

We work differently, we've shot most brands and admit not everything fits into the spec below. Whatever the job we'll give you a great price and stunning visuals.

'Fast-track' packshot

Full day packshot shoot at our studios (AM setup and light, PM shoot and rushes select)
 Shooting on RED MX, ALEXA, 35mm or PHANTOM
 Courier a pack to us at anytime, we will shoot it at the first possible studio availability that fits with your team
 Approvals can be sent via FTP or email as we shoot if you're not available to attend

Prices

£2500

PACKSHOT SHOOT

Shot on RED MX. Footage supplied as HD Quicktime data ready to go into an existing edit.

£800

SELECT AND GRADE

Colour grade of selects from shoot, delivery as broadcast Quicktime ready to insert into existing edit.

For Alexa day add £500, for 35mm day add £2500, for Phantom day add £4000.

HALF DAY = 35% discount, DAY 2-4 of block booking = 10% discount, DAY 5 onward is 20% discount to above
 All footage can be supplied as SD digibeta for the same price if preferred. Most common configurations are block colour or gradient background, tabletop foreground, rostrum and motorised rotating tabletop. Multiple packs can be shot on any day for no additional cost.
 Price does not include any talent or complex art direction led set builds – although we welcome this by quotation on request.

'Fast-track' post

Our post facilities are based at the top of Shaftesbury Avenue in central London

Prices

£2000

TO AIR

Edit of our packshot work into an existing ad, including grade to match existing footage, client sign off, Clearcast submission and delivery to Adstream or IMD (digitally) for channel distribution.

£1200

OFF AIR

Edit of our packshot work into an existing ad, including grade to match existing footage, client sign off, provision of signed off master (HD or SD) as broadcast quality Quicktime.

£200 per hour

Online / Grade

LONDON EDIT

£100 per hour

Offline / Online

STUDIOS EDIT

Get in touch if you want to know more about any of our production services.