

bMovies Creator Onboarding Guide

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For: Filmmakers, directors, video creators, animators, music-video makers — anyone who wants to publish a film and have an audience finance the next one. **Time to first published film:** ~30 minutes (sign-up → mint → KYC → publish). **Cost to break even:** Roughly 50 ticket sales on a \$9.99 trailer. The maths are at the bottom.

TL;DR

You sign up for free with your X handle. We open a studio in your name. You drop a film — anything from a finished short to a teaser — and we mint a royalty token for it. The token is free to mint, sits in your studio wallet, and isn't on-chain yet.

When you're ready to publish, you pay **\$0.99**. That covers a one-time KYC check (Veriff, ~80¢ a head) and the on-chain mint fee. From that moment, the token is live, your film is on bmovies.online, and every ticket sale at \$0.99 / \$9.99 / \$99 / \$999 routes royalties to whoever holds the token. **You hold 99% of the float on day one.** Sell slices to your audience to finance your next film, or keep them all and earn from ticket sales alone.

You are not locked in. You don't have to use any bMovies AI tool. You can shoot on a real camera, edit in DaVinci, score with a real composer, and only use bMovies for the financing layer. Walk away whenever — the token and the film are exportable, no platform veto.

1. Day 1 — open your studio

WHAT YOU NEED

- A working **X (Twitter) account** — we sign you in via X OAuth so your handle becomes your studio's identity. No password to remember.
- **A laptop or phone** — the upload UI works on both.
- **A film, or part of a film, ready to upload** — a finished short, a trailer, a teaser cut, a one-sheet. The first thing you publish doesn't have to be your magnum opus; it has to exist.

WHAT YOU DON'T NEED YET

- Bank account, EIN, LLC, business address — none of that until you publish on-chain.
- ID document or proof-of-address — the KYC step is later.
- A finished film — you can mint a token for a *project in development* and publish it once the cut is locked. Most studios start this way.

STEPS

1. Go to bmovies.online/studios-signup.
2. Click “**Sign up with X**”. Authorise the read-only profile scope.
3. We open your studio. Your handle becomes the URL — bmovies.online/studio?handle=@yourname.
4. You land on your **account dashboard** at bmovies.online/account.
Tab around — you'll see Films, Tokens, Payouts, Studio Settings.

That's it. No payment, nothing on-chain, nothing public yet. Your studio exists as a private workspace where you can sketch.

2. Mint your first token

A film + a token is what gets published. The token is the cap-table entry — when audiences buy tickets, royalties flow to whoever holds the token. If you mint and never publish, nothing happens. The mint is just **scaffolding** until you flip the publish switch.

WALK-THROUGH

1. From your account, click “**+ New film**”.

2. Give it a title, a short tagline, and a synopsis (or paste a script — the page accepts plain text).
3. Pick a tier:
 - **Draft** — script, treatment, pitch document
 - **Trailer** — 45 seconds to 1 minute of cut footage
 - **Short** — 10 minutes finished
 - **Feature** — 30 minutes finished (we cap features at 30 min for v1; extends in 2026 Q4)
4. Upload the film file or paste a public URL (Vimeo, YouTube unlisted, Drive share link).
5. Pick a **ticker** for the royalty token — typically 3-5 letters. We'll suggest one based on your title and reject any that collide with existing tickers.
6. Hit **Mint (free)**. The token is now scaffolded against the film. It is **not on-chain**. It is **not public**. Your audience can't see it. You can mint as many of these as you like — there's no per-film cost until you publish.

WHAT JUST HAPPENED

A row landed in `bct_offers` with status `'draft'`. The token is recorded against your studio. The film's metadata is uploaded to our servers. **Nothing has been broadcast to a public ledger**. If you walk away today, no trace of your film exists outside our database — and you can ask us to wipe that too.

3. KYC — the one-time gate

WHY IT EXISTS

Royalty shares are a **regulated issuance**. We can't open a public cap table for someone whose identity isn't verified — that's securities law in most jurisdictions, not platform policy. We don't get to skip it, but we have negotiated to make it cheap and one-shot.

WHAT YOU UPLOAD

- A **government-issued photo ID** — passport, driving licence, national ID card. Held up to a webcam for live capture.
- A **proof of address** dated within the last 3 months — utility bill, bank statement, council tax bill, government letter. PDF or photo.

That's it. No social-security number. No bank account. No notarised paperwork.

WHAT WE RUN

A **Veriff check**. You'll be redirected to a Veriff session that takes about 90 seconds — they prompt you to capture your ID, take a selfie, and upload the proof of address. Veriff verifies the ID is genuine, matches your face to it, and confirms the address document is current.

Veriff costs us roughly 80¢ per check. **The \$0.99 you pay covers Veriff plus the on-chain mint fee.** It's not a margin line for us; it's cover at cost.

WHAT'S STORED

The verification *result* (pass/fail) is attached to your **account**, not to your X handle, not to your studio name. Your legal name **does not appear** anywhere public on the platform. Your X handle is what audiences see. Your KYC is what the platform's compliance layer sees, and only the compliance layer.

HOW LONG DOES IT LAST

A KYC check is good for **12 months**. After that, Veriff requires a re-check (the regulatory norm). You'll get a reminder a month before expiry. Re-check costs the same \$0.99.

One KYC covers your account, not your individual studios. If you operate multiple studios — say a music-video studio and a horror-shorts studio under the same X account — one KYC covers them both.

4. Publish on-chain

This is the moment your draft becomes a real, public, tradeable royalty token.

WHAT YOU CLICK

From the film's page in your account: **"Publish on-chain · \$0.99"**. Stripe takes the payment, Veriff runs (if you haven't done it yet), and on success the token mints to a public ledger.

WHAT HAPPENS SERVER-SIDE

1. We submit a mint transaction. The token's supply locks at 1,000,000,000 units (1B, by convention — gives you fine-grained slicing for audience sales).
2. **990,000,000 units (99%)** land in your studio wallet.
3. **10,000,000 units (1%)** land in the bMovies platform treasury — our only fee on the issuance itself.
4. The film flips to **status: 'live'** on bMovies and appears in `/watch`, in studio pages, in the exchange.

WHAT AUDIENCES SEE

Your film at `bmovies.online/film/<slug>`. They can buy a ticket at the tier you set. Every ticket sale routes the platform fee aside (fixed at 10% gross) and pays the rest pro-rata to whoever holds the royalty token — you, your audience-investors, anyone you've sold slices to.

5. Bring your own pipeline

This is the part nobody else offers. You are not required to use any bMovies AI tool. You don't have to use Grok, Veo, Gemini, or any of our model integrations. Many filmmakers will — it's the cheapest way to make a film — but it's optional, not coercive.

WHAT YOU CAN USE

Stage	bMovies in-house	Bring your own
Camera	Grok video synth	Sony FX3, RED Komodo, ARRI ALEXA, Canon C70, iPhone, drone, anything
Editing	Auto-cut from prompts	DaVinci Resolve, Premiere, Final Cut, kdenlive, Avid
Score	Suno / ElevenLabs music	Real composer, Logic, Ableton, Pro Tools, FL Studio
Sound design	ElevenLabs SFX	Sound effects libraries, Foley, real ADR sessions
VFX	Replicate-hosted models	Houdini, Nuke, Blender, After Effects, in-house compositors
Cast	AI agents (synthetic)	Real actors via real casting calls
Crew	AI agents (synthetic)	Real DPs, gaffers, location managers, ADs
Distribution	bMovies + bMovies-affiliated	Anywhere — bMovies is non-exclusive

The platform's value to you is the **financing layer**: KYC, royalty tokens, audience-financed cap table, ticket payments, exchange. Everything before the finished cut is yours to organise however you want.

WHAT WE WON'T DO

- **Veto your creative choices.** We don't approve scripts, suggest re-cuts, demand happy endings, or insert product placement.
- **Demand exclusivity.** Stream the film on Vimeo, YouTube, Hulu, anywhere — bMovies is non-exclusive by default.
- **Lock your token.** You can transfer ownership of the token, sell shares, or buy them back at any time after publish.
- **Charge platform fees on tools you don't use.** The 1% mint fee + 10% ticket-revenue fee is the entire commercial relationship.

6. Royalty maths — what does a film actually earn

TIER-BY-TIER EXAMPLE

A trailer at \$9.99. You publish it for \$0.99. You hold 990,000,000 token units (99%) on day one.

Tickets sold	Gross revenue	Platform 10%	Net to token holders	Per-1% slice
100	\$999	-\$99.90	\$899.10	\$8.99
500	\$4,995	-\$499.50	\$4,495.50	\$44.96
1,000	\$9,990	-\$999.00	\$8,991.00	\$89.91
5,000	\$49,950	-\$4,995.00	\$44,955.00	\$449.55

If you keep all 99% yourself: 5,000 trailer tickets = \$44,505.45 to you ($5,000 \times \$8.99 \times 99 / 99 \approx \$44,505$).

If you sell 30% of the float at \$1/share to fund a feature: you raise \$300k + still earn $70\% \times \$44,505 = \$31,153$ from this trailer's tickets. Audience-investors pay you up front for a slice of every ticket sold afterwards.

BREAK-EVEN

The \$0.99 publish fee breaks even at **2 ticket sales** on the cheapest tier (\$0.99 draft) — one cent of margin per sale and you've covered KYC. On a \$9.99 trailer, you're at break-even after 1 ticket. The economics aren't your enemy; the only real obstacle is finding the audience.

7. First 30 days roadmap

A practical sequence for someone who's never opened a studio before.

DAY 1

Sign up with X. Open your studio.

Read the Studio Protocol PDF (the legal/structural document — this guide is the practical companion).

Pick a token ticker. Test it in the mint UI to see it's not taken.

DAY 2-7

Mint a token for your *current* film. Don't wait for the next one. Whatever you have ready — a finished short, a teaser, a one-sheet — that's your first publish candidate.

Write the film's synopsis (200-400 words) and tagline (one line). These are the only marketing copy your audience sees.

DAY 8

Submit KYC. 90 seconds in Veriff. Done.

Publish your first film. \$0.99 hits Stripe, Veriff confirms, token mints, film goes live.

DAY 9-14

Tell your audience. Post the film link from your X account. The signal that closes the loop is whoever sees you on X clicking through, paying for a ticket, and eventually buying a slice of your token. We don't market for you — your existing audience is the reason you got KYC'd.

Watch your </account?tab=tokens> page. Track ticket sales, royalty payouts.

DAY 15-30

Decide your second film. While the first one earns, scaffold the second. Mint its token early so you can pre-sell slices to fans of the first.



Optionally: list a slice of your first token on the bMovies exchange so audience-investors can buy in. Price it at whatever ratio you want — the maths is your call.



Publish the second film when ready. Now you're a studio with two titles, a small holder base, and a path to film three.

8. Walk-away rights

You're a tenant on bMovies, not a captive. The walk-away clauses, in plain language:

- **Token export.** You can request the token's contract address and the holders list at any time. We don't withhold either.
- **Film export.** Your masters, deliverables, and metadata are downloadable from your account in their original quality. We don't watermark, throttle, or gate exports.
- **De-list.** You can take a film off the bMovies catalogue at any time. The token continues to exist (we can't unmint an on-chain asset), but bMovies stops selling tickets and the platform fee dries up. Existing holders keep their slice but no new revenue flows.
- **Audience portability.** The list of token holders is yours. If you migrate to another platform, take the holders with you and offer them ticket parity.
- **No reverse-clawback.** We don't claim ownership of your IP, your tokens, or your audience at any stage of the relationship. The 1% platform slice is for the on-chain mint cost; nothing more is owed to bMovies in perpetuity.

The whole thing is designed so the right answer to "should I use bMovies?" is *yes for as long as it's the best deal, then no the moment it isn't*. That's how we keep ourselves honest.

9. FAQ

Can I make a film without a studio? No. Films live under studios — that's the cap-table parent. But opening a studio is free and takes 60 seconds, so it's not really a barrier.

Can I have multiple studios under one account? Yes. Common when a creator runs different brands — say a horror studio and a documentary studio. One KYC covers all of them.

What if my film is co-directed / has multiple owners? You set the token split at mint time. Two co-directors with a 50/50 split would each get 49.5% on day one (1% goes to platform); a director-with-three-investors would split the 99% by however they choose. The cap table is yours to design.

What if I want to fund a film *before* I make it? Mint the token, sell slices on the bMovies exchange to early backers, then make the film. The token can be live before the cut is. Holders are betting on you — that's a direct, legible relationship.

Do I have to publish on the exchange? No. You can publish a token (so it's on-chain and ticket-revenue routes royalties) without listing it for trade. Holders can still trade peer-to-peer, but the bMovies-curated exchange page only shows opt-in tokens.

What happens if Veriff rejects me? You get a specific rejection reason — the usual ones are blurry document scans or proof-of-address out of date. Re-submit with corrections; no extra charge until you've passed.

Is my legal name visible to anyone? Only to the platform's compliance layer. Audiences see your X handle. Other studios see your X handle. Investors see your X handle. The Veriff result is a flag on your account, not a public attribute.

Can I mint a token for someone else's film? No. KYC binds the studio to its operator's verified identity. Tokens minted under your studio are presumed to be your work. We act on takedown requests for IP infringement.

Is bMovies a securities exchange? We are not a stock exchange. The royalty tokens behave more like *streaming residuals than equity shares* — they pay out from ticket revenue, not from corporate dividends. The studio itself is unincorporated by default; you can wrap it in an LLC at your option.

What jurisdictions does bMovies serve? We accept creators from any jurisdiction where Veriff operates and royalty issuance isn't prohibited. The exchange and ticket sales are routed through the bMovies LTD entity in the UK. Tax obligations on royalty income are the creator's responsibility — we issue annual statements.

10. Where to next

- **Studio Protocol PDF** — the formal spec. Read this if you're a serious operator who wants to plug your own AI pipeline into the bMovies offer board (you don't have to — this guide is enough for most filmmakers).
- **Studio Economics PDF** — provider-by-provider unit economics. Useful if you'll use bMovies' AI tools and want to know which model pairings are profitable per tier.
- **The Hire tab** at bmovies.online/account?section=hire — see who else is on the platform. Some are AI-only houses, some are operator-led studios like yours will be.
- **Platform contact** — online.bmovies@gmail.com. Subject **STUDIO QUESTION — <your handle>**. We try to answer within a working day.

Welcome aboard. Make something we wish we'd thought of.