

MOTION CONTROL WORKFLOW

[no previs]



STEP 1. Description of the moves

Description options:

- verbal in presentation
- verbal and picturable
- person acts moves of Bolt with phone
(2 vids: human in the frame walking with phone
+ video from his phone)



STEP 2. Technical solutions

2.1 Creators give an information about desired CAMERAS & LENSES.

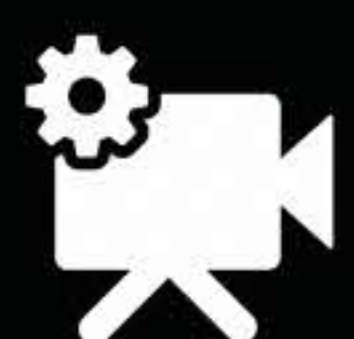
2.2 Bolt's Operator gives a preliminary estimation about the possibility of use this CAMERAS & LENSES for these tasks.

2.3 Bolt's Operator gives confirmation of the possibility of implementing the assigned tasks.

2.4 Creators and Bolt's Operator discusses the required number of prepdays.

2.5 Creators can order from us presentable 3D animatic with Bolt in scene according to all sizes of location, props, actors, etc.

2.6 Bolt's Operator gives an assessment of the location on Tech Scout (according to tasks and technical conditions)



STEP 3. Prep Day

3.1 Unloading and Installation of Bolt.

3.2 Calibration of CAMERAS and LENSES planned to use with BOLT in Project.

3.3 Synch with other tech departments (if needed).

3.3 Programming of the moves for Shooting Days. Creators express their wishes.



STEP 4. Shoot Day

4.1 Corrections of the moves (if needed).

4.2 Shooting.

4.3 Exporting FBXs for postproduction.

MOTION CONTROL WORKFLOW

[with previs]



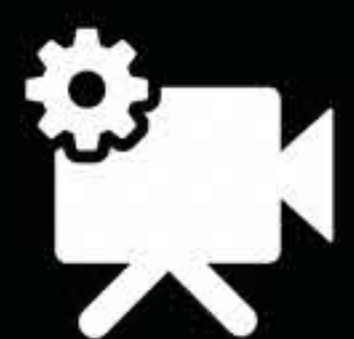
STEP 1. Description of the moves

- 1.1 Creators provide preview of 3D scenes.
- 1.2 Creators provide verbal descriptions of movement, including fps and timing.



STEP 2. Technical solutions

- 2.1 Creators give an information about desired CAMERAS & LENSES.
- 2.2 Bolt's Operator gives a preliminary estimation about the possibility of use this CAMERAS & LENSES for these tasks.
- 2.3 If the movement of the Camera needs to be absolutely the same to the pre-projected 3D scene, at least 7 days before the Prep Day, the Customer gives the FBX file of the Camera movements. Bolt's Operator gives confirmation of the possibility of implementing the assigned tasks. Close collaboration with a vfx-specialist from the Customer is being carried out. The movements are adapted and approved by the Customer.
- 2.4 Creators and Bolt's Operator discusses the required number of prepdays.
- 2.5 Creators can order from us presentable 3D animatic with Bolt in scene according to all sizes of location, props, actors, etc based on the prepared trajectory for STEP 1.
- 2.6 Bolt's Operator gives an assessment of the location on Tech Scout (according to tasks and technical conditions)



STEP 3. Prep Day

- 3.1 Unloading and Installation of Bolt.
- 3.2 Calibration of CAMERAS and LENSES planned to use with BOLT in Project.
- 3.3 Synch with other tech departments (if needed).
- 3.3 Movement check for Shooting Day. Creators express their wishes.



STEP 4. Shoot Day

- 4.1 Corrections of the moves (if needed).
- 4.2 Shooting.
- 4.3 Exporting FBXs for postproduction.

OVERTIMES

[prep and shoot days]

- ⚙ BOLT's Crew shift - 10 hours.
 - ⚙ The countdown of the shift time starts from the moment of arrival at the set according to the Daily Callsheet until the verbal notification about the end of the motion control crew's shift or the general end of the shift.
 - ⚙ If the lunch is current - plus 1 hour to Overtime
- Duration of shift**
- ⚙ The BOLT's crew shift begins and ends at the moment of crossing Kiev's checkpoint. Time for wrapping of equipment at the end of a shift is not included.
- Outside the City Shooting**
- ⚙ If there are factors that complicate or block the wrap/loading/removal of equipment, the shift time continues to be taken into account.
 - ⚙ When working at locations with problematic unwrap/wrap (negotiated during development), during the shift, the time for unwrap/wrap of equipment is taken into account.
- Location features**
- ⚙ The break between shifts is at least 10 hours from the end of the shift until the time of arrival at the set indicated in the callsheet of the next day.
 - ⚙ If the break between shifts is less than 10 hours, each hour of "lack of sleep" is charged as 2 hours of overtime.
- Break between shifts**
- ⚙ As default, the transport is not located at the location, it brings and picks up the equipment. Downtime starts one hour after arrival at the location and it is charged separately.
- Freight transport**
- ⚙ It is possible to order transport for the entire duration of the shift (10 hours).
 - ⚙ Mileage needs to be paid additionally if transport goes outside the city limits.