

**The GANGSTER ZONE -**

**Compressed 25-day ULTRA-LOW-BUDGET VERSION using 90% AI environments**

Below is a **compressed 25-day ultra-low-budget production schedule** designed around **~90% AI-generated environments, virtual production plates, and sound stage consolidation.**

This is structured like a **lean indie + virtual production hybrid AD plan**, where:

- physical sets are minimal “anchor environments”
  - everything else is **AI background / LED / composited plates**
  - the 747 is **100% digital**
  - company moves are aggressively eliminated
- 

## **ULTRA-LOW-BUDGET SHOOT PLAN (25 DAYS)**

**“AI-FIRST PRODUCTION VERSION”**

### **CORE STRATEGY**

- 1 primary sound stage
  - 1 optional LED volume (or greenscreen wall)
  - AI-generated NYC, Bronx Parkway, school, airport, interiors
  - Car scenes shot **stationary only**
  - All exteriors = **pre-rendered AI plates + projection**
  - Cast grouped into 4 shooting blocks
- 

## **CORE PRODUCTION PRINCIPLES**

- ✓ **NO REAL LOCATION SHOOTING (except pickup plates)**
  - ✓ **NO NIGHT EXTERIORS**
  - ✓ **NO MOVING VEHICLE SHOTS**
  - ✓ **ALL CROWDS = AI GENERATED OR STOCK COMPOSITE**
  - ✓ **747 CRASH = FULL DIGITAL SIMULATION**
- 

## **WEEK 1 — CORE DRAMA (INTERIORS ONLY)**

---

### **DAY 1**

**SET:** APARTMENT (AI EXTENSION BACKDROPS)

- Angelo + Cybil relationship setup
- TV Guide introduction
- Betting dialogue setup

8–10 pages dialogue

---

### **DAY 2**

- Continued apartment escalation
  - Emotional manipulation scenes
  - Money / crime motivation established
- 

### **DAY 3**

**SET:** PAUL HOUSE (AI INTERIOR + WINDOW EXTENSIONS)

- Psychological breakdown scenes
- Sue phone conversations
- Family hallucination sequences

---

## **DAY 4**

- Continuation Paul arc
  - Photograph obsession scenes
  - Emotional collapse beats
- 

## **DAY 5**

- PICKUPS + INSERTS (phones, photos, clocks, TV Guide pages)
- 

# **WEEK 2 — CRIME + MAFIA SET (ONE BUILDING, MULTI-USE)**

---

## **DAY 6**

**SET: MAFIA ROOM (RE-DRESSED SOUNDSTAGE)**

- Frankie interrogation begins
  - Tape playback introduction
- 

## **DAY 7**

- Continuation interrogation escalation
  - Moose moral conflict introduced
- 

## **DAY 8**

- Knife threat scene
  - Phone interruption pivot moment
-

## **DAY 9**

- Money revelation dialogue
  - Exposition compression scenes
- 

## **DAY 10**

- CLEANUP / ALT ANGLES / INSERT DAY
- 

# **WEEK 3 — CANDY STORE CRIME SEQUENCE (SINGLE STAGE)**

---

## **DAY 11**

**SET:** CANDY STORE (FULL AI EXTENSION SET)

- Cybil confrontation
  - Surveillance camera framing
- 

## **DAY 12**

- Murder sequence (ice pick scene)
  - Stylized violence (minimal physical FX)
- 

## **DAY 13**

- Aftermath + safe retrieval
  - Body interaction scenes
- 

## **DAY 14**

- Frankie arrival / interruption tension
- Tape removal explanation

---

## **DAY 15**

- PICKUPS + BLOOD FX + INSERTS
- 

# **WEEK 4 — PHONE / GAS STATION / CONTROL TOWER (VIRTUAL SET)**

---

## **DAY 16**

**SET:** GAS STATION (FULL LED / GREENSCREEN HYBRID)

- Countdown clock tension
  - Emergency phone calls begin
- 

## **DAY 17**

- Operator + information desk sequence
  - escalating panic dialogue
- 

## **DAY 18**

- Control tower phone sequence (split screen VFX set)
- 

## **DAY 19**

- Radar + cockpit intercut performance capture
- 

## **DAY 20**

- INSERTS (clocks, radar UI, phone screens)
-

# WEEK 5 — 747 CRASH WEEK (FULL VFX PERFORMANCE CAPTURE)

---

## DAY 21

SET: GREENSCREEN / LED VOLUME

- Gas station witnesses reacting
  - Airport controller dialogue
  - Panic performance capture
- 

## DAY 22

- Cockpit performance (engine failure acting)
- 

## DAY 23

- Passenger panic + oxygen masks (motion capture rigs)
- 

## DAY 24

- Final descent reactions (actors only)
- 

## DAY 25

- POST-CRASH emotional inserts + cleanup shots
- 

# WHY THIS WORKS (PRODUCER LOGIC)

## 1. ENVIRONMENT ELIMINATION

Everything that costs money in this script is:

- NYC streets

- freeway driving
- airport exterior
- school crash site

All replaced with:

- AI matte paintings
  - volumetric sky domes
  - LED playback environments
- 

## 2. PERFORMANCE-FIRST CRASH DESIGN

The 747 sequence is:

- actors reacting + describing danger
- aircraft added entirely in post

No physical aviation logistics needed.

---

## 3. SET RECYCLING STRATEGY

Only 3 physical environments:

- Apartment set
- Mafia/interrogation room
- Candy store set

Everything else is:

- lighting re-dress
  - LED projection swap
  - AI background replacement
- 

## 4. SHOOT EFFICIENCY MODEL

- Avg pages/day: **8–12 pages**
- No company moves
- No exterior weather risk

- No night shoots
- 

## ULTRA-LOW-BUDGET IMPACT

### WHAT THIS VERSION CUTS:

- location permits
  - traffic control
  - airplane props / aviation insurance
  - extras/crowd casting
  - travel units
  - second unit entirely eliminated
- 

### WHAT AI REPLACES:

- NYC skyline plates
  - Bronx River Parkway driving footage
  - school exterior + crash destruction
  - cockpit exterior visuals
  - news broadcast environments
- 

## FINAL RESULT

This version turns the film into:

**A studio-bound psychological thriller with a simulated disaster mythology layer**

Instead of a logistical disaster film, it becomes:

- performance-driven
  - memory-driven
  - digitally constructed reality
-