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Usage plan · Language models

Language model 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
Tokens per long film	about 120,000–180,000	research summary, outline, script, checks, one repair round, titles and descriptions
Daily volume	about 6–9 million tokens	at the full capacity goal
Monthly volume	about 180–270 million tokens	input-heavy: about 75% input, 25% output
Languages	English first; Turkish, Spanish, Hindi	language versions are adapted, not machine-literal
Role in the chain	fallback tier	free tiers run first; a sponsored model would be the quality tier behind them

How we would measure and report it

We would report pass rates of our script checks by model, repair rates, tokens per finished film and reproducible failure cases. 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.

/// Moorfold · info@moorfold.com · moorfold.com