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AI image and video usage report

Conference opener for a global pharmaceutical company: character design, storyboards, video and finishing for a 90-second film, plus an event recap shot. Shared as an example; client details removed.

Report date 30 October 2026 · Usage period 20 to 29 October 2026 (UK time)

This is a usage report, not an invoice. It lists every AI image and video generation Studio Dave made for this project, with the credit cost charged for each one, the models used and what the credits cost.

Summary

Item	Generations	Credits	Cost (US$)
Images: Nano Banana Pro stills and edits (character sheets, storyboards, start and end frames)	205	812	37.42
Images: outpainting, 21:9 stills widened to 16:9 for Kling	9	18	0.77
Video: Seedance 2.5, 1080p, 21:9, silent (main video model)	38	2,832	132.63
Video: Seedance 2.0, 1080p and native 4K, silent	2	170	7.31
Video: Kling 3.0, 4K, silent (board 1 first pass)	6	108	4.64
Video: Kling O3 Omni multi-shot, 4K (board 1 options)	2	108	4.64
Video: Kling 4.0, 1080p (comparison render, event recap shot)	3	38.5	2.14
Video: Topaz Starlight Precise 4K upscales	28	156	8.48
Total	**293**	**4,242.5**	**198.03**

Generations count charged jobs only: 9 jobs that were refunded (5 Seedance 2.5 renders blocked by false content flags or failures, 3 failed Kling 4.0 attempts and 1 failed image) are left out, and their credits are netted off. US$ costs are what Studio Dave paid for the credits: 3,000 plan credits at US$0.043 each, then top-up credits at about US$0.0556 each, plan credits first. Row costs are rounded to the cent. All video was rendered silent apart from the Kling 4.0 renders, whose audio was not used. The soundtrack is covered by a separate audio usage report.

Credits remaining

Credits were bought for this project and the account was used for nothing else in this period. The account's own transaction history (311 spend and refund entries) reconciles exactly with the totals above.

Checked against the account's own transaction history

Credit transaction history for the account, 20 to 30 October 2026:

Model	History entries	Account history (credits)	This report (credits)
Nano Banana Pro	207	812.0	812.0
Outpaint	9	18.0	18.0
Seedance 2.5	48	2,832.0	2,832.0
Seedance 2.0	2	170.0	170.0
Kling 3.0	6	108.0	108.0
Kling O3 Omni	2	108.0	108.0
Kling 4.0	9	38.5	38.5
Topaz Starlight Precise	28	156.0	156.0
Total		**4,242.5**	**4,242.5**

History entries include refunded jobs, which is why some counts are higher than the charged generations in the summary.

Images in detail

Nano Banana Pro costs 4 credits per 4k image (2 at 2k) and outpainting 2 credits. Failed and rejected options are included because they were charged.

Code	Work	Model	Images	Credits
I1	Character design rounds v1 to v5 (photoreal crew sheets, ship-first redesign) and storyboard test frames	NBP 2k/4k	22	82
I2	Character sheets from the client's references: three crew characters, final rounds, first pilot reveal	NBP 4k	48	192
I3	Storyboard sheets 1 to 5 (frames F01 to F28, 5 retries), two more pilot reveals	NBP 4k	39	156
I4	Storyboard revisions: F23 smiles, F15 and F18 redos, F01 options	NBP 4k	15	60
I5	Board 1 start frames: 21:9 stills widened to 16:9 for Kling (6 plus 3 retries) and a fallback	Outpaint; NBP 2k	10	20
I6	Storyboard: crew stays aboard the flight deck (F02, F03, F04, F09 rebuilt)	NBP 4k	5	20
I7	Board 2 start and end frames	NBP 4k	9	36
I8	Board 3 frames: composite, new start frames, scale fix	NBP 4k	10	40
I9	Board 4 frames: rooftop rebuild, start and end (one failed job refunded)	NBP 4k	3	12
I10	Board 5 key frames F23 to F27, flight-deck master and re-rolls	NBP 4k	20	80
I11	Board 5: three-way fist bump key frame, options A to D	NBP 4k	4	16
I12	Edit 2 revisions: car transformation and hospital start and end frames	NBP 4k	29	116
	Total images		**214**	**830**

Video in detail

Seedance 2.5 at 1080p costs 16 credits per second; Seedance 2.0 costs 60 credits at 1080p and 110 at 4K for 5 s; Kling 3.0 4K costs 6 per second; Kling 4.0 1080p 3.25 per second; Topaz upscales 5 to 8 credits per clip (15 for the first test). Counts are net of refunded jobs.

Code	Board and shots	Length, quality	Clips	Credits
V1	Board 1 first pass, Kling 3.0 (6 single shots), superseded by a story change	3 s, 4K, 16:9	6	108
V2	Board 1 first pass, Kling O3 Omni multi-shot options	9 s, 4K	2	108
V3	Board 1 v2 (F01 to F04), Seedance 2.5	4 s, 1080p	6	384
V4	Board 2 (F05 to F10), Seedance 2.5; one false content flag refunded and resubmitted	4-5 s, 1080p	6	416
V5	Board 2: F05 v2 and v3 (one failed job refunded)	6 s, 1080p	2	192
V6	Board 3 (F11 to F16), Seedance 2.5, take 1	4-5 s, 1080p	6	416
V7	Board 3 take 2 re-rolls	4-5 s, 1080p	1	80
V8	Board 3: F12B on Seedance 2.0 (take 3)	5 s, 1080p	1	60
V9	Board 3: F12B scale fix, Seedance 2.0 native 4K	5 s, 4K	1	110
V10	Topaz Starlight Precise upscale test	4 s	1	15
V11	Board 4 (F17 to F22) plus a handheld v2, Seedance 2.5	4-5 s, 1080p	7	480
V12	Board 5 (F23 to F27), Seedance 2.5	4-8 s, 1080p	5	448
V13	Edit 2 revisions, Seedance 2.5: car transformation and hospital re-renders	5-6 s, 1080p	5	416

Code	Board and shots	Length, quality	Clips	Credits
V14	Edit 2: comparison render on Kling 4.0	6 s, 1080p	1	6
V15	Edit 2 finishing: Topaz Starlight Precise upscale of every clip in the cut	whole clips, 4K	27	141
V16	Event recap: pilot suit-up shot, Kling 4.0 v1 and v2 (3 failed attempts refunded)	5 s, 1080p	2	32.5
	Total video		**79**	**3,412.5**

What was delivered

Locked character sheets for the three crew, with pilot reveals; the 28-frame storyboard on six sheets; silent 1080p video for boards 1 to 5 with edit 2 revisions; 4K upscales of every clip in the final cut for the conform; and a pilot suit-up shot for the event recap. Total spend on AI generation: US$198.03.