

Structures

Organizational Hierarchies, Business Stuff, Approaches to Work

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The Production Triangle

The production triangle is a concept of how a project can be budgeted and how a project can work.

It can be TWO of the THREE things. This is universally true.

The things are:

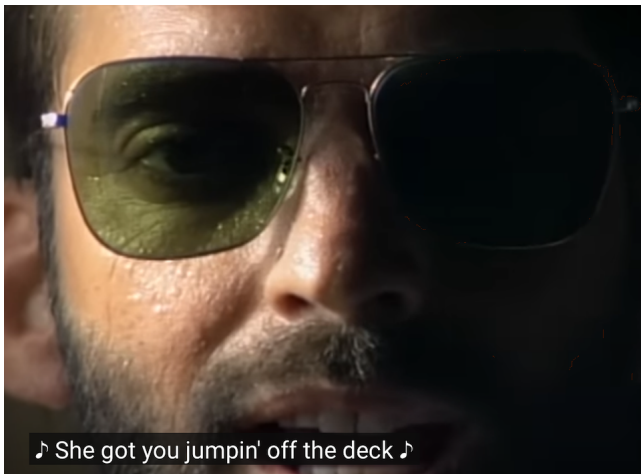
1. Good (or “Right”)
2. Fast
3. Cheap

Something can be *Good and Fast*, but then it'll **won't be cheap**.

Something can be *Fast and Cheap*, but then it **won't be good**.

Something can be *Cheap and Good*, but then it **won't be fast**.

If you are working with clients or executive producers and they don't understand this: ☐
you're on the highway to the danger zone, ☐



Creative Technology Hierarchy

Overview

There are several company types that you might work within or under. A Creative Technologist can exist at any point in the hierarchy-chain. And there are project structures where specific tiers of hierarchy don't exist (eg, in a project where there's no agency or production company, the Creative Studio will take on many of those responsibilities).

Creative Technologists can exist at every level.

- **Client** - The end client is a company or individual that is writing the checks and generally makes the final calls on approvals. They decide acceptance and completion of a project.
 - **Agency** - This is the company that manages the project and all communication between the client and everyone else. They generally control the calendar and tiered approvals. They typically handle marketing, publicity, and gatekeep the budget. It is unusual for agencies to have Creative Technologists working in-house but it isn't unheard of. More likely you'll get agency bros who think they know about the nuances of resolution, but couldn't tell the difference on an LED wall between 720 and 4k.
 - **Production Company** - This is the company that manages the production / project. This includes managing all vendors and partners.
 - **Design/Creative Studio / Post-House** - These are the companies that make the things and lead creative execution. This is the most likely place for Creative Technologists to work. A production company sometimes will have these abilities in-house.
 - Some post-production company sub-category vendor: Scoring, Sound Design, VFX, Color
 - Some creative partner / vendor / developer
 - **Vendors** - These are other companies that are involved in the project, but not leading the aesthetic efforts. These are companies like: Scene Shops, A/V Integrators, Network Integrators.