

Overall Agreement

Client Information

Name & Address: Pixar
Pixar Animation Studio
1001 W. Cutting Blvd.
Richmond
CA 94804
USA

Phone: 00 52 123 789 45

Order Information

Project Title: New Ion Z Battery

Project Outline

See section 1.

3D ArtWorld agrees to develop, produce and issue to Pixar a 60-second computer-animation to promote a new battery called Ion Z pursuant to the terms of this Agreement.

For this project the client has provided the voiceover, music and logo elements to be used for the commercial, so the creation or procurement of these elements is not part of, and will not be included in the schedule in the overall agreement. The client will also inform the designer about trademark and copyright symbols.

Estimated Costs

Labour fees are estimated at a total of £10,000.00

Consultation fees are estimated at a total of £800.00

Materials costs are estimated at a total of £5,000.00

Artist's fees are estimated at a total cost of £700.00

Total estimated cost of project: £16,500.00. This does not include additional labour charges, printing costs and supplies. Project estimates are valid for 90 days from the date of estimate. Project may be re-estimated if, upon receipt of all project elements, the designer determines the scope of the project has been altered dramatically from the originally agreed upon concept.

For full terms, see Section – 3, Project Costs.

Project Schedule – Designer’s Section

	Est. Comp Date	Date Comp
Pre-production – 1 Consultation		
Character Concepts	24/10/03	24/10/03
Object Concepts	24/10/03	24/10/03
Scenery Lockdown	24/10/03	24/10/03
Storyboards	24/10/03	24/10/03
Level 1 Animatics	24/10/03	24/10/03
Background Scene Creation	24/10/03	24/10/03
Modelling – 4 Consultations (Inc. *)		
Alien	12/12/03	12/12/03
Remote Control	14/11/03	14/11/03
Rover	13/02/04	13/02/04
Different Scenes	26/03/04	26/03/04
Spaceship	26/03/04	26/03/04
Planets	26/03/04	26/03/04
Ray Gun	26/03/04	26/03/04
Technical Set-up – 1 Consultation		
Alien Set-up (Bones and Helpers)	22/12/03	22/12/03
Alien Skinning	05/01/04	05/01/04
Deformations (Morphs)	12/01/04	12/01/04
Rover Set-up	17/02/04	17/02/04
Lighting & Materials*		
Lighting – Omni Lights & Glow Effects	25/03/04	25/03/04
Materials for Alien	25/03/04	25/03/04
Materials for Remote Control	25/03/04	25/03/04
Materials for Rover	25/03/04	25/03/04
Materials for Different Scenes	25/03/04	25/03/04
Materials for Spaceship	25/03/04	25/03/04
Materials for Planets	25/03/04	25/03/04
Materials for Ray gun	25/03/04	25/03/04
Animation – 1 Consultation		
Alien UI Script	20/02/04	20/02/04
Rover Script	20/02/04	20/02/04
Level 2 Animatics	23/02/04	23/02/04
Animating Alien, Remote, Rover, Ray Gun, Spaceship & Scenes	20/05/04	20/05/04
Rendering/Post Production – 1 Consultation		
Test Renders & Tweaks in 3Ds Max	20/05/04	20/05/04
Rendering in 3Ds Max	20/05/04	20/05/04
Colour Correction in Combustion	20/05/04	20/05/04
Special Effects in Combustion	20/05/04	20/05/04
Rendering in Combustion	20/05/04	20/05/04
Assembling Scenes in Media Studio Pro	20/05/04	20/05/04
Assembling Sounds in Media Studio Pro	25/05/04	25/05/04
Final Rendering in Media Studio Pro	26/05/04	26/05/04

Project Schedule – Client’s Section

	Est. Comp Date	Date Comp	Client Signoff
Pre-production			
Character Concepts	17/11/03	17/11/03	
Object Concepts	17/11/03	17/11/03	
Scenery Lockdown	17/11/03	17/11/03	
Storyboards	17/11/03	17/11/03	
Level 1 Animatics	17/11/03	17/11/03	
Background Scene Creation	17/11/03	17/11/03	
Modelling			
Alien	12/12/03	12/12/03	
Remote Control	14/11/03	14/11/03	
Rover	13/02/04	13/02/04	
Different Scenes	25/03/04	25/03/04	
Spaceship	25/03/04	25/03/04	
Planets	25/03/04	25/03/04	
Ray Gun	25/03/04	25/03/04	
Technical Set-up			
Alien Set-up (Bones and Helpers)	22/12/03	22/12/03	
Alien Skinning	05/01/04	05/01/04	
Deformations (Morphs)	12/01/04	12/01/04	
Rover Set-up	17/02/04	17/02/04	
Lighting & Materials			
Lighting	25/03/04	25/03/04	
Materials	25/03/04	25/03/04	
Animation			
Level 2 Animatics	23/02/04	23/02/04	
Animating Alien, Remote, Rover, Ray Gun, Spaceship & Scenes	20/05/04	20/05/04	
Rendering/Post Production			
Colour Correction in Combustion	20/05/04	20/05/04	
Special Effects in Combustion	20/05/04	20/05/04	
Assembling Scenes in Media Studio Pro	20/05/04	20/05/04	
Assembling Sounds in Media Studio Pro	25/05/04	25/05/04	
Final Rendering in Media Studio Pro	26/05/04	26/05/04	

Payment Schedule

Completed Milestones:	Payment Due:	Client Signoff:
Storyboard	£700.00	
Modelling the Remote	£1,000.00	
Modelling the Alien	£2,000.00	
Modelling the Rover	£2,000.00	
Modelling the Spaceship	£250.00	
Modelling the Ray Gun	£250.00	
Alien Skinning	£500.00	
Lighting & Materials for Everything	£500.00	
Animation	£1,000.00	
Special Effects with Combustion	£500.00	
Handover	£3,675.00	

Delivery Method

The finished animation will be recorded onto CD/DVD. The client will inform the designer how many copies they want.

Third Party Involvement

Approval intervals and guidelines for client comments will take place before a major section is undertaken. There is to be no third party involvement in anyway to the development and creation of this project. The individual that signs this agreement is the only member who has an influence in the development and creation of this project. 3D ArtWorld does insist that the member who has the influence on this project, shows the storyboard to the Vice President to ensure that he likes the general idea.

Governing Law

This Agreement shall be governed by the laws of the United Kingdom without regard to its conflict of law principles.

ACCEPTED BY **Pixar Inc.** AND AGREED AS OF: _____

By: Printed name: _____ Signature: _____

ACCEPTED BY **3D ArtWorld** AND AGREED AS OF: _____

By: Printed name: _____ Signature: _____
