

DIGITAL COSTUMES *ON DEMAND*

From design to production ready assets



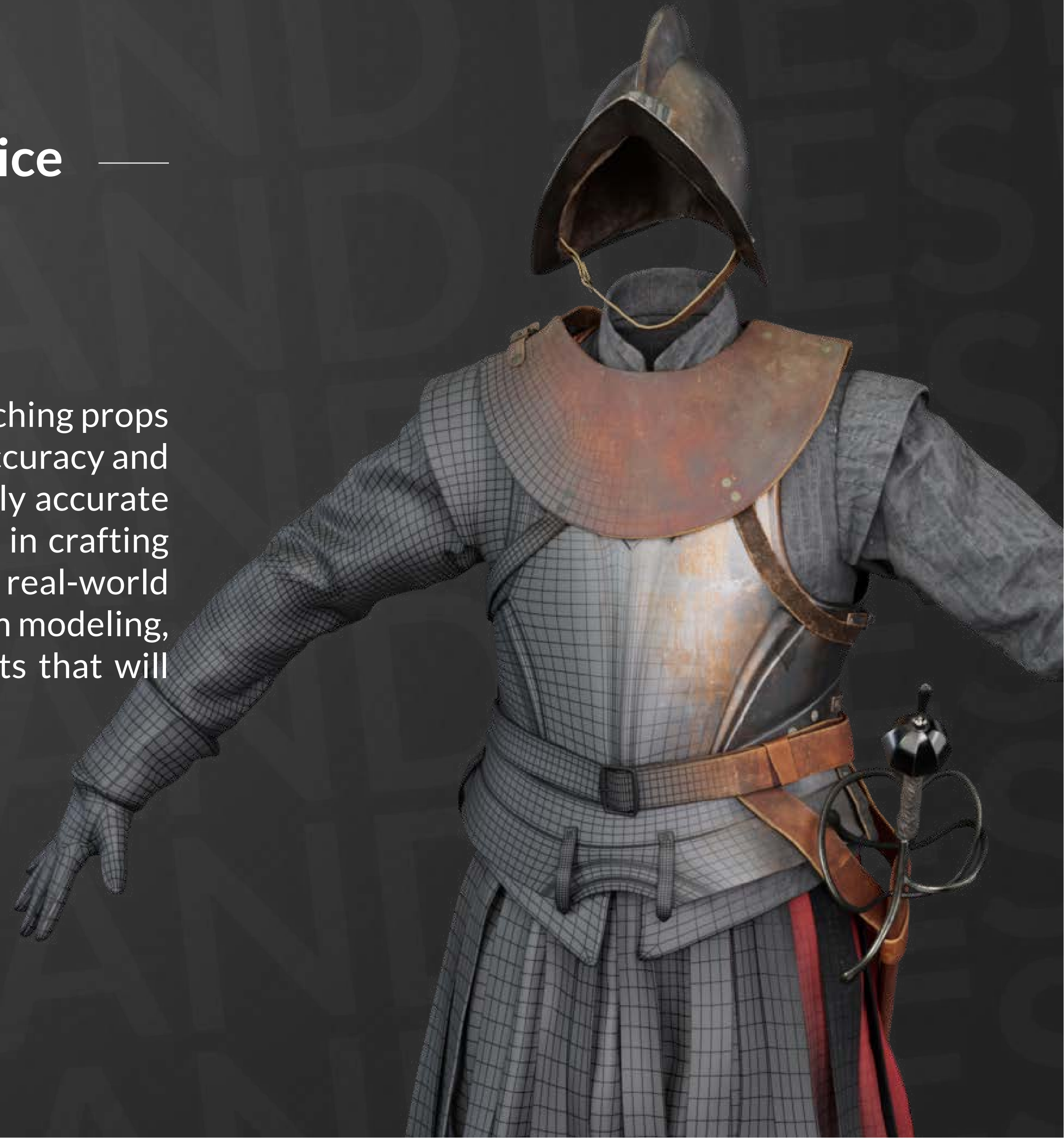
PERIS
COSTUMES GROUP

x

Pixeloid
studios

On Demand Digital Costume Service —

We create photorealistic digital costumes and matching props tailored to your production needs, ensuring both accuracy and realism at every step. Whether you need historically accurate outfits or fantastical designs, our team specializes in crafting bespoke digital wardrobe solutions. By combining real-world garments with high-fidelity 3D scanning and custom modeling, we deliver fully optimized, production-ready assets that will seamlessly integrate into your project.



Peris Costumes Group - Peris Digital

peris.digital specializes in outfitting virtual extras, video game heroes, and metahumans with real clothing. They have the largest collection of physical and digital wardrobe, 15.000.000 garments covering all periods, ready to use for VFX, video games, and the metaverse. They are part of Peris Costumes Group, the biggest costume house in the world, with warehouses and offices in 22 countries.



15 million garments from all periods



Pixeloid Studios

Pixeloid Studios is a boutique concept design studio specialising in the visual problem solving for projects of the entertainment industry (films, games and animation). They've been designing memorable costumes for remarkable period films and TV shows, creating heroes and villains for award-winning games and high-end animated CG trailers for 10+ years ensuring that you are in good and capable hands.

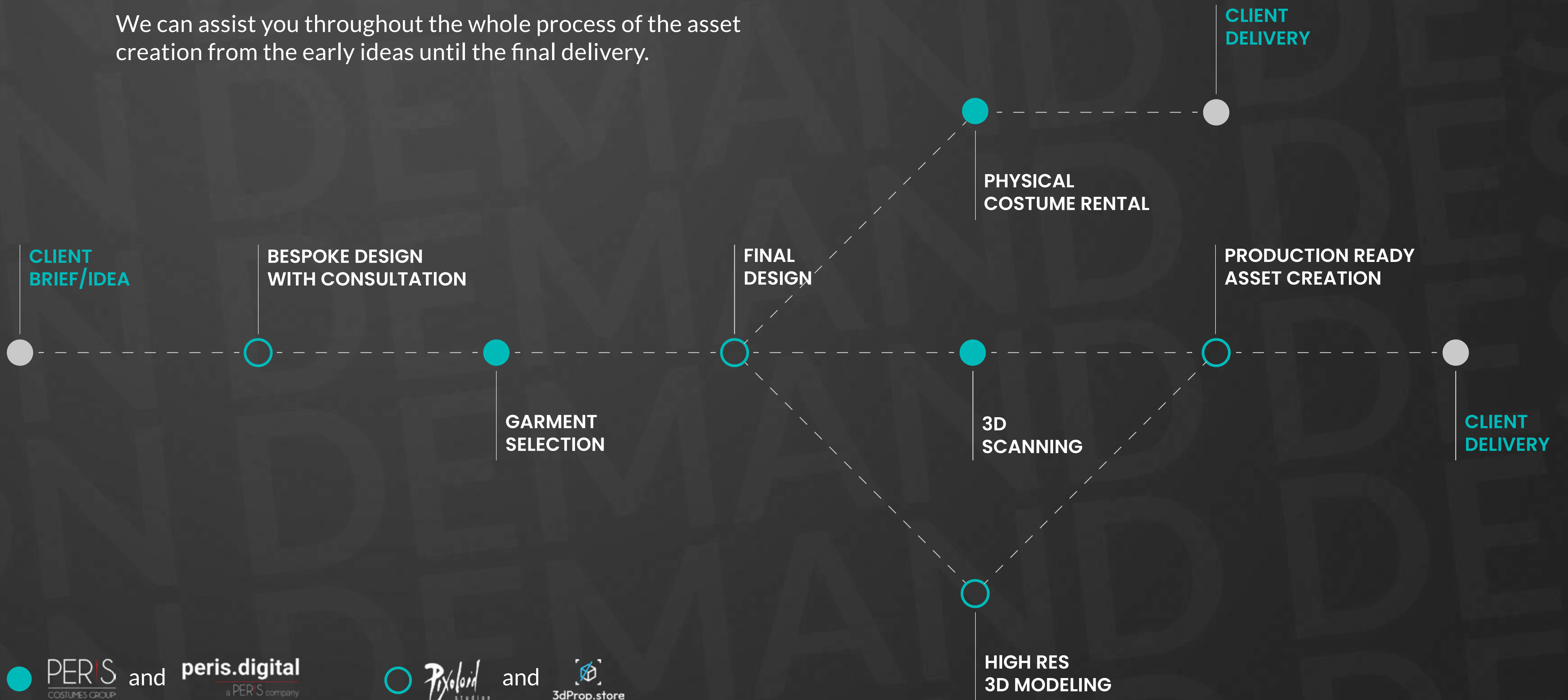


Costume concepts across different genres



Process

We can assist you throughout the whole process of the asset creation from the early ideas until the final delivery.



Service in Detail

Our team of designers, specialized in the entertainment industry, helps bring your vision to life—whether it's historically accurate outfits or otherworldly costumes. We start by **crafting bespoke concept designs** for your characters, ensuring that every design is grounded in reality. To achieve this, we provide a **selection of actual garments from Peris'** 15-million-piece collection based on your approved designs.

Once you've made your selection, we **3D scan the chosen garments** using our industry-grade photogrammetry rig to create a high-fidelity digital base. The raw scans are then **cleaned up, retopologized, and optimized** with high-quality textures. We can further customize these 3D models to align perfectly with both your creative vision and technical specifications.

If your project requires unique props or assets, we can **produce** them both physically and digitally to ensure seamless integration with the scanned costumes.

The result is a **fully customized, photorealistic digital outfit** that fits your project's needs perfectly.

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peris.digital
a PERIS company

3dProp.store
by Pixeloid Studios

CONQUISTADOR

Character Sample Project

Client Brief

Create unique, historically accurate digital garments for a non-player character for our IP.

The character is a conquistador exploring the jungles of South America. He has been through a lot, but his outfit should not be overly damaged. We would need a full costume with potentially removable armor and accessories to be able to create variations from the character.

The color of the outfit should be historically accurate, but also bold enough to be able to see in the overall greens and yellows of the jungle environment.

Ideally we would also need matching weapons to the character.



Concept Art

The first step is creating a bespoke design of the character we would like to create. This process always happens in close consultation with our clients ensuring the final design is in line with their visual, technical and story requirements.





Garment Selection

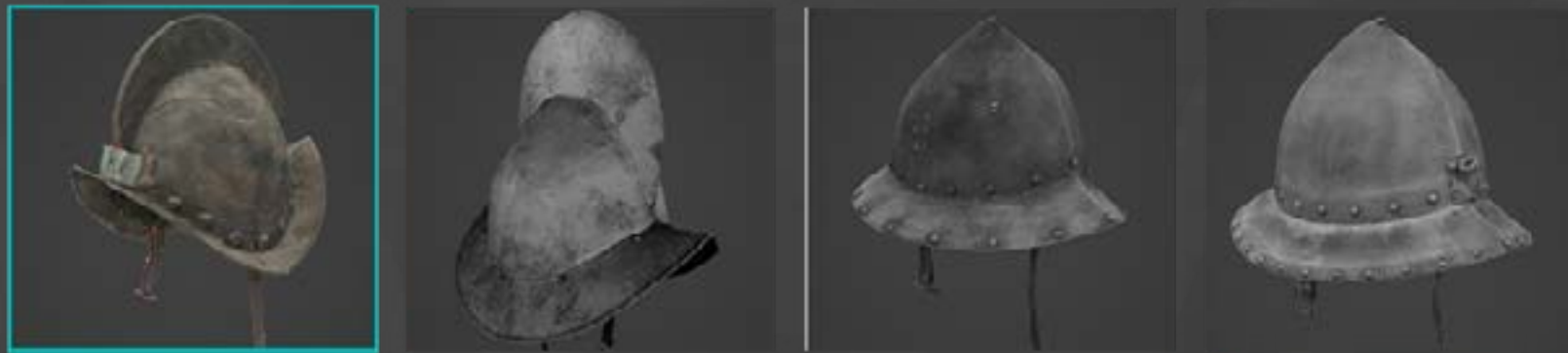
Based on the approved design we try to find you the closest real-world representation of each part. We offer you a range of actual garments from Peris' 15 million costumes. Most of the time we are able to give you a selection of parts, which can add extra fidelity to the existing design direction.



Final Design

We create a final design by merging the previous concept with the newly chosen pieces, ensuring a cohesive and refined look.

helmet



plate



pants

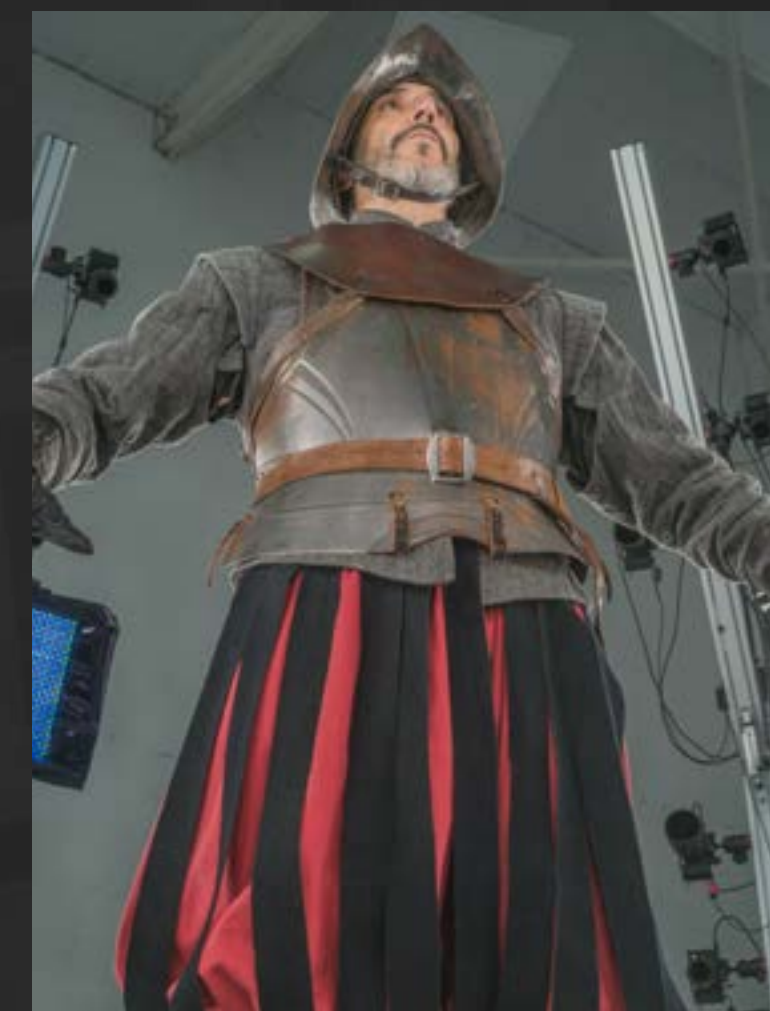


boots



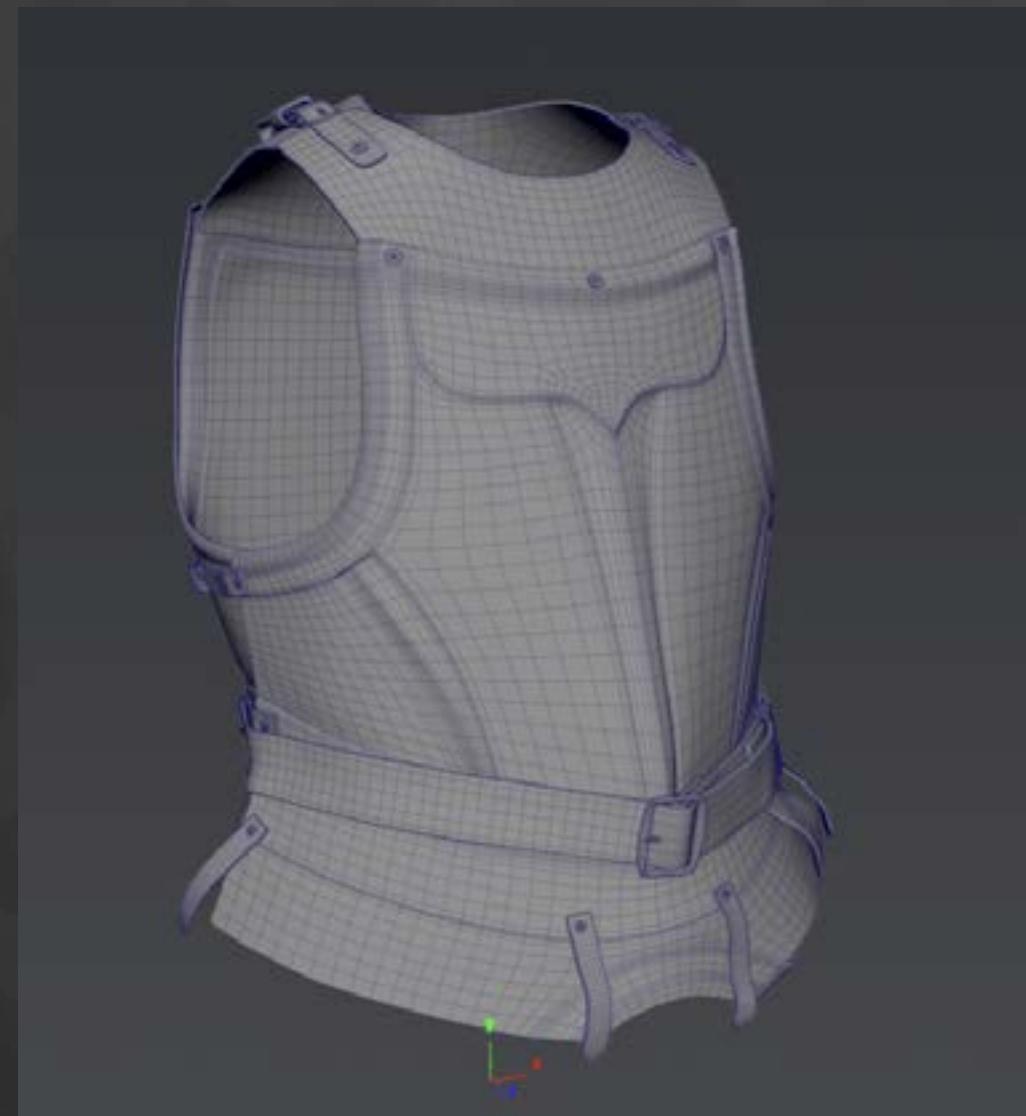
3D Scanning

After finalizing the design we 3d scan your preferred pieces with our custom industry grade photogrammetry rig certified by NVIDIA and Sony.



3D Reconstruction and Optimising

We reconstruct the high-resolution models from the scan data of 40+ million of polygons, clean up the raw scans and create industry standard clean topology ready for rigging and animation. At this stage it is also possible to custom-tailor the scanned pieces to your project more.



Final Texturing and Shading

We also retouch and optimize all texture maps and create PBR materials, that you can use to build your own shading in your preferred production software or realtime engine.



High Fidelity

We ensure that the quality of our final models hold up in any application, from crowds in the background to even the extreme close-ups or hero shots.



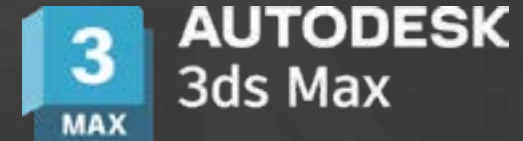
Unique Props

We can custom create any unique props depending on your needs, ensuring full compatibility and level of finish with the scanned pieces.



Use Case - Unreal

Our final assets are compatible with all major platforms and engines.





UNREAL
ENGINE



This image is a realtime screenshot from Unreal Engine with the costumes fitted onto a standard Metahuman character



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Contact Us

Should our services spark your interest, we'd be glad to offer more information and a tailored quote. Feel free to reach out and let's find the best solution for your project together.

Reach out to us:

info@pixoloid.net

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<https://peris.digital/>

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