

QUESTIONS TO ASK IN PRE-PRODUCTION FOR YOUR VFX PLANNING



It's crucial to utilize the Pre-Production planning to set up all of your known VFX needs and lay the structure for the unknown or unexpected.

VFX is often thought of as being an expensive solution, which can be the case when it's an afterthought, and/or a solution to a problem that has already taken its toll on a shoot schedule as well as financially.

Yes, we can fix it in Post, but why not plan for it in Pre-Production to help save time, money, minimize frustrations, and maximize productivity.

In that vein, we've tried to identify some of the key questions you should ask as you start pre-pro as well as some of the areas in which VFX can be an asset and should be planned for accordingly.

◆ Do I even think of my show as a "VFX show"? Refer back to our handy chart we previously sent... *VFX is Everywhere!*

◆ Which vendors are best aligned for my heavy explosion, creature, set-extension, etc. work?

◆ How long should I schedule to complete the expected VFX work?

◆ Will I need a full-time VFX Supervisor?

◆ Will storyboarding or pre-vis help me visualize any speed bumps or pitfalls before we shoot?

◆ Can utilizing VFX speed up my shoot schedule by minimizing on-set demands?

◆ Are there more time or cost-efficient ways to shoot my VFX? (refer back to having a Super)

◆ Are there aspects of my production that should be finessed and art-directed in Post/VFX?

◆ How much should I budget for scripted VFX, production fixes, and other unexpected VFX needs?

◆ What are the advantages of keeping VFX in the same building as the rest of Post?

◆ Should you budget/schedule a second unit day for a VFX element shoot?

THE ROLE OF VFX

Concept Art, Storyboarding, PreVis, & TechVis

Concept art, storyboarding, and pre-visualization can help illustrate what needs to be created in VFX. Technical-Visualization (TechVis) is a technical approach towards PreVis, which will spell out exactly what lens, camera rig, distance, height, elevation, inclination, speed, and all other technical specifications that are needed to achieve complex or time sensitive shots.

Script-Based VFX

Anything your production can identify as a possible VFX need. This may include set extensions, green/blue screens, monitor burn ins, driving comps, superpowers, natural phenomenon, explosions, muzzle flashes, squib hits, digi-doubles (stunt enhancement), etc...

Scripted But Not Planned VFX

Originally planned for as SPFX, Playback, Stunts, Art Direction, etc. Occasionally the best plan doesn't always pan out...

Change of Script/Scope

Creatives will be creative and that may create the need for unplanned VFX.

Production Fixes

Reflection/shadow removal, stunt rig, beauty work, continuity fixes, QC fixes.

Trailers, Press Releases, & Marketing Fixes

These often carry different limitations and even legal requirements as to what can be shown.