

everfly



The EyeFly Team

Team: Y-Prize 2014 Finalists for EyeFly

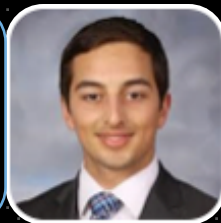


Michael Gromis: **Market Research**

- Drone Localization at GRASP Lab
- Plugged into the entertainment industry

Bahram Banisadr: **Mechanical Engineering**

- NASA: Curiosity Mars Rover robot vision
- Constructed bipedal walking robot for research project



Jeff Grimes: **Software & Artificial Intelligence**

- Google Product Management
- Facebook Software Engineering

Mentors and Industry Contacts



Ashton Kutcher, Actor, A-Grade Investments



John Davis, 20th Century Fox



Stacey Snider, 20th Century Fox



Shane Hurlbut, Cinematographer, *Terminator Salvation* (2009), *Need for Speed* (2014)



Greg Foster, IMAX

Pain Points of Filming

1

Creativity

- Camera's are restricted by their stationary nature
- Currently, filming with drones is imprecise due to manual control, preventing close interaction with the set and limiting filming to the wide outdoors

2

Timeline

- Movies are constrained by timelines and experience many delays in filming
- Depending on multiple tools such as helicopters, rigs, and cranes to perform certain dynamic or aerial shots causes delays

3

Costs

- Costs add up when a combination of rig, crane, and helicopter systems are required to film single shots
- Helicopters are overkill for shooting movies

Introducing EyeFly

EyeFly is an intelligent hexrotor-mounted camera system that provides precise and fluid footage unattainable by remote-controlled drones.

EyeFly eliminates the need for helicopters, large cranes, and truck riggings.

EyeFly is controlled by one trained operator who specifies shooting instructions; with various onboard sensors, subsequent navigation (e.g. obstacle avoidance) is autonomous.

1

Creativity

- Omnidirectional precision
- Drone swarm capability

2

Timeline

- Rapid deployment
- Removes dependency on multiple filming systems

3

Costs

- All-inclusive rentable package

Market Sizing and Competition

Barriers

Disruptive nature of the technology and stubbornness of film veterans

- Educating customers about EyeFly's benefits through demonstrations and creating proof of concept material

Safety and related perceptions

- Implementing rigorous safety measures
- Safety demonstrations
- Promotional efforts emphasize safety

High initial capital expenditure (\$10,200 for drone and \$40,000 for Vicon)

- Start small and grow
- Be as cost efficient as possible

FAA regulations

- <http://www.cnet.com/news/faa-eases-barrier-to-commercial-drone-use/>
- FAA beginning to ease regulations on commercial drone use

Solutions

Sizing/Competitive Landscape

2014 average Hollywood movie cost \$76.63 million

- Total budget for 441 movies is \$33.79 billion

Approximate breakdown of non-marketing film budget

- 55.75% production costs

Breakdown of production values

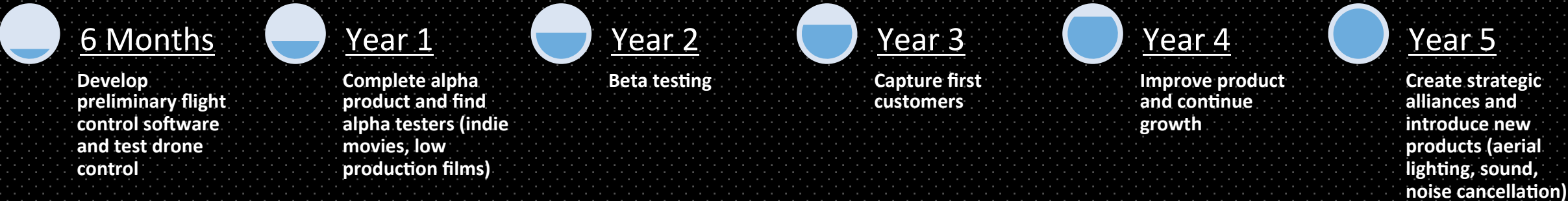
- 25.9% filming costs

- 5.37% picture vehicles and related costs

Thus, the total addressable market (TAM) is \$33.79 billion * 55.75% * 5.37% = \$1.116 Billion in the US annually

- **Competitors:** Radio Controlled drone filming services such as SkyReel
- **Not a threat:** Current consumer filming systems such as HEXO+ which provide autonomous Gopro mounted quadrotors lack sophisticated onboard sensors, navigation software, and movie-grade filming quality from an Epic Red Camera or Canon C600

Execution Plan and Costs



Projections		Year 1	Year 2	Year 3	Year 4	Year 5
	Labor per person	\$50K	\$50K	\$50K	\$50K	\$50K
	Employees	6	6	6	8	10
	Cost per unit	\$10K	\$10K	\$10K	\$10K	\$10K
	New units	1	3	3	5	10
Costs		\$310K	\$330K	\$330K	\$450K	\$600K
	Base price per day	-	\$3K	\$5K	\$5K	\$5K
	Additional unit price	-	-	\$1K	\$1K	\$1K
	Days per film	-	3	5	5	5
	Films per year	-	1	4	22	42
Revenues			\$0K	\$120K	\$660K	\$1.26M
Total		(\$310K)	(\$330K)	(\$210K)	\$210K	\$660K