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THIS IS WHO WE ARE



It is not a cliché that puppeteering
needs teamwork.

Team members working together from 2007
on and forming a troupe in 2012 adds
a great deal of reliability.

OUR PROJECTS

- [Alien: Romulus](#)
- [Dust Bunny](#)
- [Death of a Unicorn](#)
- [Apufa](#)
- [The Witcher series](#)
- [Karsten og Petra pa skattejakt](#)
- [Penny Market „Vitateam” commercials](#)
- [Karsten og Petra lager teater](#)
- [Documentary Now! series](#)
- [Karsten og Petra series](#)
- [XXXLutz commercials](#)
- [Karsten og Petra ut pa tur](#)
- [Memoirs of a nurse](#)
- [Sina and Kore](#)
- [Karsten og Petra pa safari](#)
- [Karsten og Petras vidunderlige jul](#)
- [MÁK restaurant commercial](#)
- [Karsten og Petra pa vinterferie](#)
- [Karsten og Petra blir bestevenner](#)

WHAT THEY'RE SAYING ABOUT US

“My name is Shane Mahan and I have been in the film effects business for 40 years. My credits start from 1981 on Fast Times at Ridgemont High. 27 years with Stan Winston until his passing in 2009 and continue today with our studio Legacy Effects.

The most recent film to date is Alien: Romulus Directed by Fede Alvarez.

We shot that film in Budapest recently and I came to know three of your local effects artists, and animatronic performers or “Puppeteers” named Mihaly Hajagos and Nora Revuczky as well as Gergely Goitein.

They are without a doubt very talented and hardworking artists.

They have a great understanding of onset character performance as well as upkeep and refurbishment of the effects. My crew and I relied on them to help us every day. They are also a pleasure to work with as people. Honest, humorous, and caring.

I would recommend them to any production, and I look forward to being on a project back in Hungary and with them on the team. “

Shane Patrick Mahan
Legacy Effects

“As the head of Filmefex Studio in Budapest for over 25 years, I frequently work on shows where puppeteering certain characters is required. Recently, we worked with Nora and Misi on two projects back to back and we have been very pleased by their enthusiasm and professionalism. “

Ivan Poharnok
Filmefex Studio

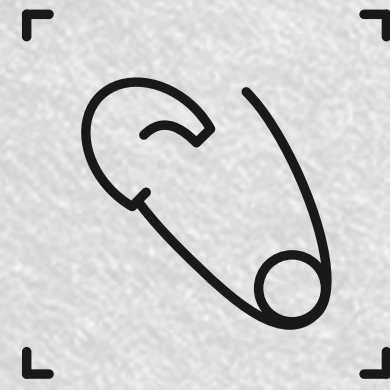
“It was very good working together with the team. On the one hand, because they are good professionals, and on the other hand, because we could quickly overcome every obstacle on a personal level. I believe we managed to create a beautiful film together. Perhaps the most important thing is that we became a real team during the shooting.“

Igor Lazin
Freelance director, illustrator

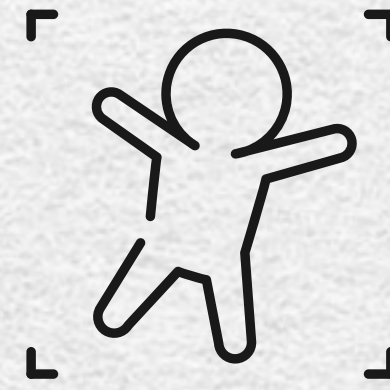
“Misi and Nóra was part of my Budapest crew and was always there with enthusiasm, positivity and solid on-set skills.“

Alec Gillis
StudioGillis

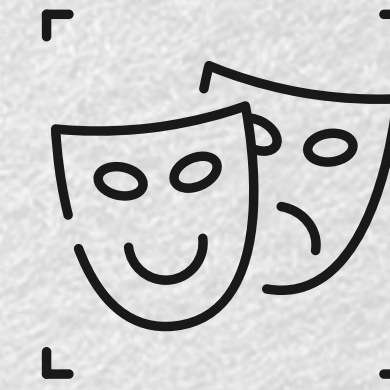
OUR SERVICES



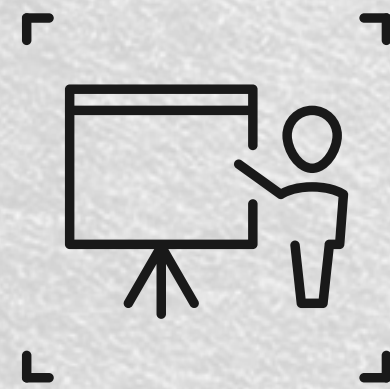
Creating puppets in collaboration with puppet designers and makers



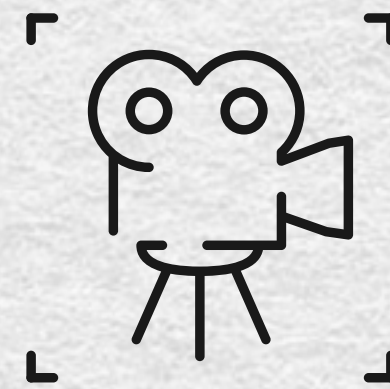
Finding and renting existing puppets even historical pieces



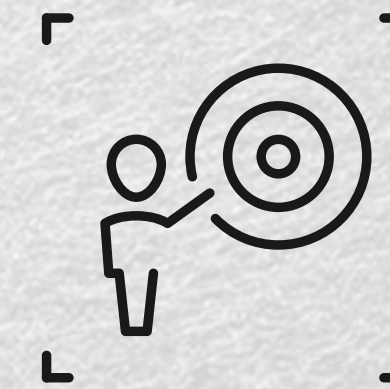
We can organize puppeteers & actors for any type of technique



Consultation and strategic planning with decision makers



If required planning and directing the puppet scenes



Co-operating with set dressing/props/costume etc.

OUR EXPERTISE

#aesthetics



#size



#full scale service



#quickness



#transparency



A FEW EXAMPLE FROM OUR WORKS SO FAR:

THE WITCHER

Based on the directors' ideas we rehearsed and recorded 3 different sketches of funfair puppets with paravane, and after he chose we rehearsed and adjusted the scene to fit the story and the set. It can be seen in Episode 7 of Season 1.

- Choosing the right type of puppet fitting the style and age
- Searching and renting for the adequate puppets
- Consulting with Art Dept on the props and paravane

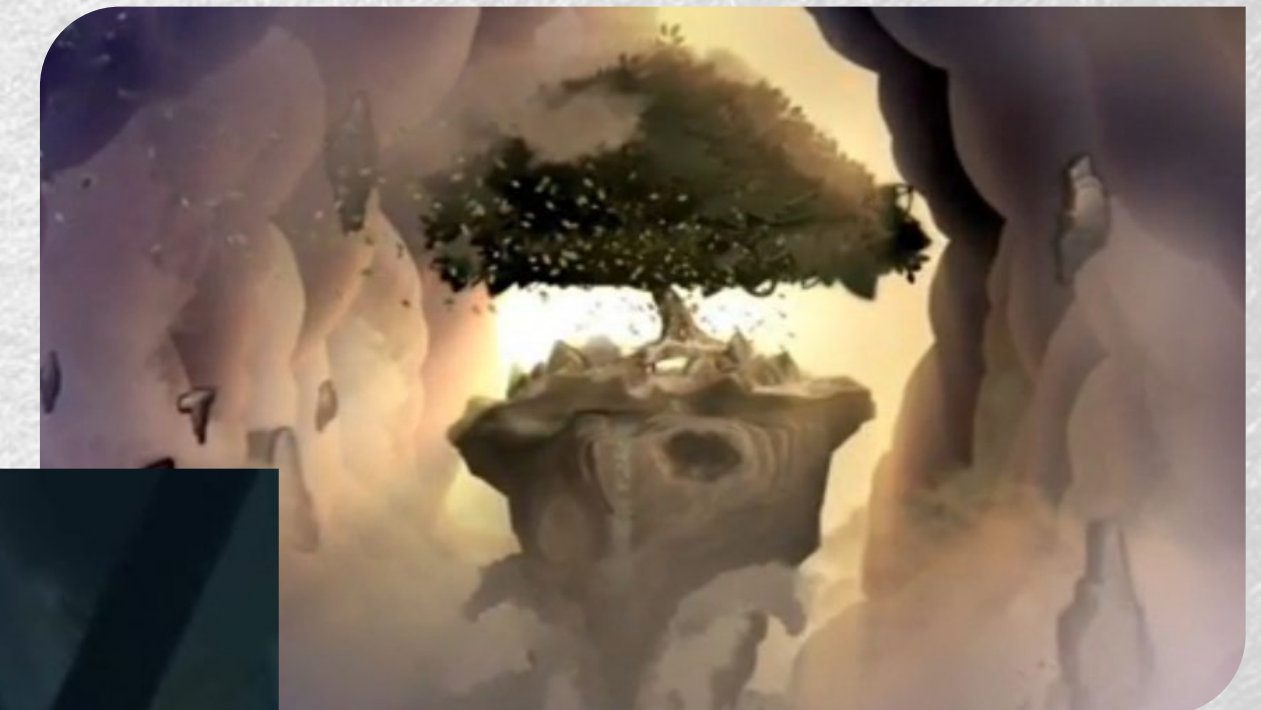


A FEW EXAMPLE FROM OUR WORKS SO FAR:

SINA AND KORE

The two main characters are being recorded from above as reference animation for (2D side animation style) the later real animation. A unique mixture of motion capture and stop motion.

- Inventing the unique type of puppet
- Choosing the right animators
- Invention and development of reference animation



A FEW EXAMPLE FROM OUR WORKS SO FAR:

KARSTEN AND PETRA SERIES

The famous series in Scandinavia (Norwegian originally) we use glove and bunraku style puppets sometimes in such extreme places as: inside a cupboard, under a bed, in a mountain lake, in a pool, on a boat, in a forest and cave. One of the main directives was to carry out the scenes in a way that the puppeteers are seen the least possible amount and could be edited out in post most easily.

- Directing the puppet scenes in the latest season
- Overseeing of puppet making
- Puppet testing
- Preparing the sets to fit the needs of both camera and puppeteers
- Coordinating many puppeteers
- On set preparations and maintenance of puppets



A FEW EXAMPLE FROM OUR WORKS SO FAR:

KARSTEN OG PETRA LAGER TEATER

In this specific movie we not just animated the usual glove puppets but had to bring to life a full Norwegian language puppet theatre performance which the main characters watch according to the story. We also had lines and appeared as actors in the movie.

- The planning, rehearsing and enacting of the theater scene
- Acting – in Norwegian
- In accordance with Costume Dept. planning and manufacturing the costumes
- Coordination about the theatrical set

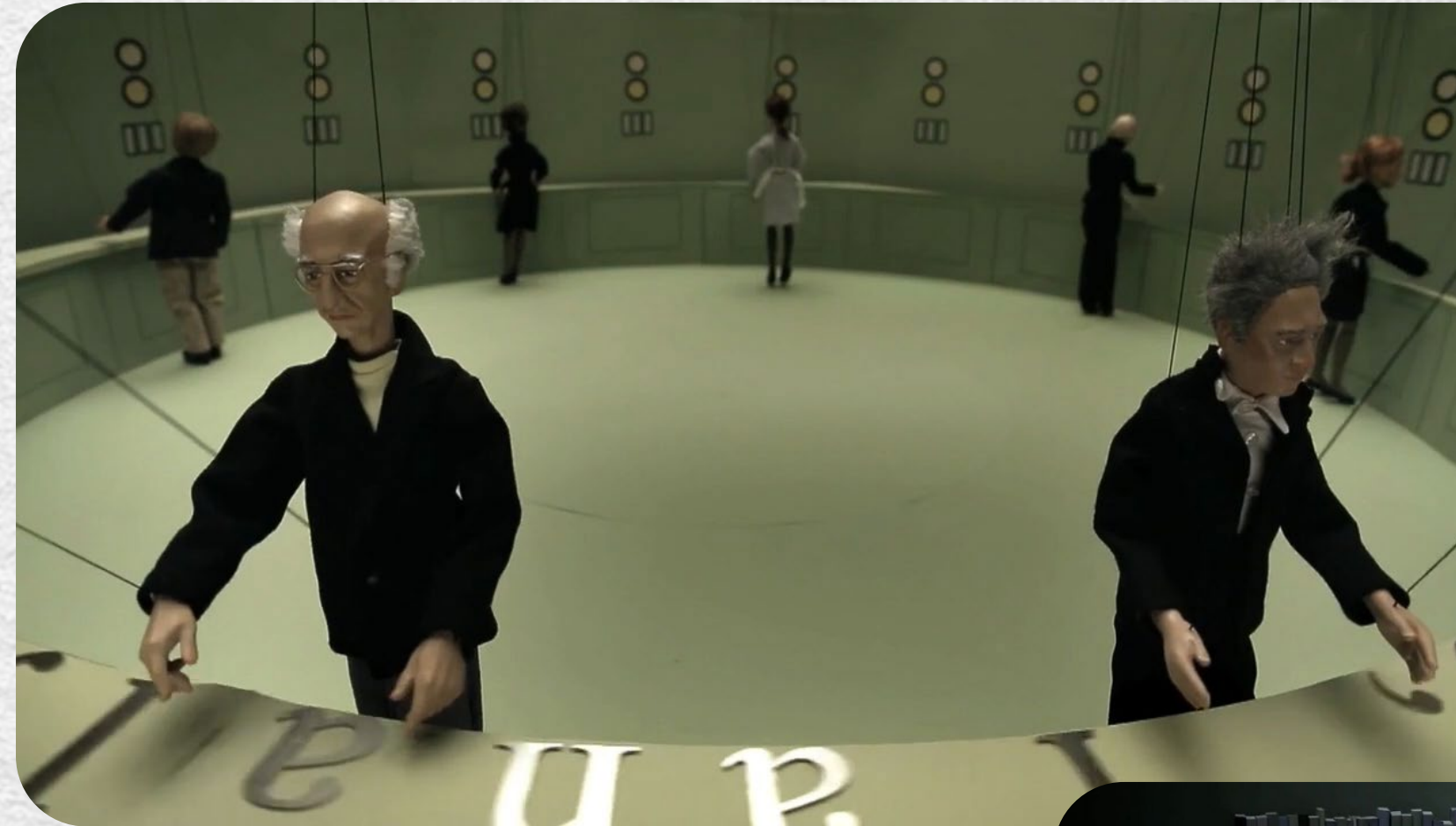


A FEW EXAMPLE FROM OUR WORKS SO FAR:

MEMORIES OF A NURSE

The speciality of the project was in contrary to theatrical rules that the marionettes didn't have a fix cross for the strings but had to be animated individually or with sticks. For each and every scene the stringing had to be invented.

- Rehearsals according to directorial instructions in a final set
- Coordinating puppeteers
- Adjusting the scenes according to the experience of the rehearsals
- Full scale consultancy during the scenes



A FEW EXAMPLE FROM OUR WORKS SO FAR:

VITATEAM AD

Extremely short time to prep, to coordinate the already hired team of animators for them to operate the scene the best looking way possible that fits the puppets style as well.

- Puppet testing
- Teaching the animators
- Intermediary work between the director, the DOP and the post production team
- Coordinating the work of numerous animators in big scenes
- Teaching and rehearsing of the same rhythm animation
- Administration



CONTACT



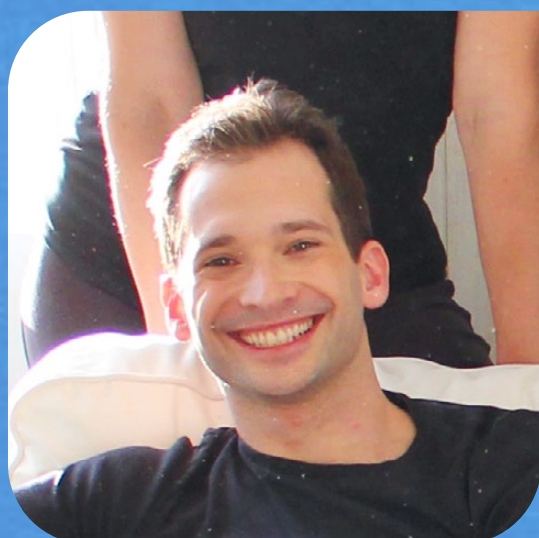
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