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Potential Way to reduce price for certain shots, particularly green screen shots -

Shots that need constant effects throughout, such as green screen shots, could potentially benefit from being sent as 1 long shot rather than just the required frames. This would rely on how well the green screen was lit and if I can get a perfect key throughout the entire shot meaning I could just apply a consistent effect over the entire of the shot without specialty attention for roto or keying adjustments. If that is the case, then Item "1 - Green Screen Keying/Roto Shots" can be reduced down to individual takes, shot on set rather than cuts in the edit. Same could be said for item "3 - Standard Green Screen BG" but not for item "2 - CG Green Screen BG" as these would be specialty cg shots with cg camera moves for each shot that would need to be prepped.

This principle could potentially be applied to other effects as well, but this would need to be discussed as I can't specifically see another item where this could happen at first glance. The dance studio shots have camera movement that would need to be tracked on a shot by shot basis and the graffiti shots would most likely need to be rotoscoped as well as potentially tracked on a shot by shot basis if there is camera movement, although I believe those were locked down.

Difference between **2 - CG** and **3 - Standard** green screen backgrounds -

2 - CG BG :

A CG background would refer to a custom 3d environment and/or CG camera move. This is typically ideal for a more impressive and higher production quality visual.



Notice the adjusted camera angle/perspective. The original shot is locked off in a green screen studio whereas the final shot is a dynamic camera move. The camera is placed in a 3D built environment with the performers slotted in this 3D world allowing for free flowing camera movements, rack focuses and most things that would normally be possible on a physical shoot while retaining the physical realness of a real camera.

3 - Standard BG :

A standard background is more what most people envision when they think of greenscreen. The camera matches the original placement of what was shot on set and a 2d image is slipped in behind the performer. This 2d background is either a stock asset, or created especially for the shot.



This was a CG background but for the sake of argument, it represents the example well. Here our camera more or less matches the original placement of the camera. The camera remains locked and fixed in its position. Although the photo was rendered out as a CG background with a camera move, for our example where this is a 2D stationary standard background, if you want a Specialty CG background a single frame of this CG environment would be rendered out and used as a 2D element for each shot or if an adequate stock image or abstract design for the background works, that would be used.

Difference between 4 - Dance Studio Advanced and 5 - Dance Studio Simple green screen backgrounds -

4 - Dance Studio Advanced :

As we have camera movement, this would involve a 3D track of the scene being shot and a CG dance studio filling in the background. This will be tricky as there does not seem to be a ton to track with lots of rapid camera movement and motion blur, but it is doable if requested. In this case I see potentially a mirror room as most dance studios have this, this might be complicated as I would need to create a rough 3D model of the actress with matched rough animated movements to allow for us to see a reflection of the back side of her. It would not need to be crazy detailed as it would be out of focus, distant and in motion. If the actress is still available, a series of photographs could be taken of her to create a 3D photogrammetry model of her for a detailed model or I could create a very rough model from scratch or potentially a AI 3D model generation tool could produce a very rough but usable in this instance model of her from a frame in the video. Another option to avoid this step would be to place a doorway in the frame and in this doorway would open up to this mirror room.



Ignoring the minimal greenscreen in this scene, this feels like a good example. The shot was filmed in a standard environment with the surroundings being replaced. I would assume not everything in your shot would need to be replaced necessarily, allowing for

edges or portions of the frame to remain while the set extension/replacement happens in others.

5 - Dance Studio Simple :

In this case the background would simply have a 2D track occur and an element would be placed there such as photos in frames, clothes hanging off the wall, potentially to some extent racks or dance/stretching rails as long as the perspective does not change too drastically to notice the lack of parallax.



In the example above, the client had shot this commercial before a rebranding and needed the logo swapped and the colors changed to their new logo/color scheme. A 2D track was done on the original element to compensate for the movement and the new 2D element was layered onto it. This can be done to an extent with more 3 dimensional objects, but only to a point. 3D tracks can also be done to add objects to a scene, but in this case it would be quite difficult with the minimal elements in the scene to track as previously stated.