

SHOT	REEL	VFX NOTE	REQUIRED ELEMENTS	SHOT TYPE	BID	ARTIST NOTE
sc 06-10	1	Clea Phone	Plate + Screen Element	Comp + Tracking + Roto	200	
sc 06-10	1	Clea Phone	Plate + Screen Element	Comp + Tracking	100	
sc 06-10	1	Clea Phone	Plate + Screen Element	Comp + Tracking	100	
sc 009-10	1	Paint out two actors frame right next to the window	Plate	Comp + Paint	100	
sc 011-10	1	Split Screen	A Plate + B Plate	Comp + Tracking + Roto	125	
sc 012-10	1	Splitscreen (remove Noah from right side)	Plate	Comp + Clean Plate + Tracking	150	
sc 17-10	1	Screen Replacement	Plate + Screen Element	Comp + Tracking	100	
sc 17-20	1	Screen Replacement	Plate + Screen Element	Comp + Tracking	150	
sc 46-10	2	Frannie Lock Screen	Plate + Screen Element	Comp + Tracking + Roto	300	
sc 59-10	3	Frannie Texing	Plate + Screen Element	Comp + Tracking + Roto	250	
sc 64-10	3	Fire replacement	Plate	Comp + Tracking + Roto + CGI Fire & Smoke	1000	Continuity
sc 64-20	3	Fire replacement	Plate	Comp + Tracking + Roto + CGI Fire & Smoke	750	Continuity
sc 66-10	4	Sky replacement	Plate	Comp + Paint + Tracking	250	Continuity
sc 66-20	4	Sky replacement, gear paintout	Plate	Comp + Paint + Tracking	400	Continuity
sc 66-30	4	Sky replacement / firework launch	Plate	Comp + Paint + Tracking + CGI Fireworks & Smoke	750	Continuity
sc 66-40	4	Firework launch into air	Plate	Comp + Roto + Tracking + CGI Fireworks & Smoke	500	Continuity
sc 66-50	4	Fireworks trailing into frame (aftermath)	Plate	Comp + Roto + Tracking + CGI Fireworks & Smoke	500	Continuity
sc 66-60	4	Paint out gear, add firework launching, and sky replacement	Plate	Comp + Paint + Tracking + CGI Fireworks & Smoke	750	Continuity
sc 66-70	4	Fireworks trailing into frame (aftermath)	Plate	Comp + Roto + Tracking + CGI Fireworks & Smoke	500	Continuity
sc 66-80	4	Firework	Plate	Comp + Roto + Tracking + CGI Fireworks & Smoke	500	Continuity
sc 66-90	4	Firework launch and sky replacement	Plate	Comp + Paint + Tracking + CGI Fireworks & Smoke	750	Continuity
sc 66-100	4	Fireworks trailing into frame (aftermath)	Plate	Comp + Roto + Tracking + CGI Fireworks & Smoke	500	Continuity

sc 67-10		4	Sky replacement		Plate	Comp + Paint + Tracking		350		Continuity	
sc 67-20		4	Gear paint out		Plate	Comp + Paint + Tracking		350		Continuity	
sc 67-30		4	Gear Paintout		Plate	Comp + Paint + Tracking + CGI Fireworks & Smoke		750		Firework will have to be removed too and added back in with CGI	
sc 67-40		4	Split screen and fireworks trailing into frame (aftermath)		Plate	Comp + Paint + Tracking + CGI Fireworks & Smoke		750		Continuity	
sc 67-50		4	Paint out camera guy (right side of frame)		Plate	Comp + Paint + Tracking		200		Continuity	
sc 67-60		4	Add rocket on a stick to match previous shot continuity		Plate	Comp + Tracking + CGI Firework		750		Continuity	
sc 67-70		4	Add rocket on a stick to match previous shot continuity		Plate	Comp + Tracking + CGI Firework		500		Continuity	
sc 67-80		4	Paintout gear and light behind Clea		Plate	Comp + Paint + Tracking		300		Continuity	
sc 074-10		4	Minimize snow		Plate	Comp + Paint + Tracking		200			
sc 074-20		4	Minimize snow		Plate	Comp + Paint + Tracking		300			
sc 074-30		4	Minimize snow		Plate	Comp + Paint + Tracking		200			
sc 074-40		4	Minimize snow		Plate	Comp + Paint + Tracking		400			
sc 76-10		4	Split Screen		Plate	Remove + Paint + Comp + Tracking		300		Hand Rail needs to be removed then added back in	
sc 76-20		4	Crew in Sunglasses		Plate	Paint + Comp + Tracking		250			
sc 76-30		4	Crew in Sunglasses		Plate	Paint + Comp + Tracking		250			
sc 85-10		4	Join shots at 04:15:57:14 to make this a smooth oner		A Plate + B Plate	Roto + Comp		100			
sc 107-10		6	Sonogram		Plate + Screen Element	Comp		50			
Shot Total		39				Bid Total		14725			