

The GANGSTER ZONE

SCENE by SCENE COST MAP -what each scene costs to produce

Below is a **scene-by-scene cost map** tailored to your **ultra-low-budget (AI-heavy) version (~\$8M target envelope, heavily virtualized production, minimal physical builds)**.

This is structured like a **line producer “scene cost tracking sheet”**, grouping by INT/EXT, VFX load, and production intensity.

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## SCENE-BY-SCENE COST MAP (ULTRA-LOW AI-HYBRID VERSION)

### Baseline assumptions:

- 25-day shoot (compressed)
  - 90% AI / virtual environments (LED volumes + CG + composited plates)
  - Limited NYC/Bronx location days (or doubles in LA)
  - Single principal unit + small 2nd unit for inserts
  - Heavy VFX backend (post-heavy film)
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## ACT 1 – SETUP & CANDY STORE STORYLINE

### SCENE 1–10 (PAUL / CYBIL / ANGLE SETUP WORLD)

**Scenes:** 1–10 (intro domestic + bookstore + setup mythology)

**Type:** INT apartments, bookstore, light exterior plates

**VFX:** LOW (dialog-driven)

### Cost drivers:

- Set dressing (2 main interiors)
- 1–2 LA standing sets
- Minimal extras

### Estimated cost per scene:

- \$80K – \$150K

**Total Act 1 subtotal: \$1.0M – \$1.3M**

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# **ACT 2A – CANDY STORE / PHIL / CYBIL TURN**

## **SCENES 11–40 (PHIL BLACKMAIL / VIOLENCE BUILD)**

Includes:

- Candy store interior
- Surveillance camera scenes
- Back room assault sequence
- Murder + safe robbery
- Cadillac theft

**Type:** INT HEAVY + NIGHT INT + HIGH STRESS PERFORMANCE

**VFX:**

- Security camera overlays
- Blood simulation (CG enhancement)
- Set extension for store exterior

**Cost drivers:**

- Main candy store set (key build)
- Blood + stunt coordination
- Practical + VFX hybrid kill sequence

**Per scene:**

- \$150K – \$300K

**Subtotal:**

**\$3.5M – \$4.2M**

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# **ACT 2B – BRONX RIVER PARKWAY / TV GUIDE PROPHECY**

## **SCENES 41–80 (TV GUIDE TIME LOOP / RACE BUILD / 747 FORESHADOWING)**

Includes:

- Cadillac driving sequences

- Parkway dialogue scenes
- TV Guide “prophecy reveals”
- Gas station phone sequences

**Type:** MIXED INT/EXT CAR + LIGHT ACTION

**VFX:**

- HUD overlays (TV Guide transformations)
- Digital highway extensions
- AI-generated traffic plates

**Cost drivers:**

- Driving process trailer
- LED volume car interiors
- Digital road environments

**Per scene:**

- \$120K – \$250K

**Subtotal:**

**\$2.2M – \$3.0M**

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## **ACT 3 – 747 CRISIS SEQUENCE (HIGHEST VFX LOAD)**

### **SCENES 81–110 (PLANE CRASH EVENT + INTERCUT TOWER SEQUENCE)**

This is the **largest budget block**

**Includes:**

- Gas station reaction
  - Airport control tower intercut
  - 747 cockpit
  - Passenger cabin panic
  - Near-crash avoidance moment
  - Parkway collision explosion (Cybil death sequence)
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## **VFX COMPONENTS**

- Full CG Boeing 747
- Procedural destruction simulation

- Airport tower digital set
  - Explosion + debris simulation
  - Multi-layer compositing (weather, night lighting)
  - Crowd simulations (auditorium + airport extras)
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## **COST DRIVERS:**

- High-end simulation shots
- Digital stunt cars
- Explosion rendering
- 3D aircraft animation pipeline

### **Per scene:**

- \$250K – \$600K (crash-heavy scenes at top end)

### **Subtotal:**

**\$3.5M – \$5.0M**

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# **ACT 4 – FALL OUT / BAR / REVELATIONS**

## **SCENES 111–125 (FRANKIE INTERROGATION / TV REVEAL)**

### **Includes:**

- Bar back room interrogation
- Security tape playback
- TV broadcast reveals identity twist

**Type:** INT LOW/MEDIUM DRAMA

### **VFX:**

- TV broadcast composites
- Security tape degradation effects

### **Per scene:**

- \$80K – \$160K

**Subtotal: \$1.0M – \$1.5M**

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# ACT 5 – RESOLUTION / TIME SKIP / ISLAND / EPILOGUE

## SCENES 126–137 (DEATH RESOLUTION + TIME SHIFT + CARIBBEAN ENDING)

Includes:

- Emotional hospital/home scenes
- “Time reset” montage
- Children’s home ribbon cutting
- Yacht Caribbean reveal
- Final surreal dimensional transitions

VFX:

- Aging/time compression
- Dimensional plane transitions
- Ocean yacht AI environments
- 747 symbolic flyovers

Per scene:

- \$120K – \$350K

Subtotal:

**\$1.5M – \$2.2M**

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## FULL FILM COST SUMMARY

ACT	COST
Act 1	\$1.0M – \$1.3M
Act 2A	\$3.5M – \$4.2M
Act 2B	\$2.2M – \$3.0M
Act 3 (CRASH)	\$3.5M – \$5.0M
Act 4	\$1.0M – \$1.5M
Act 5	\$1.5M – \$2.2M

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# TOTAL PRODUCTION RANGE

LOW END: \$12.7M

HIGH END: \$19.2M

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## REALISTIC \$8M CUT VERSION NOTES

To reach **\$8M**, you would need:

### CUTS REQUIRED:

- Reduce 747 crash to **single event shot sequence (no cockpit/passenger POVs)**
  - Remove or compress:
    - Airport control tower subplot
    - Bar interrogation TV replay scene complexity
  - Replace:
    - Yacht ending → static dock set or matte painting
    - Gas station + parkway → single composite highway scene
  - Reduce candy store build to **single modular set**
  - Cut 25–30% of dialogue scenes into montage
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## BIGGEST COST DRIVERS (TOP 5)

1. 747 crash simulation (\$2M+ alone equivalent)
2. Candy store + murder sequence
3. Driving + highway composites
4. Multi-location NYC simulation
5. Yacht / Caribbean finale