



Brainy Pixel's "Island Jack" Feature-length Animated Family Film

4 Phase Budget with Quarterly Progress (1 Year Timeline)

<https://brainypixel.com/island-jack>

PHASE 1 (3 Months): \$135,840

1. Finish writing 1st Draft of Screenplay
2. Develop concepts and selections from the screenplay to include in a "Proof-of-Concept" to show investors
3. Purchase required hardware/software
4. Begin development of characters/environments using concept art
5. Engage 1-2 intern(s)/consultant(s) to assist in asset and pipeline development
6. Secure additional creative office space for team
7. Set up LLC to own the Intellectual Property and all created assets
8. Refine local/cloud workflow and document the process (including video/behind the scenes content)
9. Integrate MOCAP into the "Proof-of-Concept" creation and pre-visualization process; document it
10. Provide "Lessons Learned" and "Technical Behind the Scenes" to Unreal community

PHASE 2 (3 Months): \$144,940

1. Submit script to industry experts for review & feedback
2. Begin production on "Proof-of-Concept" content including selected animated scenes and engage A-list talent for "Proof-of-Concept" V/O work
3. Continue remaining character development, revisions, texturing, rigging, and testing
4. Continue refining local/cloud workflow and work to eliminate pipeline "bugs"
5. Continue MOCAP integration, refinement, and testing into Brainy Pixel workflow; document it
6. Provide "Lessons Learned" and "Technical Behind the Scenes" to Unreal community

PHASE 3 (3 Months): \$113,940

1. Complete script notes and prepare screenplay for production
2. Finish "Proof-of-Concept" post-production editorial, sound design, animation, etc.
3. Analyze MOCAP data and what to do better/differently on feature film
4. Provide "Lessons Learned" and "Technical Behind the Scenes" to Unreal community

PHASE 4 (3 Months): \$105,180

1. Engage Director, Co-Director, or 1st Assistant Director (decision pending)
2. Breakdown screenplay into elements for production
3. Create specific timeline/budget for production elements
4. Share "Proof-of-Concept" video with potential investors, highlighting the new technology and workflow that has been created for this and future projects
5. Provide "Lessons Learned" and "Technical Behind the Scenes" to Unreal community

TOTAL: \$499,900