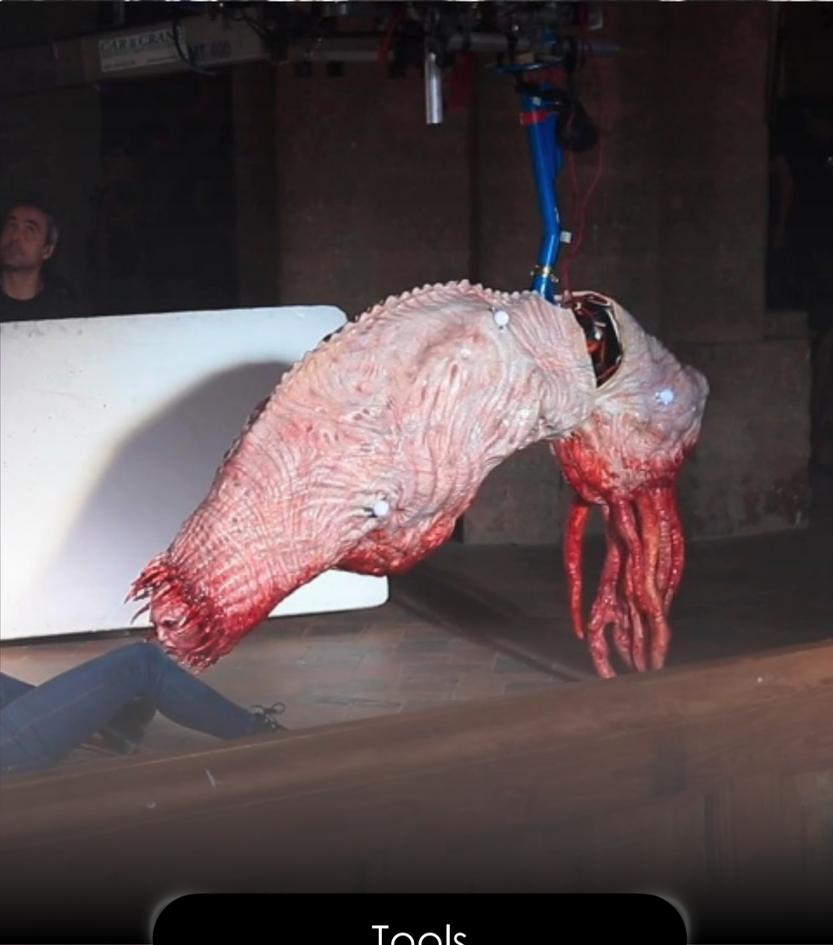
SERVICES



SFX Makeup & Prosthetics

Working together with the SFX, SFX MAKEUP and prosthetics teams has been a special focus in our conception of how VFX should be designed.

Bringing all this knowledge together guarantees the best and most realistic results.



Animatronic & Robots

The use of robotics in VFX design is a tool that has been used for the past few years in this industry.

We have explored and achieved communication between robots and CG artists to obtain the desired movements and use all the data in the most efficient way.



Tools

If the tool do not exist we design and program it.

R&D is part of our daily reality. We are continuously evaluating the new technologies applied around making movies.

Matchmoving

A technical job becomes mystical. The way to come back from the shoot with all the data needed to successfully carry out CG integration, starts with long discussions in VFX pre-production.

Photogrammetry, lidar scanning information, mocaped cameras, drone plates... that we have available, are sent to shoot at the set of coordinates to have the best starting point for VFX integration.



SERVICES



Animation

Animation is as old as the history of cinema itself.

Understanding this language is essential to be able to transmit emotions that connect with the viewer.



On set supervision

After meticulous pre-production, decisions are finally made on set.

We work with and assist the directors and cinematographers on set to ensure that the shots taken meet the needs of post-production and we collaborate to reduce unnecessary costs.



Editorial & color

We count with high standards facilities (4K/HDR technologies) adapting our deliveries to most advanced requirements from top platforms as Amazon & Netflix.

Our grading artists polish and fine tune projects working together with the client accomplishing highest broadcast quality standards.



SERIES

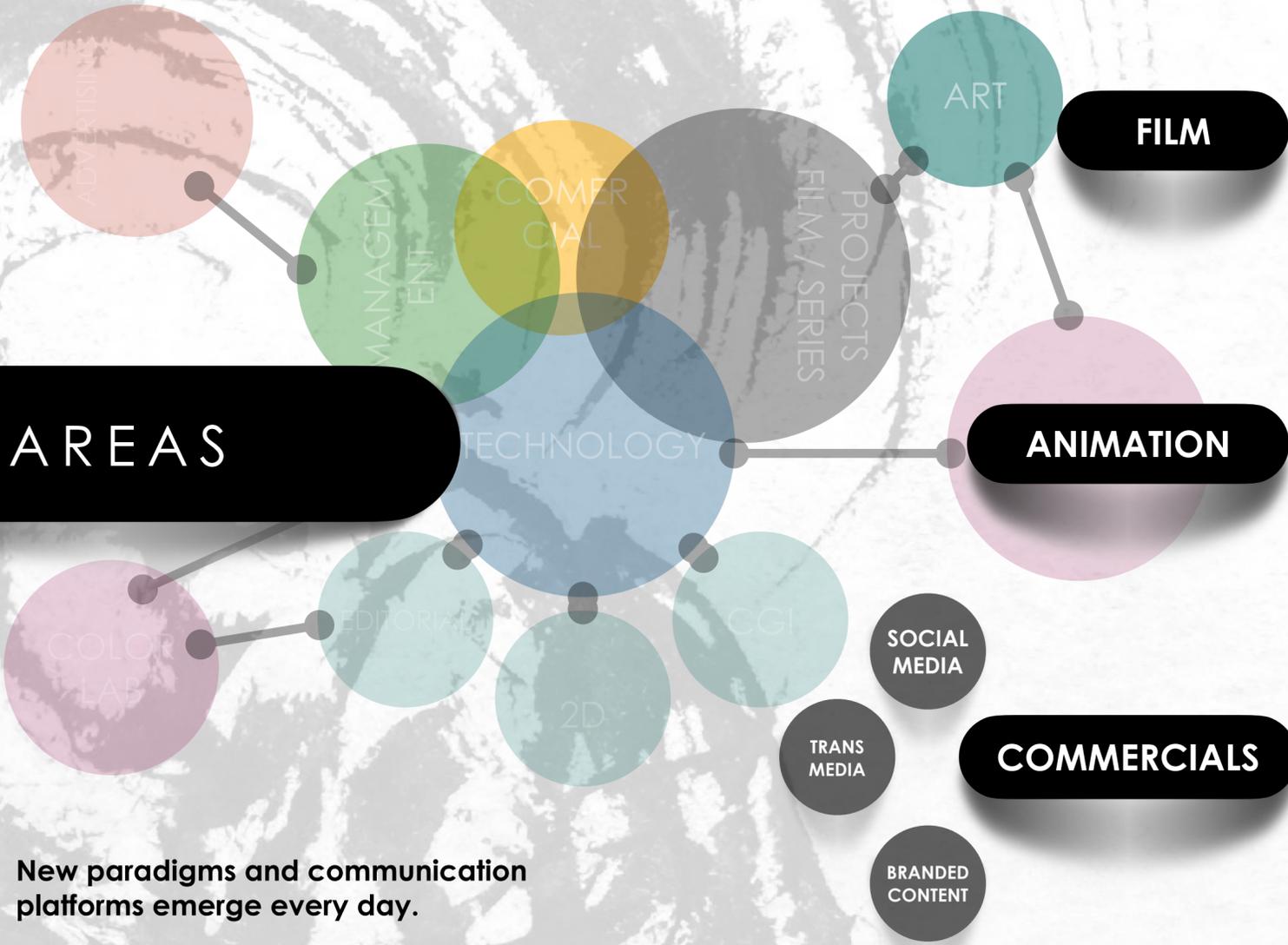
FILM

ANIMATION

COMMERCIALS

VIRTUAL PRODUCTION

AREAS



New paradigms and communication platforms emerge every day.

Our post-production is aligned with each one, creating new techniques and adapting our pipeline to each project.





IN PRODUCTION



EACH OF US

VFX Sup: Miriam Piquer

Directors: Neus Ballús, Anne Zohra Berrached, Anna Jadowska, Stina Werenfels

Producers: Bon Voyage films
Germany / Swiss / Poland / Spain

VFX SUPERVISION - VFX

Status: Pre-production
Shooting march 2025



Sigue mi voz

VFX Sup: Miriam Piquer

Directors: Inés Pintor - Pablo Santidrián
Producers: Zeta Audiovisual Spain

VFX SUPERVISION - VFX - COLOR

Status: in post-production



Idols

VFX Sup: Carlos Cantalapiedra

Director: Mat Whitecross
Producers: 4Cats, Mogambo, Warner Bros
Spain / Italy

VFX SUPERVISION - VFX

Status: Shooting
Shooting : during GP 2024 and
film oct- dec 2024



Locked

VFX Sup: Miriam Piquer

Director: Carlos Terón
Producers: Mogambo
Spain

VIRTUAL PRODUCTION
VFX SUPERVISION - VFX - COLOR

Status: Pre- producción
Shooting: march 2025



Rosebush Pruning

VFX Sup: Ferran Piquer

Director: Karim Ainouz
Producers: The Match Factory,
SurFim, Kavac Film
Germany

VFX SUPERVISION - VFX

Status: In post-production



IN PRODUCTION



Karateka

VFX Sup: Miriam Piquer

Director: Arantxa Echebarría
Producers: Atresmedia
Spain / Belgium

VFX SUPERVISION

Status: In pre-production
Shooting: March 2025



Metamorfosis

VFX Sup : Fran Porras

Director: Juan Chumilla
Producers: Kinos Klan
Spain

VFX SUPERVISION - VFX - COLOR

Status: In post-production



Mojito

VFX Sup: Fran Porras

Director: Rasmus Heide
Producers: SF studios
Denmark

VFX SUPERVISION - VFX - COLOR
VIRTUAL PRODUCTION

Status: In pre-production
Shooting : Feb 2025



Ruega por nosotras

VFX Sup: Miriam Piquer

Director: Daniel Monzón
Producers: Arcadia Motion Pictures
Spain

VIRTUAL PRODUCTION
VFX SUPERVISION - VFX - COLOR

Status: In pre-production
Shooting: March 2025



Siempre es invierno

VFX Sup: Miriam Piquer

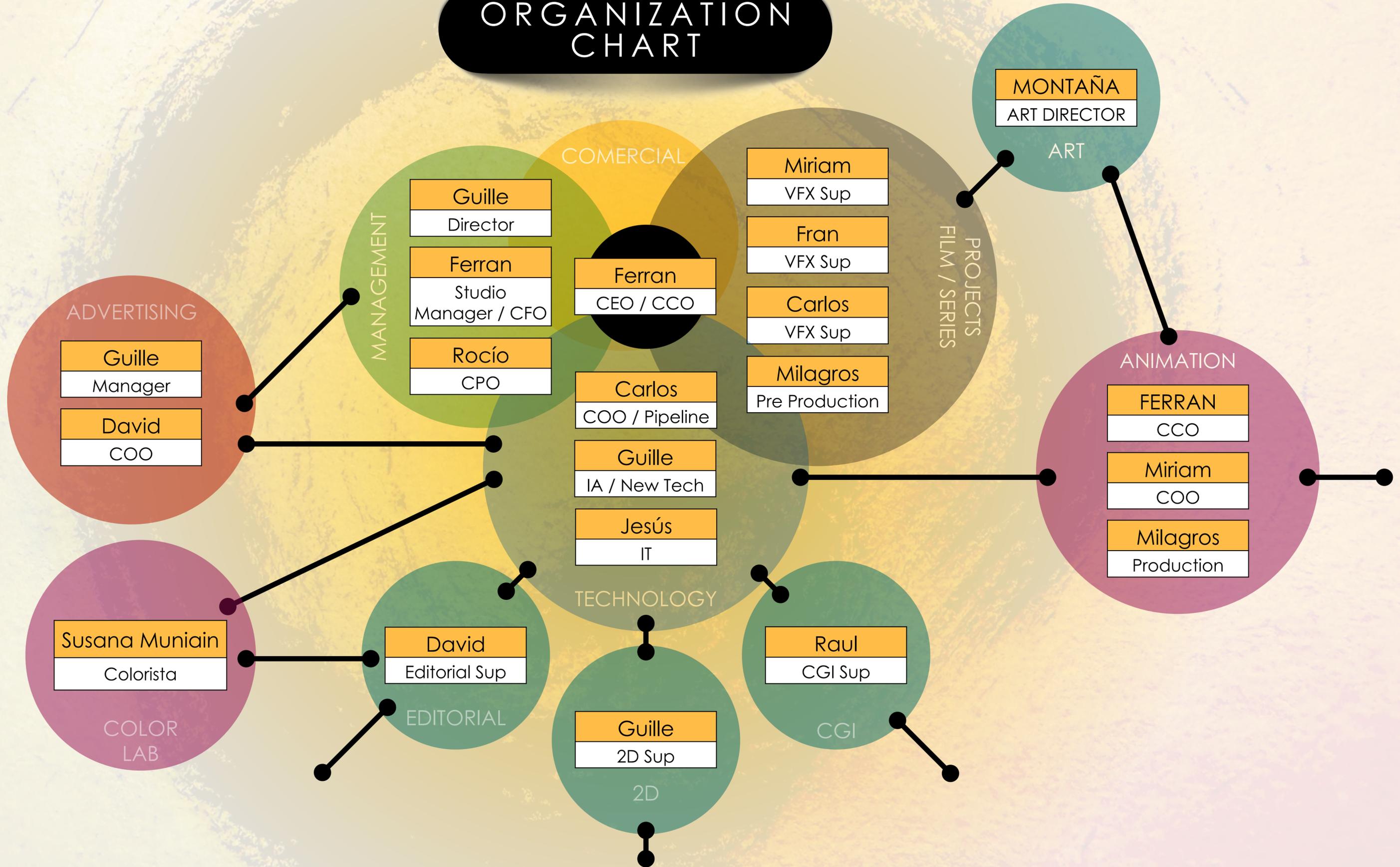
Director: David Trueba
Producers: Ikiru Films, La
Terraza, Atresmedia Cine
Spain

VFX SUPERVISION - VFX

Status: In pre-production
Shooting: Jan 2025



ORGANIZATION CHART





TEAM



Ferran Piquer
CEO

Currently working as a studio director at Dare Planet studio. Designer and vfx supervisor for the main production and post-production, animation, advertising and television companies; Founding CEO of El Replicante Jondo in 2001, he has accumulated more than 30 years of experience, awards, including two Goya awards for Best Special Effects and 8 nominations.

With university training in Barcelona focused on scientific disciplines (Physics and Engineering). His interest in computer visualization prompted him to complete his studies in New York where he completed different image, design and animation programs at the State University of New York, School of Visual Arts, Pratt Institute and Parsons School of Design.

His professional career began in the late 80s in the graphics department of Walter Bernard & Milton Glaser in New York, and at the newspaper La Vanguardia in Barcelona, implementing and training the digital design department. Director of the Graphic Design department at Antena 3 in Madrid in the early nineties. Founding CEO of the company Marvin, Piquer directed advertising and branding campaigns for television in 1992 and focused his career as a post-production director and VFX supervisor for film. Since 2001, he has worked for the most prominent companies in the sector such as MadPix co, Telson and Molinare where he was director of the digital film department for 7 years. Since 1998 he has taught different courses and Master Classes in specialized centers, universities and film schools throughout the country.

With more than 100 films and TV series he has consolidated a close relationship and collaboration with renowned directors and producers in Spain: Javier Fesser, Alex de la Iglesia, Fernando León, de Aranoa, Daniel Monzón, Pablo Berger, Salvador Calvo...

Member and jury member of the prestigious Visual Effects Society, selected for his work on the HBO series "30 COINS"



Guillermo Valero.
CTO New technologies

Digital artist with fifteen years of experience in the visual effects industry.

Working on national and international projects such as "Game of Thrones" for HBO, "A Monster Calls" by J.A Bayona or "Julietta" by Pedro Almodóvar, while also working as a teacher and trainer at different schools and universities such as TAI, CEU, ESDIP or SPEGC. In recent years, leading a highly talented international team of artists at DarePlanet Studio and focusing on developing workflows for the implementation of new deep learning and AI tools.



Carlos Cantalapiedra
COO, VFX Supervisor

Trained in Audiovisual Communication and interactive art, he began in the audiovisual world making short films that won awards from the AEC for best photography at the Experimental Film Week in Madrid as well as at the Knoxville Tennessee film festival. By entering and participating in interactive art exhibitions, he entered the world of programming, vital to developing the pipeline of several visual effects studios in Madrid, serving as technical advisor on several occasions.

He has participated as an artist or leading teams of artists in films such as "El Reino" by Rodrigo Sorogoyen, "Las leys de la frontera" by Daniel Monzón, in animation "Atrapa la Bandera" and in national and international series such as "Still Star-Crossed" by ABC, "Paro" by TVE, or "30 Monedas" by HBO.

As a supervisor, he has worked on films for Netflix and Amazon among others, as well as commercials and series such as "Brigada Costa del Sol" for Mediaset or "Palomares" for Movistar.

In the most recent stage, he has been in charge of opening an outsourcing business line working for other visual effects companies on American projects such as Apple's "The Morning Show" and Netflix's "Decameron."



Miriam Piquer
VFX Supervisor

My first involvement in a big project was in 2010 and I haven't stopped since.

Currently at Dare Planet Studio I play the role of VFX Supervisor, I am closely linked to the VFX industry although I have also produced and directed my own projects, some of them with more than 20 selections at international festivals.

My first big project was "Balada Triste de Trompeta" in 2010 as a VFX composer. This film won a Goya award for best visual effects in 2011.

Later I continued working as a Digital Compositor on films such as "Blancanieves" in 2012 or "Las Brujas de Zugarramurdi" in 2013, which also won a Goya award for Best Visual Effects.

In 2016 I started working on the film "A Monster Calls" which won the Goya award for best visual effects.

I have filmed with some of the most important directors of Spanish cinema such as Álex de la Iglesia, Javier Fesser, Fernando León, Daniel Monzón or Emilio Martínez Lázaro.

I love my job, it is my passion. You can be sure that we will put the same passion into your next project.



TEAM



Francisco Porras

VFX Supervisor. Training Manager.

A graduate in Audiovisual Communication from the URJC, and a Master in Digital Cinematography from the ECAM, he has 15 years of experience in the sector.

He has worked alongside directors such as Alex De la Iglesia, Javier Fesser and J. J Bayona, as well as on several international projects such as "Game of Thrones" and "Colony".

Some of the latest projects he has supervised are: "Campeonex", "Tratamos demasiado bien a las mujeres", "Búnker" and "Sin Límites". He currently combines his work as a VFX supervisor with teaching, and the production and direction of his own projects.



Ignacio Salazar-Simpson

He has more than 15 years of experience in the film industry, with more than 55 productions in his filmography. He directed the documentary "Bernabéu" which premiered at the Santiago Bernabéu Stadium in 2017. He was responsible for the creation of the film department at Telecinco in 1999 after the law came into force making investment in film production mandatory for private television channels. Member of the Spanish Film Academy, the European Film Academy (EFA) and the European Producers Club (EPC).



Ricardo Marco Budé

He has a successful career in the financial business. He joined the film industry in 2014 and has since become a well-known producer, managing more than 50 productions. He has a solid experience in film investments that has made Mogambo the leading production company in this field. Member of the Spanish Film Academy, the European Producers Club (EPC) and head of the Finance Commission of the State Film Association.



Ignacio Marín

I have a solid background in the digital services industry, both in the backoffice/delivery area and in strategic management.

I also have an international experience working in large multinational environments, taking into account cultural differences.

My goal in life is to create a business ecosystem where the combination of talent and technology allows any audiovisual project to reach the next level of quality.

I have had the opportunity to join filming crews on multiple occasions and the feeling of seeing the best VFX techniques applied in the final production is indescribable.



TEAM



Rocío Soriano
Production Manger

With more than 15 years in the industry in companies like Molinare, where they taught me to "take off" as a Production Manager, to El Replicante Jondo, which continued to believe in me unconditionally.

I continue to give every part of myself in each project, loving my job to the point of loving and caring for each project in which I have the pleasure of participating.

I have more than 40 films under my belt and dozens of TV spots and series.



Milagros Gracia
VFX pre-production

After studying at F.I.T. in New York, I joined ANAYA Systems in 1990, where I assisted in the first developments in print design and digital animation.

My first contacts with the world of audiovisual production were related to styling for Advertising and Television in Barcelona, at the end of the 90s.

In 2001 I was part of the constitution of the audiovisual cooperative "El Replicante Jondo" located between Barcelona and Madrid, starting to develop fiction projects.

I have also been responsible for management and administrative tasks for the cooperative, from where we have provided supervision, design and VFX services for the main national post-production studios.

My dedication in recent years has focused mainly on script analysis and pre-production in the field of visual effects for film, advertising and television series projects.



Raul Batanero
CGI Supervisor

My passion for the world of VFX was sparked in the late 90s. After two years of studying at various schools and a self-taught dedication, I began my career as a CGI artist, focusing mainly on the production of advertising spots. I had the privilege of collaborating on campaigns for well-known brands such as Coca-Cola, Mercedes, Pepsi, Adidas..., where I learned to work under pressure trying to maximize the efficiency and quality required by advertising delivery times.

Over time, my career expanded to the film and television industry, where I played roles as Technical Director Lighter and Lookdev artist on projects such as "Game of Thrones" (VES 2016 Award Winner), "A Monster Calls" (Goya Award for VFX 2016) and the collaboration with Industrial Lights and Magic on the film "Warcraft: The Beginning" (VES 2017 Nominated).

For the past ten years, I have worked as a CGI leader and supervisor, applying my experience and skills to each production I am involved in, seeking to evolve to meet the demands of the sector, recently entering the world of AI tools

My career in numbers: +3 awards won +150 spots +25 years of experience



David Santos
Editorial Supervisor

Supervisor of the editorial department at Dare Planet Studio, he has 12 years of experience in the audiovisual industry. He has held roles as a making-of director, editor, videographer, shooting runner and motion graphics artist for brands such as Yoigo, Sony or Multiópticas.

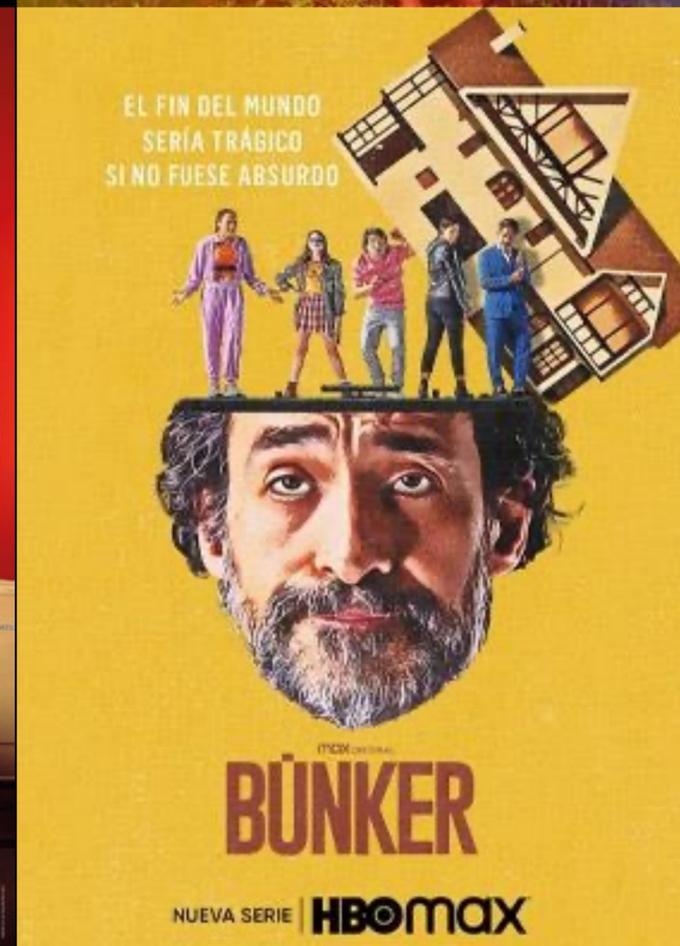
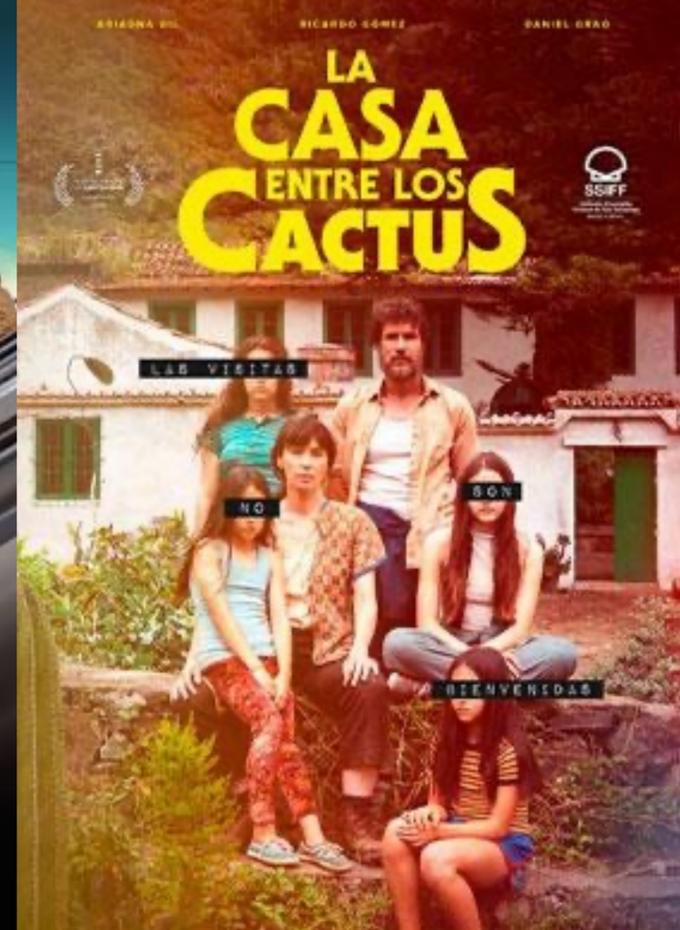
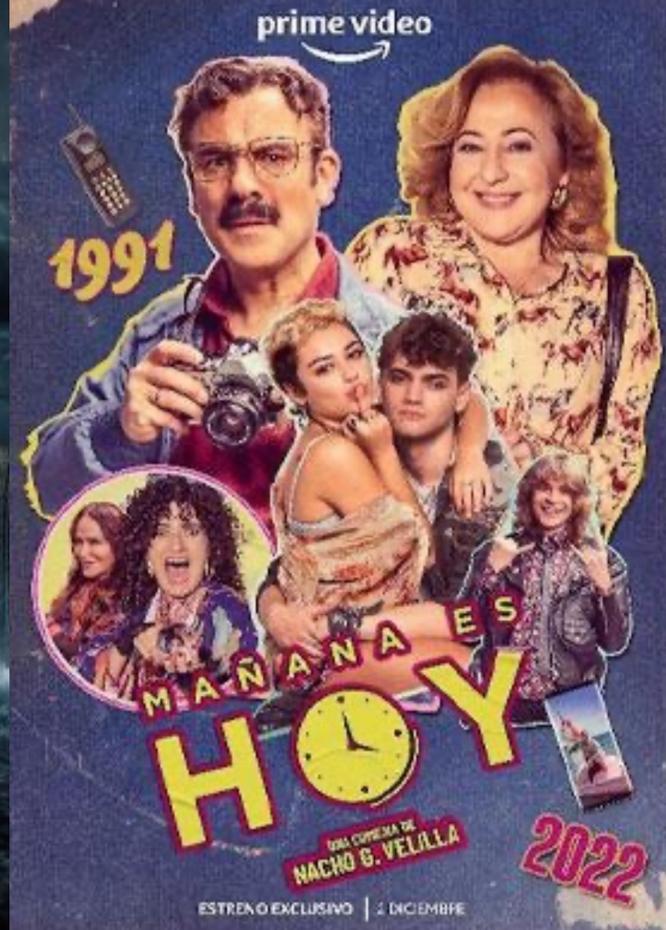
He has been advertising post-production coordinator at Primo Content and visual effects editor at Marte VFX, working for brands such as IKEA, Repsol, Santander and Playstation, as well as on music videos for artists such as Izal and DJ Nano.

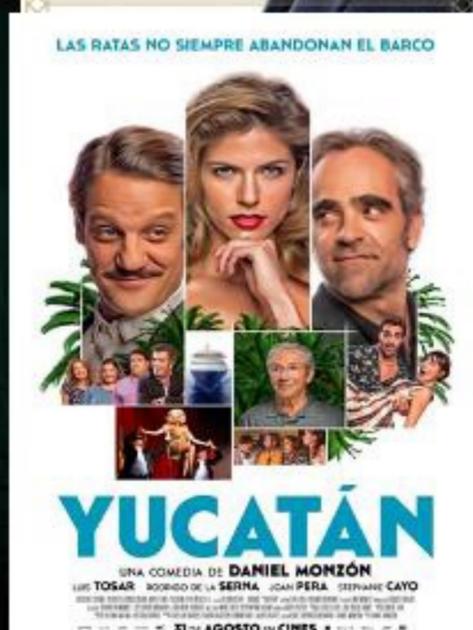
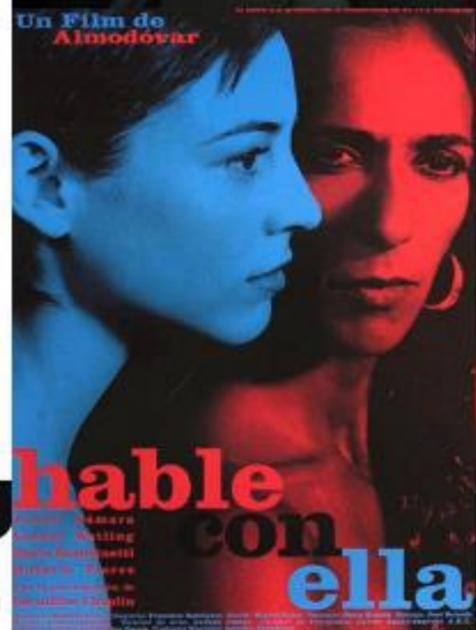
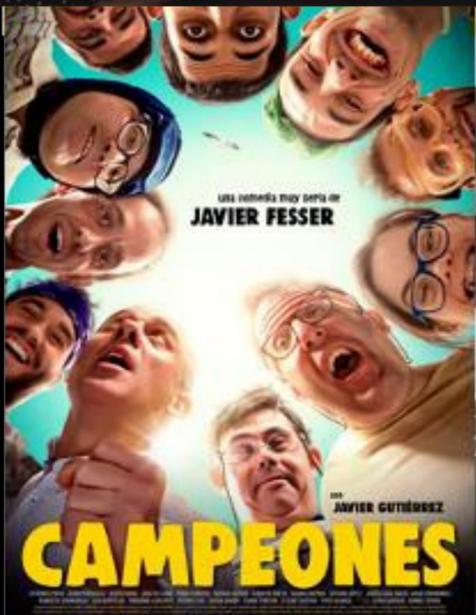
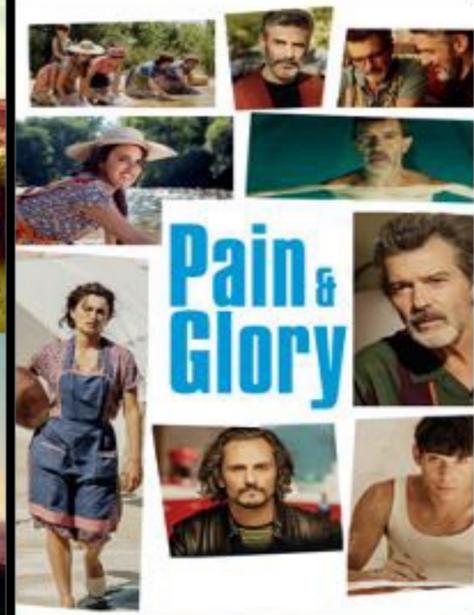
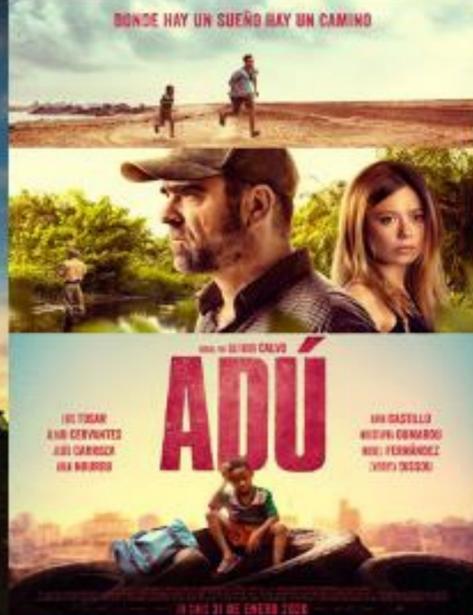
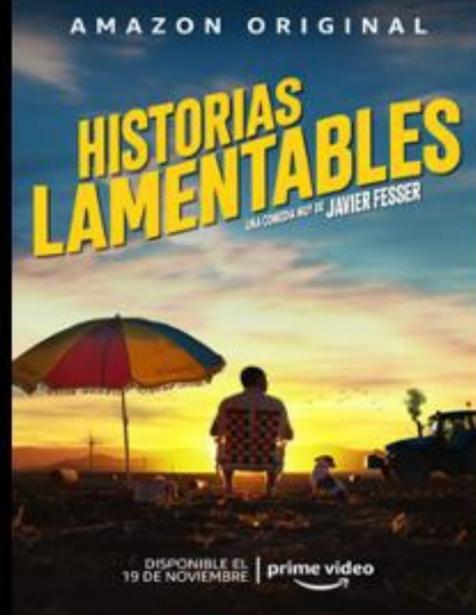
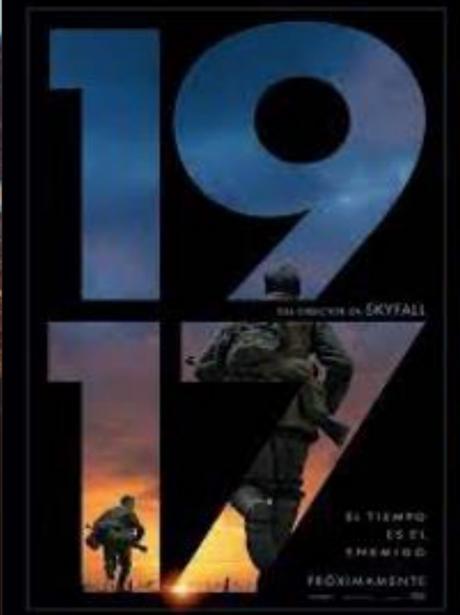
He has collaborated with directors such as Paco Plaza, Daniel Monzón, David Trueba and Javier Ruiz Caldera; and his most recent work as a fiction VFX Editor includes projects such as "30 Monedas" by Alex de la Iglesia, "Campeonex" by Javier Fesser or the Goya Award-nominated "Valle de Sombras".

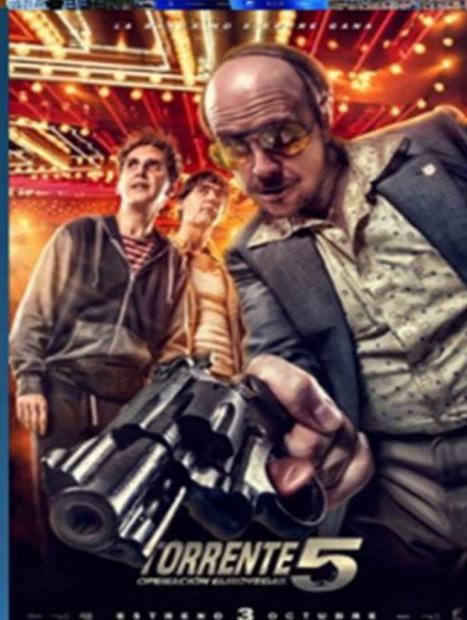
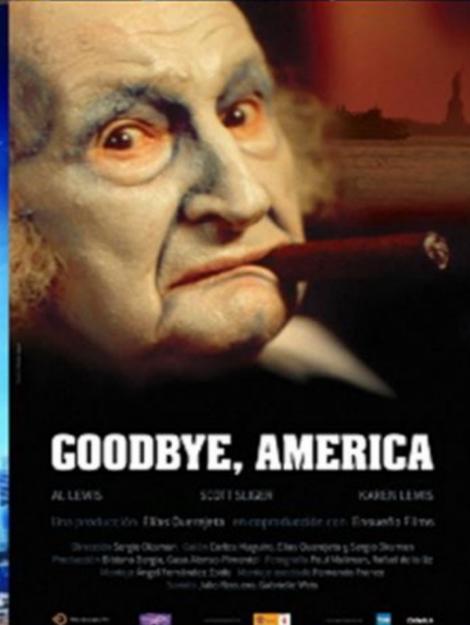
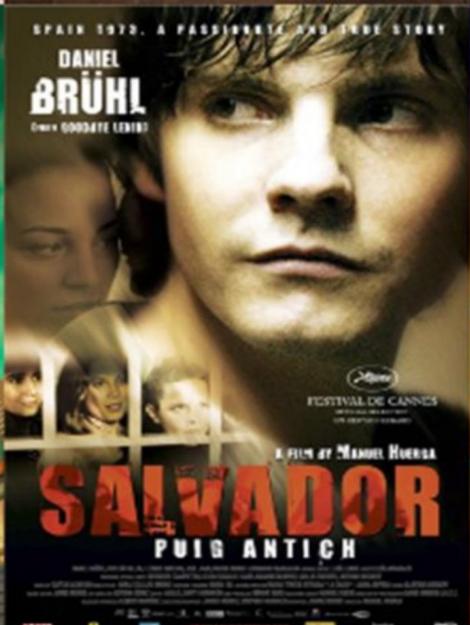


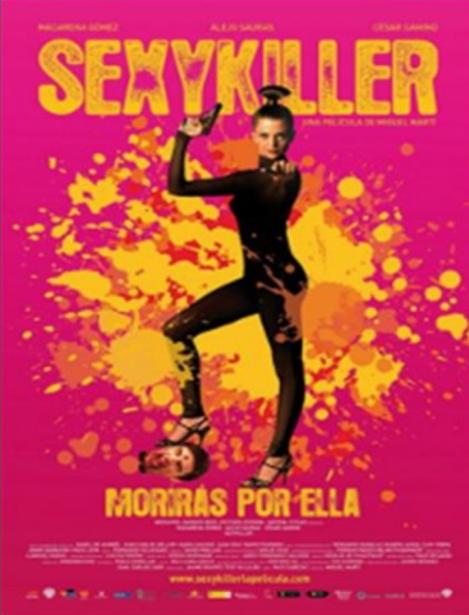
PREVIOUS PRODUCTIONS















Thank you !