

akeysu, the new generation of 3D animation software :
easier, disruptive and able to generalize access to 3D animation



3D animation software did not evolve during the last 25 years... until akeytsu, a brand new 3D software dedicated solely to character animation and rigging developed by nukeygara.

The animation industry strongly needs a disruptive and fresh tool. A proof ? more than 1000 downloads of the beta in the 1st week of the launch (June 30, 2015).

akeysu's motto: designed by/for animators... designed to be easy and fun

Though intrinsically an artistic endeavour, 3D animation has been transformed in a high-level technical activity by the use of current software. These programs are overly complicated with an endless learning curve.

With its artistic-oriented approach and its unique interface, akeytsu breaks up classic standards of current broad-based solutions by providing a new workflow built on simplicity, velocity and ergonomics.

it is the first 3D software program of its kind providing a fast and intuitive solution with character keyframe animation and rigging features only. The result is an uncompromising design where each and every feature was thought for animators. And not for professional animators only, akeytsu is so easy that now anyone can create quick posings and have fun by discovering animation.

game industry market as a first target... but only a starting point

At nukeygara we made a choice : providing 3D animation access to the huge community of game/indie game developers. Most of them stick with 2D due to 3D issues: overly technical, skills lacking in teams, long learning curves, etc. This situation has to change ! The first akeytsu version and its solid FBX support in/out fits perfectly with game studios needs and especially Unity 3D or Unreal Engine workflows.

the fastest & perfect learning tool for 3D animation schools

akeytsu is a particularly good fit for animation “freshmen”, as it will allow them to grasp the main concepts about 3D animation by really focusing on those instead of the most tedious, technical aspects. This knowledge will then be applied to any 3D animation software they will encounter during the rest of their training and their career as an animator. So akeytsu is definitely a learning curve booster.



a free beta and three different paid licenses in early access

akeytsu is already available at www.nukeygara.com as a free beta and offers three license models : Indie, Pro and Learn. nukeygara offers an early access deal for customers who are willing to put their money down now. Indie license is available for \$79, Pro license for \$279 and Learn license is \$16,99.

It should be noted that akeytsu is only available on Windows at the moment.

nukeygara, the drive to imagine the animation software of tomorrow

nukeygara is a french company founded in 2014 in Lyon by Aurélien Charrier and Yannick Rousseau, animation and software R&D seasoned professionals, in order to develop and offer a totally new vision of 3D animation software. Cédric Vidal-Duvernoy, experienced R&D developer, joined the team in spring 2015 as Technical Lead.

To have all details : www.nukeygara.com

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