# Calculators

# COMMON OPTIONS

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|  | Pretty self-Explanatory |
|  | Amount of Artist in the That Department. Lead, artists and Junior Artists. |
|  | Certain Positions in the team, require the person to utilize a % of his time leading the team, giving notes, etc.   * Leads are account to be actually working for 75% of the time. * Artist, at 100% * juniors at 75% assuming they are juniors and not as experienced as leads or artists. * Busy Idle/Ratio refers to the Queueing theory (the Phoenix Project), the busier the resource is the longer the waiting of tasks on his/her queue. Between 85% and 90% is allegedly the best ratio, I left it at 90%. |
|  | * Working Hours on a single Day * Average Amount of hours the artist will spend on daily reviews * Amount of actual working days on a year, aka: 365-bankholidays-weekends * Entitled holidays per year for a team member * Average sick days taken by the artists in the studio during a year. |

# ASSETS OPTIONS

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|  | Each Asset type will have this settings:   * Count: amount of that asset type * The asset will be divided into 3 categories: difficult, medium, easy according to its weight in the script, screen time, and size (for ie, a giant character will need more detail on the feet etc. A cityscape set will need less closeup details, but wil have a lot of work required in buildings) * Each difficulty type asset will have its own estimated days according to:   + Best: the time it would need to do that tasks if everything goes perfect   + mostLikely: from experience, how much it takes realistically   + Worst: the time it would need to do that tasks if everything terribly wrong |
|  | This graph shows the Man days required for each type of asset and difficulty (difficulty is stacked on the same bar with a similar same color) Man days means the amount of days that would take if only 1 man was doing the job |
|  | This graphs show:   * Asset Count for each type of asset and difficulty * Asset % for each type of asset and difficulty * Man days required for each type of asset and difficulty |

# LIGHTING OPTIONS

Please refer to the Lighting Department – In a glance document regarding lingo and terminology of shot types.

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|  | * Shot count for the whole show * Sequence Count A sequence is counted everytime the set or location changes from shot to shot. For ie: If it’s a “dream” or “remembering” sequence, the original sequence can continue afterwards with the same numbering |
|  | From the total shot count:   * What % of shots are unique? * How many Establishing shots are there per sequence? * How much % of the total are master shots * Whats the % of child shots? |
|  | The asset will be divided into 3 categories: difficult, medium, easy according to its weight in the script, screen time, and size (for ie, a giant character will need more detail on the feet etc. A cityscape set will need less closeup details, but wil have a lot of work required in buildings) |
|  | Each difficulty type of shot will have its own estimated days according to:   * Best: the time it would need to do that tasks if everything goes perfect * mostLikely: from experience, how much it takes realistically * Worst: the time it would need to do that tasks if everything terribly wrong |
|  | * Average frame per shot. You can calculate this by doing: (filmTotalMinutes\*60\*25)/shotCount for ie: (120minutes\*60\*25)/2000=90 * As explained above, each shot type has estimates as best, mostlikely, and worst amount rendering minutes |
|  | * How many render nodes the farm will have? * Downtime: this refers to the amount of time the node will not be available due to maintenance, failure, etc. * Busy/idle ratio: see busy idle above in the Common Section |
|  | * In the render time tab you entered the final frames render time. Here enter the amount of pre rendering, test rendering, etc that each type will have. |
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