

The GANGSTER ZONE -

Below is a **minimized-principal-photography shooting schedule** designed for maximum efficiency using:

- **AI-generated exterior establishing shots (cities, streets, parkways, airport, Yonkers school, Bronx exteriors, Caribbean yacht, etc.)**
- **AI-generated 747 crash sequence (fully digital set piece)**
- **Heavily consolidated interiors (most story beats contained in 6–8 key sets)**
- **Limited company moves**
- **Compressed 25–30 day shoot (can be reduced further to ~20 days with overlap units)**

This is structured like a **real assistant director stripboard plan**, optimized for lowest shoot time and maximum digital augmentation.

SHOOTING SCHEDULE (AI-HYBRID MINIMAL PRODUCTION PLAN)

Total Target: 22–28 Shoot Days (Principal Photography)

+ AI/VFX/Virtual Production Unit running in parallel

KEY STRATEGY

What is NOT shot practically:

- NYC establishing shots → **AI-generated plates**
- Bronx streets → **AI + limited green-screen driving**
- Yonkers school exterior → **AI composite**
- Airport control tower exterior → **AI asset**
- Entire 747 flight sequence exterior → **AI/VFX simulation**
- Crash sequence → **fully CGI cinematic sequence**
- Caribbean yacht finale → **AI ocean + yacht plate**
- Highway freeway shots → **AI + limited pickup car plates**

What IS shot practically:

- Candy store interior
- Back room murder set
- Apartment (Cybil/Angelo)

- Frankie interrogation room
 - Gas station interior
 - Helen apartment kitchen
 - Paul's living room
 - Small hallway / stairwell transitions
 - Minimal car interior greenscreen stage
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PRODUCTION UNIT BREAKDOWN

UNIT A – MAIN PHOTOGRAPHY (22–28 DAYS)

Core dialogue, character work, minimal movement

UNIT B – AI / VFX UNIT (PARALLEL 8–12 WEEKS)

- Environment generation
 - 747 flight simulation
 - Crash physics + debris field
 - NYC skyline plates
 - Bronx River Parkway plates
 - Yonkers school composite destruction
 - Caribbean yacht sequence
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SCHEDULE (STRIPBOARD-STYLE BREAKDOWN)

DAY 1–3: APARTMENT BLOCK (ANGELO / CYBIL / PAUL INTRO)

SETS:

- Angelo/Cybil apartment living room
- Paul phone intercut (same set redressed)
- Hallway inserts

COVERED SCENES:

- Angelo & Cybil relationship setup
- Introduction of TV Guide discovery
- Early betting discussions
- Paul emotional instability setup

NOTES:

- Single company location = BASE CAMP
 - Shoot all dialogue coverage in master + 2-camera
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DAY 4–6: CANDY STORE INTERIOR (PHIL STORYLINE CORE)

SET:

- Candy store main floor
- Security camera POV inserts (AI-enhanced)

COVERED SCENES:

- Phil introduction
- Cybil manipulation
- Money handling
- Setup for murder sequence

NOTES:

- Murder staging rehearsed heavily
 - Ice pick sequence shot as multi-camera coverage
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DAY 7: BACK ROOM MURDER SEQUENCE

SET:

- Candy store back room

COVERED SCENES:

- Full Phil/Cybil confrontation
- Ice pick killing
- Aftermath cleanup
- Money theft

- Safe discovery

NOTES:

- Most performance-heavy day in film
 - Practical blood + controlled stunt blocking
 - AI used later for security camera angle insertions
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DAY 8–9: FRANKIE INTERROGATION ROOM**SET:**

- Bar back room / warehouse hybrid set

COVERED SCENES:

- Angelo interrogation
- Moose moral conflict scenes
- Frankie intimidation sequences
- Security tape playback

NOTES:

- Heavy dialogue + tension blocking
 - One set, multiple lighting moods
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DAY 10–11: GAS STATION INTERIOR (PHONE CRISIS SEQUENCE)**SET:**

- Gas station interior (minimal set dressing)

COVERED SCENES:

- Angelo attempting to stop plane crash
- Emergency phone calls
- Countdown tension scenes

AI SUPPORT:

- Exterior freeway traffic plates (AI-generated)
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DAY 12–13: HELEN / PAUL FAMILY INTERIORS

SET:

- Helen's apartment kitchen
- Paul living room

COVERED SCENES:

- Emotional breakdown sequences
- Father death phone call
- Psychological collapse montage

NOTES:

- Intimate, dialogue-heavy shoot
 - Minimal crew footprint for tone control
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DAY 14–15: CAR INTERIORS (BRONX RIVER PARKWAY SEQUENCE)

SET:

- Car interior on greenscreen stage

COVERED SCENES:

- Angelo & Cybil argument about crash
- TV Guide prediction escalation
- Angelo exits vehicle

AI SUPPORT:

- Entire highway environment = AI-generated plates
 - 747 approach simulated in VFX pipeline
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DAY 16–17: YONKERS CRISIS SEQUENCE (INTERCUT UNIT)

SET:

- Gas station exterior partial set
- Interior control room inserts (minimal)

COVERED SCENES:

- Air traffic control phone calls
- School crisis build-up
- Countdown climax

AI:

- School exterior + crowd = fully generated plates
 - Aircraft approach simulation
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DAY 18: 747 CRASH SEQUENCE (FULLY VFX)

NO PHYSICAL SET REQUIRED

DELIVERED ENTIRELY BY AI/VFX:

- 747 engine failure
- cockpit panic
- descent sequence
- near-school pass
- highway re-entry
- impact with Cybil's car
- explosion sequence
- aftermath debris field

NOTES:

- Most expensive "day" but no shooting time
 - Requires motion capture reference only (1–2 actors)
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DAY 19–20: POST-CRASH INVESTIGATION

SET:

- Highway crash aftermath (partial practical + AI extension)
- Frankie bar interrogation reprise

COVERED SCENES:

- News report sequences
- Identity reveal (Phil / Cybil backstory)
- Criminal fallout

AI:

- Full crash site expansion
 - Ambulance/fire coverage plates
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DAY 21: CARIBBEAN YACHT FINAL SEQUENCE (AI HEAVY)

SET:

- Minimal yacht deck partial set (studio tank or green screen)

COVERED SCENES:

- Frank Sr. reveal alive
- Lupe Lu introduction
- “evil survives elsewhere” ending tone

AI:

- Ocean environment
 - Yacht movement
 - Caribbean island plates
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DAY 22: CALIFORNIA EPILOGUE

SET:

- Suburban house exterior (or AI plate + minimal porch set)
- Angelo + Paul reunion

COVERED SCENES:

- Angelo’s new life
 - Angelo & Paul philosophical ending
 - Book discovery setup
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DAY 23: FINAL SCENE – THE BOOK

SET:

- Interior living room

COVERED SCENES:

- Angelo finds “MIND POWER” book
 - Final ambiguity moment
 - Walk away ending
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AI / VFX PIPELINE (PARALLEL PRODUCTION)

GENERATED ELEMENTS:

- NYC Bronx environments
 - Yonkers school + destruction
 - 747 aircraft simulation (full flight model)
 - Highway + freeway plates
 - Candy store exterior inserts
 - Airport tower exterior
 - Caribbean yacht + ocean
 - Crowd + emergency vehicles
 - News broadcast composites
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ESTIMATED TIME REDUCTION

Traditional Production:

- 55–75 shoot days

This AI-augmented schedule:

- 22–28 shoot days (principal photography)
 - 8–12 weeks AI/VFX overlap
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KEY ADVANTAGE

This structure shifts the film from:

“location-heavy crime thriller”

to:

“performance-driven interior drama with AI-generated cinematic scale”

Meaning:

- Less travel
 - Fewer permits
 - Fewer extras
 - Massive visual expansion through AI environments
 - Controlled budget scaling
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