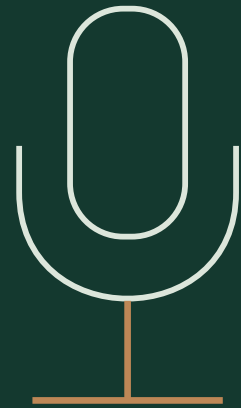


FrameHarbor Studio

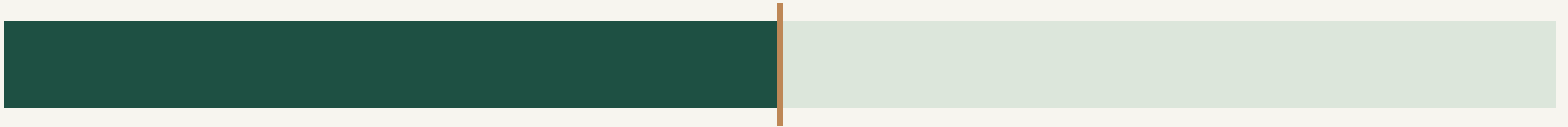
A clear brief. A finite artist
calendar.

Fictional prelaunch



Reviews consume time before the studio collects cash.

Paid delivery capacity



50% sold-time target

Preparation and support also take time.

Paid work will test time and margin.

A clear scope.

A controlled delivery process.



Agree



Schedule



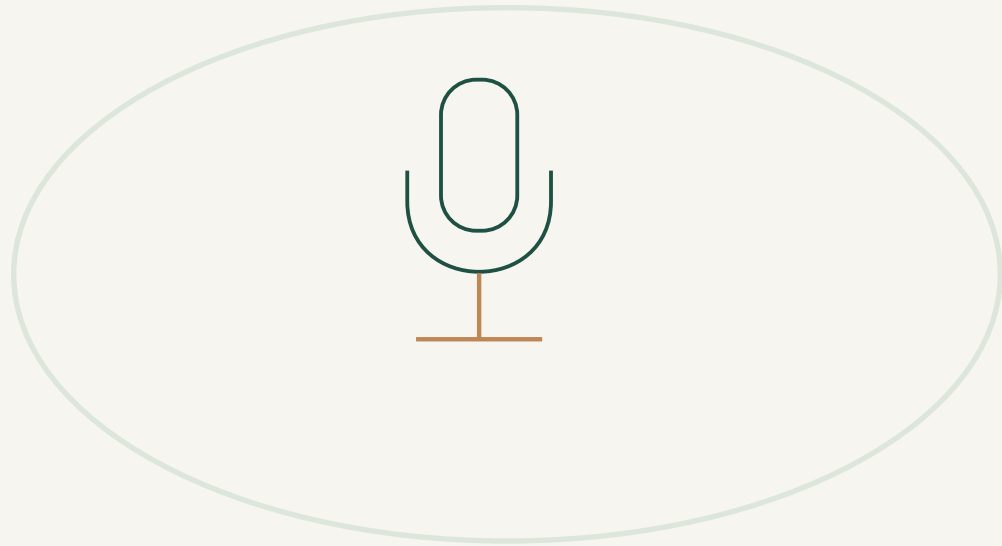
Deliver



Collect

One agreed scope. Documented acceptance.

Start with a reachable buying occasion.



Agency producers

A visual sequence

Business creative teams

A defined product story

Schematic; buyers and area to validate.

Every service draws from one pool of hours.



Characters 30%	165/h
Products 25%	190/h
Motion graphics 20%	150/h
Storyboards 15%	140/h
Compositing 10%	175/h

USD / sold hour; illustrative shared-time mix.

Compete on the job and the commercial terms.

Possible alternatives

Other studios

Freelance teams

Internal creatives

Check before booking

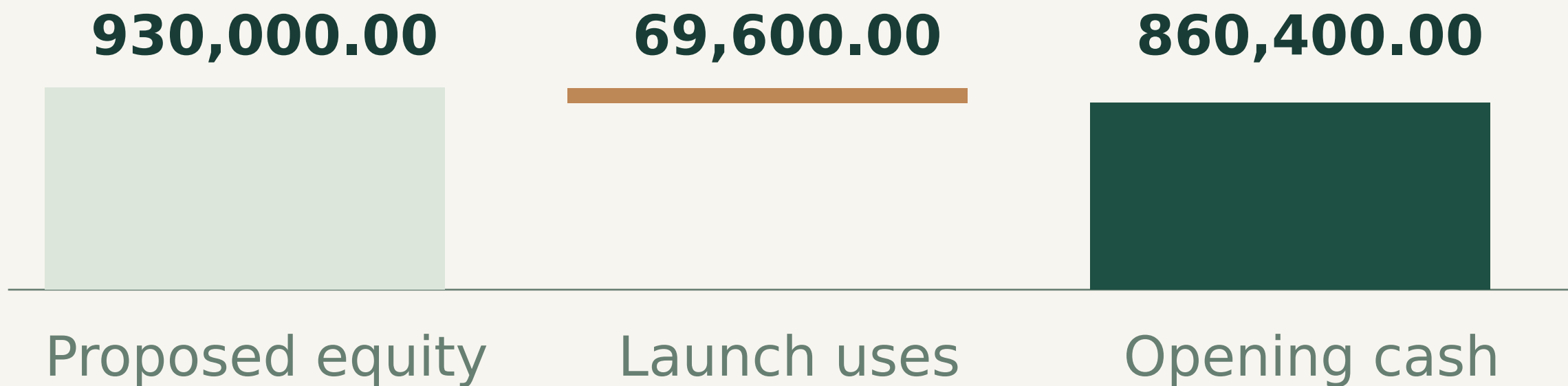
Brief and rights

Review rounds

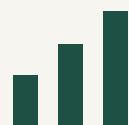
Artist time and cash

Compare equivalent work and written terms.

Fund the launch. Keep a reserve.



Year 1 net loss: USD -305,274.99



Proposed team.

Clear delivery responsibilities.



Monthly base pay

Production artists	41,666.65
Producer	7,500.00
Owner creative lead	5,000.00

Paid artists, producer and fractional creative lead.

Prove the job economics before adding capacity.



Prelaunch. These are the next tests.

Proposed external equity.

USD 613,708.16

Owner contribution: USD 316,291.84

Terms and funding remain uncommitted.

Project payback: not reached within 36 months