

Creative bible & department notes

Revision 02 / November 1, 2026 / Original fictional sample production

On the last night before a lighthouse is automated, a keeper and her estranged daughter must decide what is worth carrying forward.



Creative intention

The outside world is cool and expansive. The cottage is intimate, worn and warm. In scene 3, begin with space between Mara and Ellie; end in a shared frame. The key is an emotional handover, not just an insert.

Characters and continuity

Mara: olive work coat, charcoal knit, short silver hair. Ellie: rust rain jacket, tied-back dark curls, field recorder. Ben: blue workwear and a tool case. The key belongs to Mara until the end of scene 3. The logbook opens for the November 5 entry in scene 6.

Production office

Day 1 call sheet · approved sample / Robin Ellis

07:00 crew call, 08:00 shooting call, 13:00 lunch, 18:00 estimated wrap. Latest PDF and cast calls live under Call sheets; demo contacts cannot be called.

Assistant directors

Three-day stripboard · revision 03 / Morgan Hale

Day 1 cottage interiors; Day 2 coast exteriors; Day 3 lantern-room stage. Scene 3 moved earlier on Day 1 to allow the reflection test and the longer dialogue setup.

Director & creative

The key is the emotional handover / Avery Lane

Begin scene 3 with distance. End with mother and daughter sharing the frame. The warm practical goes out as the emotional warmth arrives; avoid overstating the moment.

Camera

Scene 3 · five-shot coverage plan / Alex Vale

28 / 50 / 85 / 75 / 40 mm. Begin wide, isolate the key, then reunite Mara and Ellie in one frame. Boards and dialogue are linked in the shotlist.

Window reflection test / Alex Vale

Check reflections in the cottage window with the practical dimmed. Share a lens-height frame with electric, grip and VFX before the tech scout.

Electric & lighting

Control-room dusk look / Sam Ives

Soft cool window source, dimmable warm table practical and negative fill. Mock lighting diagram shows intent only; the gaffer designs and signs off the actual rig.

Grip

Window control and compact camera support / Jules Reed

Compact slider, 4x4 negative fill and lightweight window diffusion. Location door clearance is 0.9 m; break down equipment before carrying it inside.

Art & set decoration

Control-room dressing plan / Rae Park

Oak table 0.8 m off the south wall, blue logbook center, brass key to its left, amber-shade lamp on the right. Clear the window wall for camera. See the floor plan.

Lantern-room stage finish / Rae Park

Aged metal rail and removable scenic panels. Keep window mullions consistent with the exterior reference. Flag finish changes to camera and VFX.

Props

Hero brass key + two matched doubles / Noor Bell

Three aged brass keys on identical oval wooden tags. Hero goes from Mara's right hand to Ellie's left. One soft double for rehearsal; keep hero scratches matched.

Blue lighthouse logbook / Noor Bell

Dress the blue cloth logbook closed in scene 3. Prepare the November 5 keeper-relieved page for scene 6. Two duplicate insert pages for resets.

Costume & wardrobe

Mara · Look 01 / keeper's work coat / Cleo Marsh

Olive coat, charcoal knit, dark trousers, scuffed boots. One hero and one duplicate. Coast-path wind continuity carries into the stair landing; photograph collar and cuff positions.

Ellie · rust rain jacket multiples / Cleo Marsh

Two matching rust jackets, oatmeal henley and faded black jeans. Sound needs a quiet lining test before wardrobe approves the body-pack position.

Hair & makeup

Mara · natural keeper continuity / Tess Rowan

Natural skin texture, short silver hair and restrained wind disturbance on the coast. Photograph front, profiles and hand detail with the key.

Ellie · exterior-to-interior hair match / Tess Rowan

Loose tied-back curls. Keep the same stray curl across arrival and the cottage scenes despite shooting interiors first. Coordinate jacket collar with costume.

Production sound

Rain-jacket lavalier test / Ira Moss

Test Ellie's jacket lining during the fitting. Approve mounting with costume and performer; keep a boom alternative. Post needs clean dialogue plus a wind-only wild track.

Keeper room tone & final rotation / Ira Moss

Reserve one minute of room tone after each interior. Capture isolated lamp switch, key on wood, and the staged mechanism for the final sound sequence.

Locations

Keeper's cottage access confirmed / Owen Lake

Fictional scout: west door 0.9 m clear; no wall fixings; floor protection required; load-in 07:00-08:00. Generator location and cabling require a separate approved plan.

Coast path weather decision / Owen Lake

Location and safety leads to assess conditions before call. Interior weather cover is available. Demo dates and conditions are illustrative, not permission to work at a real location.

Stunts & safety coordination

Stair landing rehearsal & movement review / Kit Arden

Review the assisted step and short stair ascent with performers and the qualified coordinator. Final method and stop-work authority belong to the production safety team; this is a planning record.

Special effects

Simulated lighthouse sweep / Lou Finch

A controlled lighting cue simulates the beam; no live lighthouse mechanism. Coordinate timing with camera, electric and sound. Keep the practical-effect review attached.

Visual effects

Night window replacement plates / Bea North

Capture a clean locked plate, lens metadata, grey/chrome reference and witness still. VFX supervisor approves the capture list; editorial receives the matching take notes.

Picture vehicles

Blue estate car continuity / Max Wren

Same parking mark and cabin dressing for arrival and departure. No visible third-party logos. Keys held by the picture-vehicle coordinator, separate from the hero lighthouse key.

Script supervision

Story-day and hero-prop continuity / Dani West

Scenes 1-7 span the final keeper day, with scene 8 the following morning. Key is Mara's until the end of scene 3. Logbook opens only in scene 6; preserve the November 5 page for the insert.

DIT & dailies

Camera media and dailies handoff / Dev Brook

Camera card labels TL_A001 onward, sound rolls TL_S001 onward. Checksum-verified copies reviewed by DIT before release; matching reports and look reference accompany editorial delivery.

Editorial, music & post

Editorial turnover reference / Erin Cove

24 fps, 2.39:1 framing reference, synced viewing files and sound notes. Preserve full camera originals. Opening coast sound bridges into kitchen; discuss music space after the final log entry.

Cast & performers

Mara / Ellie rehearsal & fittings / Sky Rowan

Rehearsal Monday 10:00; costume and sound fitting 13:00. Fictional performers: Nina Hart as Mara, Casey Vale as Ellie, Ellis Grant as Ben. Calendar and contacts share these calls.

Transport

Day 2 shuttle and load-in / Drew Ash

Two crew vans from fictional Harbour Base at 05:30. Equipment van loads separately. Keep the cottage access lane clear and confirm headcount with production.

Catering & welfare

Three-day meal and welfare plan / Pat Linden

24-person sample crew count. Meal times follow the published call sheet. Vegetarian option and drinking water at both bases. Collect any real dietary or medical needs privately in production.

Production accounting

Camera & lighting package approval / Taylor Snow

Illustrative package estimate \$2,480 for three days. Await the producer's approval of the window-light addition before placing an order. No real purchase orders or charges are issued in the demo.