

DAY 1 / Tue, Nov 3 / Keeper's cottage						
2	INT	KEEPER'S COTTAGE / KITCHEN - MORNING Mara and Ellie avoid the real reason for the visit over untouched tea.	MORNING	1	1, 2	Keeper's cottage

CAST: 1. Mara, 2. Ellie

ART & SET DECORATION Kitchen dresser / Set B / table & chairs	PROPS P003 / folded letter / 6 continuity copies
COSTUME & WARDROBE M01 / keeper workwear / 1 Mara / story day 1 E01 / arrival jacket / 2 Ellie / story day 1	HAIR & MAKEUP Mara / natural keeper / 1 / Nina Hart Ellie / arrival / 2 / Casey Vale
CAMERA A camera setup / 4.6K / 24 fps	PRODUCTION SOUND Radio allocation / Mara ISO 1 / Ellie ISO 2

NOTES / QUESTIONS / SPECIAL REQUIREMENTS

Mara / Look 01 / keeper's work coat: 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: Two matching rust jackets, oatmeal henley and faded black jeans. Sound needs a quiet lining test before wardrobe approves the body-pack position. | Keeper room tone & final rotation: 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. | Mara / natural keeper continuity: Natural skin texture, short silver hair and restrained wind disturbance on the coast. Photograph front, profiles and hand detail with the key. | Keeper's cottage access confirmed: 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. | Three-day stripboard / revision 03: 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. | Day 1 call sheet / approved sample: 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. | Three-day meal and welfare plan: 24-person sample crew count. Meal times fo

BACKGROUND / ANIMALS / WEAPONS: none scripted for this scene. Supporting departments confirm changes before issue.

DAY 1 / Tue, Nov 3 / Keeper's cottage						
3	INT	KEEPER'S COTTAGE / CONTROL ROOM - DUSK Mara passes the lighthouse key to Ellie; the first honest conversation begins.	DUSK	1 2/8	1, 2	Keeper's cottage

CAST: 1. Mara, 2. Ellie

ART & SET DECORATION Control-room dressing / Set A / worktable	PROPS P001 / brass lighthouse key / Hero + 2 matched copies P002 / blue logbook / Hero + insert copy
COSTUME & WARDROBE M01 / keeper workwear / 1 Mara / story day 1 E01 / arrival jacket / 2 Ellie / story day 1	HAIR & MAKEUP Mara / natural keeper / 1 / Nina Hart Ellie / arrival / 2 / Casey Vale
CAMERA A camera setup / 4.6K / 24 fps Prime lens checkout / 28-85 mm set Scene 3 key insert / 75 mm Doorway move / 40 mm / compact slider	ELECTRIC & LIGHTING Control-room window / Soft LED / diffusion Table practical / Hero + matching spare
GRIP Compact slider / Camera movement Negative fill / 4x4 solids Window control / Frames / diffusion	PRODUCTION SOUND Radio allocation / Mara ISO 1 / Ellie ISO 2 Key handover / Close wild track Control-room tone / 60 seconds room tone
SPECIAL EFFECTS Window atmosphere / No smoke planned	

NOTES / QUESTIONS / SPECIAL REQUIREMENTS

Hero brass key + two matched doubles: 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: 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. | Mara / Look 01 / keeper's work coat: 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: Two matching rust jackets, oatmeal henley and faded black jeans. Sound needs a quiet lining test before wardrobe approves the body-pack position. | Scene 3 / five-shot coverage plan: 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: Check reflections in the cottage window with the practical dimmed. Share a lens-height frame with electric, grip and VFX before the tech scout. | Control-room dressing plan: 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. | Control-room dusk look: Soft cool window source, dimmable warm table practical and negative fill. Mock lighting diagram sho

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DAY 1 / Tue, Nov 3 / Keeper's cottage						
7	INT	KEEPER'S COTTAGE / KITCHEN - NIGHT Ben collects the handover paperwork; Ellie finally opens the letter.	NIGHT	5/8	1, 2, 3	Keeper's cottage

CAST: 1. Mara, 2. Ellie, 3. Ben

ART & SET DECORATION Kitchen dresser / Set B / table & chairs	PROPS P003 / folded letter / 6 continuity copies
COSTUME & WARDROBE M01 / keeper workwear / 1 Mara / story day 1 E01 / arrival jacket / 2 Ellie / story day 1 B01 / engineer / 3 Ben	HAIR & MAKEUP Mara / natural keeper / 1 / Nina Hart Ellie / night continuation / 2 / Casey Vale Ben / engineer / 3 / Ellis Grant
CAMERA A camera setup / 4.6K / 24 fps	ELECTRIC & LIGHTING Table practical / Hero + matching spare Kitchen night / Window blackout

NOTES / QUESTIONS / SPECIAL REQUIREMENTS

Mara / Look 01 / keeper's work coat: 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: Two matching rust jackets, oatmeal henley and faded black jeans. Sound needs a quiet lining test before wardrobe approves the body-pack position. | Mara / natural keeper continuity: Natural skin texture, short silver hair and restrained wind disturbance on the coast. Photograph front, profiles and hand detail with the key. | Keeper's cottage access confirmed: 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. | Three-day stripboard / revision 03: 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. | Day 1 call sheet / approved sample: 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. | Three-day meal and welfare plan: 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. | Story-day and hero-prop continuity:

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DAY 2 / Wed, Nov 4 / Headland & coast path						
1	EXT	HEADLAND ROAD - DAWN Ellie returns to the lighthouse with a recorder and an unopened letter.	DAWN	5/8	2	Headland & coast path

CAST: 2. Ellie

PROPS P004 / field recorder / Hero + quiet dummy	COSTUME & WARDROBE E01 / arrival jacket / 2 Ellie / story day 1
HAIR & MAKEUP Ellie / arrival / 2 / Casey Vale	CAMERA A camera setup / 4.6K / 24 fps
PICTURE VEHICLES V01 / Ellie's station wagon / Teal estate / parked Interior dress / Recorder satchel / thermos Glazing & reflections / Passenger-side coverage	

NOTES / QUESTIONS / SPECIAL REQUIREMENTS

Ellie / rust rain jacket multiples: Two matching rust jackets, oatmeal henley and faded black jeans. Sound needs a quiet lining test before wardrobe approves the body-pack position. | Rain-jacket lavalier test: 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. | Ellie / exterior-to-interior hair match: Loose tied-back curls. Keep the same stray curl across arrival and the cottage scenes despite shooting interiors first. Coordinate jacket collar with costume. | Coast path weather decision: 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. | Blue estate car continuity: 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. | Three-day stripboard / revision 03: 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. | Day 2 shuttle and load-in: 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. | Three-day meal and welfare plan: 24-person sample

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DAY 2 / Wed, Nov 4 / Headland & coast path						
8	EXT	HEADLAND ROAD - MORNING Mara leaves with Ellie. The automated light continues behind them.	MORNING	4/8	1, 2	Headland & coast path

CAST: 1. Mara, 2. Ellie

PROPS P004 / field recorder / Hero + quiet dummy	COSTUME & WARDROBE E02 / departure reset / 2 Ellie / story day 2
CAMERA A camera setup / 4.6K / 24 fps	PICTURE VEHICLES V01 / Ellie's station wagon / Teal estate / parked Departure reset / Key with Ellie Glazing & reflections / Passenger-side coverage
VISUAL EFFECTS VFX-020 / horizon cleanup / Sc 8 / distant modern mast	

NOTES / QUESTIONS / SPECIAL REQUIREMENTS

Ellie / rust rain jacket multiples: Two matching rust jackets, oatmeal henley and faded black jeans. Sound needs a quiet lining test before wardrobe approves the body-pack position. | Coast path weather decision: 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. | Blue estate car continuity: 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. | Three-day stripboard / revision 03: 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. | Day 2 shuttle and load-in: 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. | Three-day meal and welfare plan: 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. | Editorial turnover reference: 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. |

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DAY 2 / Wed, Nov 4 / Headland & coast path						
4	EXT	COAST PATH - DUSK Mother and daughter walk the maintenance path together.	DUSK	6/8	1, 2	Headland & coast path

CAST: 1. Mara, 2. Ellie

PROPS P004 / field recorder / Hero + quiet dummy	COSTUME & WARDROBE M01 / keeper workwear / 1 Mara / story day 1 E01 / arrival jacket / 2 Ellie / story day 1
HAIR & MAKEUP Mara / natural keeper / 1 / Nina Hart Ellie / arrival / 2 / Casey Vale	CAMERA A camera setup / 4.6K / 24 fps
GRIP Coast wind cover / Small protected setup	PRODUCTION SOUND Radio allocation / Mara ISO 1 / Ellie ISO 2 Rust jacket test / Ellie lav / recorder strap

NOTES / QUESTIONS / SPECIAL REQUIREMENTS

Mara / Look 01 / keeper's work coat: 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: Two matching rust jackets, oatmeal henley and faded black jeans. Sound needs a quiet lining test before wardrobe approves the body-pack position. | Rain-jacket lavalier test: 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. | Mara / natural keeper continuity: 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: Loose tied-back curls. Keep the same stray curl across arrival and the cottage scenes despite shooting interiors first. Coordinate jacket collar with costume. | Coast path weather decision: 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. | Stair landing rehearsal & movement review: 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. | Three-

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DAY 3 / Thu, Nov 5 / Lantern room stage						
5	INT	LIGHTHOUSE / STAIR LANDING - DUSK Ben finishes the handover while Ellie helps Mara up to the lantern room.	DUSK	6/8	1, 2, 3	Lantern room stage

CAST: 1. Mara, 2. Ellie, 3. Ben

ART & SET DECORATION Stair landing / Set D / ground-level section	PROPS P001 / brass lighthouse key / Hero + 2 matched copies
COSTUME & WARDROBE M01 / keeper workwear / 1 Mara / story day 1 E01 / arrival jacket / 2 Ellie / story day 1 B01 / engineer / 3 Ben	HAIR & MAKEUP Mara / natural keeper / 1 / Nina Hart Ellie / night continuation / 2 / Casey Vale Ben / engineer / 3 / Ellis Grant
CAMERA A camera setup / 4.6K / 24 fps	STUNTS & SAFETY COORDINATION Stair-landing beat / Mara / Ellie Footwear check / M01 / E01 Performer rehearsal / 1 / 2 Camera position review / Stair coverage

NOTES / QUESTIONS / SPECIAL REQUIREMENTS

Hero brass key + two matched doubles: 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. | Mara / Look 01 / keeper's work coat: 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: Two matching rust jackets, oatmeal henley and faded black jeans. Sound needs a quiet lining test before wardrobe approves the body-pack position. | Lantern-room stage finish: Aged metal rail and removable scenic panels. Keep window mullions consistent with the exterior reference. Flag finish changes to camera and VFX. | Mara / natural keeper continuity: Natural skin texture, short silver hair and restrained wind disturbance on the coast. Photograph front, profiles and hand detail with the key. | Stair landing rehearsal & movement review: 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. | Three-day stripboard / revision 03: 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. | Three-day meal and welfare plan: 24-person s

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DAY 3 / Thu, Nov 5 / Lantern room stage						
6	INT	LIGHTHOUSE / LANTERN ROOM - NIGHT Mara records her last log entry as Ellie captures the sound of the light.	NIGHT	1 3/8	1, 2	Lantern room stage

CAST: 1. Mara, 2. Ellie

ART & SET DECORATION Lantern scenic shell / Set C / removable panels	PROPS P001 / brass lighthouse key / Hero + 2 matched copies P002 / blue logbook / Hero + insert copy
COSTUME & WARDROBE M01 / keeper workwear / 1 Mara / story day 1 E01 / arrival jacket / 2 Ellie / story day 1	HAIR & MAKEUP Mara / natural keeper / 1 / Nina Hart Ellie / night continuation / 2 / Casey Vale
CAMERA A camera setup / 4.6K / 24 fps	ELECTRIC & LIGHTING Lantern effect / Controlled moving light
SPECIAL EFFECTS Final rotation cue / Scenic lens / light Relay switch sound / Prop switch Effect reset / Starting orientation	VISUAL EFFECTS VFX-010 / lantern exterior / Sc 6 / window extension Lens data / Focal / focus / stop Lighting reference / Grey / chrome reference

NOTES / QUESTIONS / SPECIAL REQUIREMENTS

Hero brass key + two matched doubles: 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: 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. | Mara / Look 01 / keeper's work coat: 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: Two matching rust jackets, oatmeal henley and faded black jeans. Sound needs a quiet lining test before wardrobe approves the body-pack position. | Window reflection test: Check reflections in the cottage window with the practical dimmed. Share a lens-height frame with electric, grip and VFX before the tech scout. | Lantern-room stage finish: Aged metal rail and removable scenic panels. Keep window mullions consistent with the exterior reference. Flag finish changes to camera and VFX. | Keeper room tone & final rotation: 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. | Mara / natural keeper continuity: Natural skin texture, short silver hair and restrained wind disturbance on the coast. Photograph front, p

BACKGROUND / ANIMALS / WEAPONS: none scripted for this scene. Supporting departments confirm changes before issue.