



Questions we ask on first receiving a director's brief/treatment:

- Is the job confirmed or are you still in the pitching stages?

Often producers will come to us in the pitching stages to get help with putting together a budget. If we have time we're always happy to do a rough quote to help push the pitch over the line, but it's always good to have complete transparency and know if it is a pitch before doing so. We also always stress that this will be a ballpark cost that could change if the shoot goes ahead and we get the actual quotes back from our set builders, SFX, suppliers etc.

- What are the key dates to know?

When would we need to start prep, when is the recce, when would you need initial boards by, when is the PPM, what are the shooting dates?

- How many days shoot will this be?

Will it be a straight shooting day? Or is it a late call/ night shoot? Will the shoot take place in London or elsewhere?

- Will this be shot on location or in a studio?

If it's a studio shoot is there a build day/pre-light/strike day and is there a studio in mind at this stage? If it's a location shoot do you have a location in mind? Will there be a dress day(s) and will we have to strike out on wrap, or is there a strike day at the location? All this info will help us put together a budget.

- Do you have a ballpark budget in mind at this stage? Do you have an idea of art dept crew at and their days at this stage?

Producers often come to us with a breakdown of the days they have in for the Production Designer and the Art Department which is always very helpful. We will then go away and work out whether we think this is doable based on the script. Sometimes the producer have not got this far in their budgeting and they ask us to do a breakdown for them. We're happy to do this but we always ask if the producer has a budget in mind to work within as can often see quite quickly if there is enough in the budget for what needs to be achieved.

- Is there anything else to note when reading the script?

Are there any things to note on the initial reading? Perhaps there are stunts, SFX or VFX elements to be discussed or a particularly tricky camera move to be achieved. Are there product shots and is there anything important to know about this?