/// Moorfold

Usage plan · Servers and compute

Server and compute usage plan

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> All figures are planning estimates for running at the full capacity goal (at least 50 long videos and 50 Shorts a day). They are not measurements: we are pre-launch. The first quarterly report replaces them with measured numbers.

The workload in one paragraph

A long video is a 8–10 minute narrated story film of about 1,300 words, cut into roughly 80–90 shots (median shot 6–7 seconds). Each shot gets one generated frame; part of the shots are animated with image-to-video, stock footage or motion graphics. Shorts are cut from the long video, so they add editing and rendering but no new script or narration. Every film passes automated quality gates (script, voice, visuals, edit, thumbnail) before a person sees it.

Estimated usage

Item	Estimate	Notes
Rendering (FFmpeg, 1080p)	12–20 core-hours a day at 16 cores	50 long films plus 50 Shorts; renders run mostly at night
Recommended machine	32–64 vCPU, 64–128 GB RAM	one production worker; a smaller second machine for release testing
Local disk (scratch)	1–2 TB NVMe	intermediate frames, audio and edit files; cleared after each film
Background jobs	about 20 recurring jobs	research, quality gates, upload scheduling, health checks

Item	Estimate	Notes
Network egress	1–2 TB a month	finished films to YouTube, previews to the dashboard

How we would measure and report it

We would measure render minutes per finished film minute, peak memory, scratch disk per film and cost per published minute, and report them each quarter. Reports go out every quarter in the format of our quarterly report template.

Twelve months

We ask for twelve months because new channels take months to reach ad revenue; a shorter period ends before the project can pay its own way. Usage ramps up as channels launch, so the first quarter is lighter than the estimates above.
