

The analysis of 1.33 to 2.33 of the DVD "9".

The sequence I am analysing is the beginning part of the DVD of "9" from 1:33 to 2:33. The sequence is completely 3D computer generated with no other elements like "live action" included.

It starts with the black shot becoming bright of character deflating and ends with a standard shots of the "9" stand up. There are 9 shots in total. The duration of the sequence I am analysing is one minute. I have calculated the days allocated to this sequence by looking at the support material on the DVD and on the web to find out how long things really did take.

Sequence Description:

The character is hang in a machine, then he and a treasure drops down the floor. And the treasure rolls to the side. Not for a moment the character wakes up, and very curious about himself. After that, he see the treasure. He stands up, there is a "9" on his back. He tends to picks treasure up, but waddled, walks stumble.

Shot Descriptions:

Shot 1:

Set-Up: 1. (1st use)

Description: Character is hang in a machine

Camera: Close Shot sliding going to wide.

Elements: Character "9".rope.machine.

Comments: machine can be 2D or a pre-rendered still.

Shot 2:

Set-Up: 2.

Description: Character fall from the top of scene to bottom.

Camera: Mid CU Locked off.

Elements: Character "9". Machine.rope.

Comments: Machine can be 2D or a pre-rendered still.

Shot 3:

Set-Up: 3.

Description: The treasure is knocked out by rope.

Camera: Close CU Locked off.

Elements: Treasure. rope.machine.

Comments: Machine can be 2D or a pre-rendered still.

Shot 4:

Set-Up: 4.

Description: The character falls to the camera.

Camera: Mid CU Locked off.

Elements: Treasure. character "9".machine.

Comments: Machine can be 2D or a pre-rendered still. Background can be post production.

Shot 5:

Set-Up: 5. (1st use)

Description: Character falls down to the floor. Treasure falls down and rools out of scene.The character opens his eyes.

Camera: Mid Shot Locked Off and sliding to close.

Elements: Character "9", Treasure, floor, Ground debris, part of ground mechanical.
Comments: Ground debris can be separate layer.

Shot 6:

Set-Up: 5. (2nd use)

Description: Character climbs up, touches his own head and moves fingers.

Camera: Mid Shot following character's face.

Elements: Character "9", floor, gears, ground mechanical.

Comments: Floor and gears can be 2D or a pre-rendered still. Ground mechanical can be separate layer.

Shot 7:

Set-Up: 6.

Description: Treasure flashes electric light. The character sees his internal body. The character notices the treasure and stands up.

Camera: Mid Shot lock off and sliding to wide.

Elements: Character "9", Treasure, The Machine, floor, Ground debris, bookshelf, electric light.

Comments: The machine, floor, ground debris and bookshelf can be 2D or a pre-rendered still. The electric light can be post production.

Shot 8:

Set-Up: 7.

Description: There is a number "9" in character's back.

Camera: Mid Shot Locked off.

Elements: Character "9", Floor, books, bookshelf, portfolio, Ground debris.

Comments: Floor, books, bookshelf, portfolio can be 2D or a pre-rendered still. Ground debris can be separate layer.

Shot 9:

Set-Up: 5. (3rd use)

Description: The character walks to the treasure but falls down, and then stands up again.

Camera: Mid Shot Locked off.

Elements: Character "9", Floor, portfolio, Ground debris, ground mechanical, nuts and screws, shutters.

Comments: Floor, books, bookshelf, portfolio can be 2D or a pre-rendered still. Ground debris can be separate layer.

List of Set-ups:

Number of Unique set-ups :6

Re-used (Common) set-ups : 3

Days: Are the days allocated to preparing the set-ups with regard to BG scenery and general lighting.

Re-used Set-ups	Set-up Description	Repeated	Days
5	There are some sundries on the floor, character lays down on it, and the stands up.	3 time	4
	Set-up Total Days		28

All Characters in the Sequence:

ELEMENT	Appears in shot No	Remarks	Build Days	Extreme Days	Rig Days	Other Days	Total Days
Robot No.9	1,4,5,6,7,8,9.	Has to drop,lays down,stand up	5	3	2	0	10

All Properties in the Sequence:

ELEMENT	Appears in shot No	Remarks	Build Days	Txtre Days	Rig Days	Other Days	Total Days
rope	1,2,3		1				1
machine	1,2,3,4,7		3				3
Treasure	3,4,5,7		2				2
Floor	5,6,7,8,9		1				1
Ground debris	5,7,8,9		2				2
ground mechanical	5,6,9		2				2
gears	6		1				1
books,	7,8,9		1				1
bookshelf	7,8,9		1				1
portfolio	7,8,9		1				1
nuts	9		1				1
screws	9		1				1
shutters	9		1				1
		Properties Days Total	18				18

The Animation and Choreography

Reference:	Description	Days for each Participant	Total Days
Shot 1	No.9 is hang in a machine	No.9 :1	1
Shot 2	No.9 falls from the top of scene to bottom.	No.9 :1	1
Shot 3	The treasure is knocked out by rope.	Treasure:1	1
Shot 4	No.9falls to the camera.	No.9 :1	1
Shot 5	No.9 falls down to the floor. Treasure falls down and rools out of scene.The character opens his eyes.	No.9: 2	2
Shot 6	No.9 climbs up, touches his own head and moves fingers.	No.9: 3	3
Shot 7	Treasure flashes electric light. The character see his internal body. The character notices the treasure and stand up.	No.9: 2	2
Shot 8	No.9 is a number "9" in character's back.	No.9 2	1
Shot 9	No.9 walks to the treasure but falls down, and then stands up again.	No.9 :2	2

Other Processes:

PROCESS	Description:	Days
Lighting (final) Sequences	The process of artistically applying lighting sources and filters	5
Rendering	The process of producing a sequence of fully shaded or coloured frames.	5
Post Production	This includes putting in the ruin in shots where it is needed	3

Review Sessions:	This is where the clients (those who have a creative say in how things should look) have their say. Allowed one day per shot.	10
	Total Other Processes	13

PROCESS	Days
Set-ups	28
Characters	10
Properties	18
Animation	14
Other	13
TOTAL DAYS	83

Summery:

In my final calculation it would take one person approximately 83 days to complete this sequence in the “9” trailer. The final scope, therefor is 83 days.

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