

The decisions that close before the camera rolls

Use this page at greenlight, budget pass, prep and delivery review. If an answer is unclear, the production still has an open design decision.

FOR PRODUCERS

Protect the dependency network

☐

Is Action / Stunt Design represented before script lock and greenlight?

☐

Which action beat carries a story function—not merely scale?

☐

Are cast, camera, units, VFX, resets, rights and safety priced as one system?

☐

Who owns the decision when one dependency changes?

FOR SHOWRUNNERS

Build an action language that survives

☐

What physical language belongs to each lead and relationship?

☐

Which rules must survive directors, episodes and seasons?

☐

Where can escalation grow without breaking character or world logic?

☐

Does the action bible absorb rehearsal and editorial learning?

FOR STREAMING & ACQUISITION

Test whether the world can repeat

☐

Can the world deliver a second title without retrospective repair?

☐

Are rights, formats and making-of assets usable across territories and campaigns?

☐

Which award route actually applies: film, television and jurisdiction?

☐

Is practical execution visibly documented for an AI-image economy?

FOUR LOCK POINTS

01

DEVELOPMENT

Story function, character rules, authorship

02

GREENLIGHT

Budget, cast, locations, units, rights

03

PREP

Tests, rehearsals, camera, VFX, evidence plan

04

DELIVERY

Edit log, provenance, campaign and archive

THE WarpCam® 360 DOCUMENTATION CHAIN

A simultaneous 360° record in a configured WarpCam® workflow creates a contemporaneous set record of the physical action it visibly documents. It can show that the act occurred on set; it does not certify the released composite.

PHYSICAL ACTION

360° SET RECORD

RIGHTS + EDIT LOG

PRESS · MARKETING · ARCHIVE

DECISION RULE

NO, UNKNOWN or UNOWNED means the decision window is still open. Resolve it before the next lock point.

FULL DECISION SERIES

Editorial decision tool · No safety approval, award guarantee or service offer · STUNT.BLOG is published by SlamArtist.com

2026-07-30 / v1.2