/// Moorfold

Usage plan · GPU compute

GPU 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
Generated frames	about 4,500 a day (≈ 135,000 a month)	one frame per shot, plus about 10% retries
Image-to-video clips	about 1,000–1,500 a day	the strongest shots of each film, 4–6 seconds each
GPU time (frames)	4–8 GPU-hours a day	FLUX-class models at 1080p on a single modern GPU
GPU time (image-to-video)	30–60 GPU-hours a day	Wan-class models; the largest share of GPU demand

Item	Estimate	Notes
Current setup	free weekly GPU quota	a second GPU lane is the bottleneck between us and the quality bar

How we would measure and report it

We would report frames and clips per GPU-hour, failure and retry rates by prompt type, and cost per finished minute. 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.