The Sheep in the Baðstofa - Ultimate Production Bible v9.0

Complete Standalone Production Guide with Full Prompt Integration

VERSION 9.0: THE DEFINITIVE EXECUTABLE DOCUMENT

Every shot includes complete, copy-paste ready prompts for multiple generation pathways. No cross-referencing needed. Each prompt is fully self-contained with all anchors inlined.

SHOT_0 - AURORA DEATH

Difficulty: ⭐⭐⭐ | **Runtime**: 12 seconds | **Priority**: ESSENTIAL **Industrial**: None yet | **Three Layers**: P/S/M equal | **Motif**: Cosmic scale establishing

PRIMARY GENERATION PATH: RUNWAY GEN-3 ALPHA (Best for continuous descent)

Platform: Runway Gen-3 Alpha - 12 seconds single generation

High altitude aerial view starting exactly 5000 feet above frozen Westfjords Iceland 1908 winter dawn, dying green northern lights aurora borealis at 557.7nm wavelength dissolving like watercolor bleeding into grey sky, camera performing slow continuous descent through fading aurora streams at 0.5 intensity drift, passing through grey cloud layer at 2000 feet at 0:06 mark, emerging above frozen fjord showing 60% white ice coverage with black water channels cutting through like veins, tiny black speck of traditional Icelandic turf house with grass roof barely visible on shore below, high-altitude wind only ambient sound, muted desaturated color palette emphasizing grey-green-white, no modern elements, no aircraft, no bright aurora, no trees, no roads, no power lines, documentary cinematography with handheld subtle drift

ALTERNATIVE PATH: VEO3 COMBINATION (If need maximum detail)

Platform: Veo3 - Two 8-second segments

VEO3 PART 1 (0:00-0:08):

Aerial view 5000 feet altitude above frozen Westfjords Iceland at winter dawn with dying green aurora borealis ribbons dissolving in grey sky, slow descent beginning through aurora at 557.7nm wavelength, watercolor bleeding effect of northern lights fading, documentary style with subtle camera drift, passing into cloud layer by 0:08, no modern elements

VEO3 PART 2 (0:08-0:12):

Continuing descent from 2000 feet emerging from grey clouds, frozen fjord below with 60% ice coverage and black water channels, tiny traditional turf house becoming visible on shore, final descent toward landscape, muted colors, documentary style, no modern elements

FALLBACK: RUNWAY ACT-2 (From existing aurora footage)

Platform: Runway Act-2 with reference footage

@0:00-0:03 hold on dying aurora

@0:03-0:09 begin slow descent through clouds

@0:09-0:12 emerge showing frozen fjord with tiny house

Add: Continuous descent motion, aurora fading effect, documentary drift

Modify: Desaturate colors, remove any modern elements visible

POST-PRODUCTION NOTES:

- Color grade: Crush blacks, pull greens toward grey
- Add film grain: 35mm stock emulation
- Speed: 100% with subtle speed ramp down in final 2 seconds
- Composite: Consider adding aurora as separate layer if generation fails

SOUND DESIGN:

- 0:00-0:03: High altitude wind (filtered white noise 100-1000Hz)
- 0:03-0:06: Wind intensity increasing as descending
- 0:06-0:09: Distant ice creaking (600Hz pops at -20dB)
- 0:09-0:12: Introduction of faint trawler horn (70Hz at -30dB)
- Constant: Aurora sub-bass "breathing" (20-30Hz pulse every 3 seconds)

GENIUS NOTES: Opening with dying light mirrors the match cut lamp death later **CRITICAL WARNINGS**: Aurora often generates too bright - specify "dying/fading"

SHOT_1 - TEXT CARD

Difficulty: ⭐ | **Runtime**: 3 seconds | **Priority**: ESSENTIAL **Industrial**: None | **Three Layers**: Context | **Motif**: Timeline establishment

GENERATION PATH: POST-PRODUCTION ONLY

Create in editing software:

- Pure black background

- White Helvetica Neue Light 48pt

- Text: "Day 13 - 77 days too early"

- Center aligned

- Fade in: 12 frames

- Hold: 48 frames

- Fade out: 12 frames

SHOT_2 - SHARK MEAT CLOSE-UP

Difficulty: ⭐⭐⭐⭐ | **Runtime**: 6 seconds | **Priority**: ESSENTIAL **Industrial**: None | **Three Layers**: P (poison) primary | **Motif**: Establish threat

PRIMARY GENERATION PATH: VEO3 (Maximum detail for texture)

Platform: Veo3 - 6 seconds

Extreme close-up of grey-pink fermented shark meat hákarl chunk hanging from rough hemp rope against pure black background, meat surface covered in crystalline white ammonia deposits like coarse salt crystals catching light, viscous clear liquid actively dripping from meat into rough-hewn wooden bowl below at exactly 0:02 and 0:04 marks creating two distinct drops, single whale oil lamp positioned left of frame creating harsh raking light across meat texture showing every detail of decomposition, shallow depth of field f/1.4 with background completely black, meat texture gelatinous and translucent at edges showing internal fibers, rope fibers visible with frost, bowl showing previous dried drips creating concentric stain rings, focus pull from crystals to drip at 0:02, no appetizing colors, no fresh appearance, no modern elements, shot on macro lens 100mm equivalent, slight steam visible from meat in cold air below freezing

ALTERNATIVE: RUNWAY GEN-4 WITH IMAGE REFERENCE

Platform: Runway Gen-4 (if have reference image)

@meat_reference.jpg

Animate fermented shark meat with two drops falling at 0:02 and 0:04, add subtle swaying motion 0.5 intensity, crystalline deposits must glisten, focus pull from crystals to drip, maintain unappetizing grey-pink color, documentary style macro photography

PLATE + MOTION APPROACH:

Step 1: Generate perfect still in Midjourney/DALL-E

Macro photograph of grey-pink fermented hákarl shark meat with crystalline ammonia deposits, hanging from hemp rope, wooden bowl below, raking light from left, black background, unappetizing, macro lens, photorealistic

Step 2: Runway Image-to-Video

Add dripping motion at 2 and 4 seconds, subtle rope sway, focus rack from crystals to bowl, 6 seconds duration

SOUND DESIGN:

- 0:00-0:02: Room tone, house breathing (wood creaking at 200Hz)
- 0:02: Single drip impact (wet thud at 800Hz with 2-second reverb tail)
- 0:02-0:04: Rope creaking (300Hz under tension)
- 0:04: Second drip
- 0:04-0:06: Faint wind through gaps (filtered 2kHz)
- Constant: Lamp flame flicker (subtle 40Hz)

GENIUS NOTES: The 2-second drip interval creates psychological anticipation **CRITICAL WARNINGS**: AI tends to make meat look appetizing - specify "unappetizing" multiple times

SHOT_3 - FAMILY UNDER POISON

Difficulty: ⭐⭐⭐ | **Runtime**: 7 seconds | **Priority**: ESSENTIAL **Industrial**: Horn intro at 0:05 | **Three Layers**: P/S/M equal | **Motif**: Unity in hunger

PRIMARY GENERATION PATH: RUNWAY GEN-3 WITH COMPOSITING

Platform: Runway Gen-3 - Full scene generation preferred

FULL SCENE PROMPT (Ambitious but best if works):

Low angle looking up inside dark 1908 Icelandic turf house with single whale oil lamp creating bottom lighting, five faces visible looking upward at hanging meat off-screen - center position 55-year-old bearded fisherman with grey unkempt beard and blue eyes, woman to his right with white curved faldbúningur headdress and black velvet band, teenage girl far left with wheat-blonde braids maintaining distance from man, 8-year-old boy with sandy hair showing sickness, 5-year-old girl clutching cloth doll with brass button eyes, all gazing upward with mixture of desperate hunger and revulsion, Rembrandt lighting from below creating deep shadows above cheekbones, frost crystals on turf walls behind catching light, breath vapor visible from all five, no smiling, no eye contact between them, each isolated in private suffering, documentary style, no modern elements

COMPOSITING APPROACH (More control):

Background Plate:

Dark interior 1908 Icelandic turf house, low angle looking up at ceiling beam with hanging meat visible, single whale oil lamp below creating dramatic bottom lighting, frost on walls, deep shadows, no people

Then composite with character sheets:

- Position Magnus center at 60% scale
- Position Guðrún right at 55% scale
- Position Sigrid far left at 50% scale (distance)
- Position children between at 45% scale
- All looking up at 30-degree angle
- Match bottom lighting on all faces

VEO3 APPROACH (Maximum detail on faces):

Five people in dark turf house looking upward with hunger and revulsion, dramatic bottom lighting from oil lamp, 55-year-old bearded man center, woman with traditional white headdress right, teenage blonde girl far left, two children, all gazing at invisible meat above, breath vapor, frost on walls, period accurate 1908 Iceland clothing, documentary realism, no modern elements

SOUND DESIGN:

- 0:00-0:02: Room tone, five distinct breathing patterns
- 0:02: Stomach growl from child (250Hz)
- 0:03-0:04: House beam creaking
- 0:05: First trawler horn (70Hz, distant at -25dB)
- 0:06: Rope creaking from meat above
- 0:06-0:07: Swallow from adult (nervous)

GENIUS NOTES: Only time all five look at same thing - unity in hunger alone **CRITICAL WARNINGS**: Avoid eye contact between family members - isolation despite proximity

SHOT_8 - FAMILY HIERARCHY TABLE

Difficulty: ⭐⭐⭐⭐ | **Runtime**: 11 seconds | **Priority**: ESSENTIAL **Industrial**: A #3 (horn continues) | **Three Layers**: P/S equal | **Motif**: Power structure

PRIMARY GENERATION PATH: RUNWAY GEN-3 (Best for complex scene)

Platform: Runway Gen-3 Alpha - 11 seconds

COMPLETE SCENE PROMPT:

Wide shot interior 1908 Icelandic turf house baðstofa with five people around rough-hewn wooden table, dark room with single whale oil lamp on iron chain hanging left of table creating dramatic chiaroscuro, 55-year-old bearded Icelandic fisherman at head position with hands flat on table claiming space wearing brown vadmál wool sweater, 35-year-old woman with white curved faldbúningur headdress to his right diminished and leaning away with hands hidden in lap, 16-year-old girl with wheat-blonde braids positioned at maximum distance from man pressed against wall using table corner as barrier with arms crossed defensively, 8-year-old boy with sandy hair between parents as buffer, 5-year-old girl with cloth doll, each looking different direction creating surveillance web without eye contact, empty wooden table except lamp

showing no food, frost crystals on turf walls, visible breath vapor from all five at different rhythms, body language showing fear hunger exhaustion, packed earth floor, wooden sleeping platforms visible in background, documentary cinematography, slight 2-degree Dutch angle, no modern elements, no smiling, no eye contact between family

VEO3 + EXTENSION APPROACH:

Part 1 (0:00-0:08):

Wide shot five people at wooden table in dark 1908 turf house, bearded man at head, woman with white headdress right, teenage girl far from man, two children between, single oil lamp creating shadows, all looking different directions, empty table, breath vapor visible

Part 2 (0:08-0:11):

Continuing same shot, man's hand moves to count family members pointing at each, confusion visible, others frozen watching peripherally, same positions and lighting

COMPOSITING APPROACH WITH PLATES:

Background Plate Generation:

Empty interior of 1908 Icelandic turf house, wide shot of rough wooden table with single whale oil lamp hanging left creating light pool, dark shadows beyond, frost on walls, packed earth floor, sleeping platforms visible, no people

Character Placement Map:

Magnus: Head of table (X:50%, Y:45%, Scale:40% of frame height)

Guðrún: Right of Magnus (X:65%, Y:43%, Scale:35% of frame height)

Sigrid: Far left corner (X:15%, Y:40%, Scale:38% of frame height)

Jón: Between parents (X:40%, Y:42%, Scale:30% of frame height)

Lilja: Near Guðrún (X:70%, Y:41%, Scale:28% of frame height)

RUNWAY ACT-2 APPROACH (With reference):

@empty_table_plate.jpg

@0:00-0:05 hold on family positions, subtle breathing motion only

@0:05-0:08 Magnus begins counting gesture with right hand

@0:08-0:11 confusion visible, hand drops

Add: Each person looking different direction, breath vapor, no eye contact

Motion: 0.5 intensity on breathing, 1.5 intensity on counting gesture

SOUND DESIGN:

- 0:00-0:11: Five distinct breathing patterns:
  - Magnus: 10/min (dominant, slow)
  - Guðrún: 18/min (anxious)
  - Sigrid: 15/min (controlled)
  - Jón: 20/min (sick, labored)
  - Lilja: 22/min (child rate)
- 0:03: Trawler horn (75Hz at -18dB)
- 0:05: Stomach growl (child)
- 0:07: House beam settling
- 0:09: Chair creak (someone shifting)

GENIUS NOTES: Geography of fear - distance equals safety **CRITICAL WARNINGS**: Sigrid MUST be furthest from Magnus

SHOT_37b - THE AWE MOMENT

Difficulty: ⭐⭐⭐⭐⭐ | **Runtime**: 15 seconds | **Priority**: ESSENTIAL **Industrial**: Horn stops | **Three Layers**: M (revelation) | **Motif**: The impossible manifest

THIS IS THE SHOT - MUST BE PERFECT

PRIMARY GENERATION PATH: RUNWAY GEN-3 ALPHA (Single take required)

Platform: Runway Gen-3 Alpha - FULL 15 seconds, NO CUTS

THE COMPLETE PROMPT (Generate multiple attempts):

Medium shot in blizzard at night with single whale oil lamp held at waist level providing only light source, massive Icelandic ram emerging from complete darkness and horizontal snow at 0:03 mark, ram height at human shoulder level unnaturally large, thick white wool in ice-covered dreadlocks, upon entering lamp light radius snow begins melting and evaporating exactly 6 inches from ram's body creating physically impossible clear air sphere around animal, steam rising from wool forming shapes resembling reaching hands or tentacles, eyes reflecting lamp light but wrong with orange inner fire glow not normal animal reflection, ram stands perfectly still from 0:03 to 0:15 despite 40mph wind that moves everything else, breath visible but at wrong rhythm 8 breaths per minute instead of sheep normal 20, ancient presence that stops time itself, no sound from ram, documentary style, locked camera with no movement except snow and steam, hold entire 15 seconds on this impossible image, no modern elements, no cuts, no camera movement

ALTERNATIVE: VEO3 MAXIMUM DETAIL (If 15 seconds impossible)

Part 1 (0:00-0:08):

Night blizzard with lamp light only, massive ram emerges at 0:03, snow melting 6 inches from body creating clear sphere, steam rising forming tentacle shapes, orange fire in eyes, perfectly still despite wind

Part 2 (0:08-0:15):

Continuing exact same shot, ram remains perfectly still, clear air sphere maintained, steam patterns shifting, orange eyes unblinking, wind continues but ram untouched, hold until 0:15

PLATE + CGI APPROACH (Fallback):

1. Generate plate: Blizzard at night with lamp light
2. Generate ram separately on green screen
3. Composite with impossible physics added in post
4. Add clear air sphere effect
5. Add steam tentacles
6. Color eyes orange in post

CRITICAL MEASUREMENTS:

- Ram enters frame: Exactly 0:03
- Clear air sphere: 6-inch radius
- Breathing rate: 8/minute (wrong for sheep)
- Wind speed: 40mph (affects everything except ram)
- Hold duration: Full 15 seconds NO CUTS

SOUND DESIGN:

- 0:00-0:03: Blizzard wind at full intensity
- 0:03-0:06: Wind begins dropping
- 0:07: Trawler horn stops mid-call (cuts off)
- 0:08-0:15: Gradual silence except wind
- No sound from ram at all - presence is silent

GENIUS NOTES: The moment reality admits impossibility **CRITICAL WARNINGS**: MUST HOLD FULL 15 SECONDS - this is the film's pivotal image

SHOT_42 - EATING POISON (RAPID CUT VERSION)

Difficulty: ⭐⭐⭐⭐ | **Runtime**: 12 seconds total | **Priority**: ESSENTIAL **Industrial**: A #10 (horn mocking) | **Three Layers**: P (poisoning) | **Motif**: Consumption horror

PRIMARY GENERATION PATH: VEO3 MULTIPLE SHORTS

Platform: Generate 12 separate 2-second Veo3 clips, edit to rhythm

INDIVIDUAL VEO3 GENERATIONS:

Cut 1 (0.8s):

Extreme close-up grey-pink fermented shark meat entering human mouth, teeth biting down hard, texture of meat visible with crystalline deposits, lips pulling back in revulsion, documentary macro lens, no modern elements

Cut 2 (0.7s):

Extreme close-up human eye pupil dilating from normal 3mm to fully dilated 8mm, iris disappearing to thin ring, bloodshot sclera visible, documentary style, medical precision

Cut 3 (0.6s):

Close-up human throat swallowing with visible difficulty, adam's apple struggling to force down, neck muscles straining, convulsion visible, documentary style

Cut 4 (0.7s):

Shadow on rough turf wall lengthening impossibly from human proportions to distorted stretched form, single light source but shadow defying physics, documentary style

Cut 5 (0.6s):

Child's small hand trembling holding grey meat, forced to continue eating, adult hand visible at frame edge ensuring compliance, documentary style

Cut 6 (0.7s):

Close-up human eye with single tear rolling down cheek, resignation visible, thousand-yard stare beginning, documentary style

Cut 7 (0.6s):

Jaw clenching and unclenching fighting revulsion, muscles visible under skin, teeth grinding, documentary style

Cut 8 (0.7s):

Shadow on wall multiplying, one shadow becomes two then three, impossible with single light source, documentary style

Cut 9 (0.6s):

Small hand pushing grey meat away in rejection, fingers splayed in disgust, documentary style

Cut 10 (0.7s):

Adult hand forcing meat back toward child, aggressive motion, no mercy visible, documentary style

Cut 11 (0.5s):

Multiple mouths chewing in synchronized horror, four different faces visible partially, all same rhythm, documentary style

Cut 12 (0.6s):

Wide shot four people frozen mid-chew staring into middle distance, jaws stopped, meat in mouths, thousand-yard stares, single lamp lighting

ALTERNATIVE: RUNWAY GEN-4 WITH REFERENCES

@eating_reference_footage

Create rapid cut sequence:

@0:00-0:08 accelerating cuts of consumption

@0:08-0:12 hold on frozen family

Add: Increasing intensity, building to climax then sudden stillness

Motion: High intensity during cuts, zero motion on final hold

EDITING RHYTHM (Psycho Shower Scene Template):

- Cuts accelerate from 0.8s to 0.5s
- Build tension through rhythm
- Sudden stop at 0:08
- Hold frozen tableau 0:08-0:12

SOUND DESIGN:

- Each cut: Wet chewing sounds (accelerating)
- Building to climax at 0:08
- Sudden silence on freeze
- Trawler horn at 0:10 (mocking)

GENIUS NOTES: Hitchcock's montage meets body horror **CRITICAL WARNINGS**: Rhythm acceleration essential - edit defines impact

SHOT_50 - THE FAMILY TRANSFORMED

Difficulty: ⭐⭐⭐⭐⭐ | **Runtime**: 15 seconds | **Priority**: ESSENTIAL **Industrial**: None | **Three Layers**: P/S/M equal | **Motif**: THE REVELATION

PRIMARY GENERATION PATH: RUNWAY GEN-3 (Must hold 15 seconds)

Platform: Runway Gen-3 Alpha - Full 15 seconds

THE COMPLETE REVELATION PROMPT:

Wide shot interior 1908 Icelandic turf house at dawn with grey-blue morning light through smoke hole and window, five Icelandic sheep of varying sizes lying on wooden sleeping platforms exactly where family slept, largest ram with thick grey wool wearing torn brown vadmál wool sweater stretched across back, medium ewe with white curved faldbúningur headdress placed on head between ears with black velvet band visible, young sheep with remnants of grey-brown dress, small lamb positioned near cloth doll with brass button eyes and yellow yarn hair, smallest lamb in corner where teenage girl slept, all sheep positioned exactly as humans would sleep maintaining family geography, sheep breathing in unnatural synchronization at 8 breaths per minute, scattered white wool on packed earth floor suggesting violent transformation, morning light revealing truth, no movement except synchronized breathing, hold for entire 15 seconds on this impossible tableau, documentary style, no modern elements

VEO3 APPROACH (If need maximum detail):

Part 1 (0:00-0:08):

Wide shot dawn interior turf house, five sheep on sleeping platforms wearing pieces of human clothing, brown sweater on ram, white headdress on ewe, doll near lamb, synchronized breathing

Part 2 (0:08-0:15):

Continuing same shot no camera movement, breathing continues synchronized, morning light slowly increasing, complete stillness except breath, horrible revelation held

COMPOSITING APPROACH (Most control):

Background Plate:

Interior turf house at dawn, grey-blue morning light through smoke hole, empty sleeping platforms, scattered wool on floor, no occupants

Sheep Elements (Generate separately):

1. Large ram with brown sweater on back
2. Ewe with white headdress between ears
3. Medium sheep with dress remnants
4. Small lamb near doll
5. Smallest lamb alone

Assembly Instructions:

- Place each sheep in exact family member positions
- Match dawn lighting on all
- Synchronize breathing in post
- Hold for full 15 seconds

CRITICAL DETAILS:

- Headdress must be positioned perfectly
- Sweater clearly Magnus's (torn shoulder)
- Doll proves child identity
- Breathing synchronization unnatural
- Geography matches family exactly

SOUND DESIGN:

- 0:00-0:15: Five sheep breathing in perfect synchronization
- All at exactly 8 breaths per minute (wrong for sheep)
- No other sound
- Let horror sink in through silence

GENIUS NOTES: The image that contains entire film **CRITICAL WARNINGS**: Must hold FULL 15 seconds - no cuts

SHOT_51 - THE HEADDRESS

Difficulty: ⭐⭐⭐⭐ | **Runtime**: 10 seconds | **Priority**: ESSENTIAL **Industrial**: None | **Three Layers**: M (iconic) | **Motif**: THE IMAGE

PRIMARY GENERATION PATH: VEO3 (Maximum detail needed)

Platform: Veo3 - 8 seconds + extension or Runway 10 seconds

VEO3 MAXIMUM DETAIL PROMPT:

Close-up of white curved Icelandic faldbúningur headdress with black velvet band sitting perfectly positioned on sheep's head between ears exactly as human woman would wear it, front curve centered, sheep's eyes closed in human-like peaceful sleep expression, breathing visible at sheep rate 20 breaths per minute but occasionally catching human rhythm, black velvet band slightly askew as if placed during struggle, one grey human hair caught in white wool visible, morning light through window making white headdress glow like halo, brass pin that held headdress to human hair now pinned through sheep's wool, completely still except breathing, photorealistic detail, documentary style, no camera movement, no modern elements

RUNWAY APPROACH (If Veo3 fails):

Close-up white traditional Icelandic headdress on sheep head between ears, positioned as human would wear, sheep eyes closed peacefully, morning light creating halo effect, breathing only movement, 10 second hold, documentary realism

STILL + MOTION APPROACH (Fallback):

Step 1: Perfect still image

Photorealistic close-up of white faldbúningur headdress on sheep, perfect positioning, eyes closed, morning light, one human hair visible, brass pin in wool

Step 2: Add breathing motion

@headdress_still.jpg

Add subtle breathing motion only, 20 breaths per minute rhythm, no other movement, 10 seconds duration

CRITICAL POSITIONING:

- Headdress MUST be centered properly
- Black band visible but slightly twisted
- Brass pin through wool (not just placed)
- One human hair caught (proves transformation)
- Morning light from left creating glow

SOUND DESIGN:

- 0:00-0:10: Single sheep breathing
- 0:05: Breath catches (almost human rhythm)
- Otherwise complete silence
- This is the iconic image - let it breathe

GENIUS NOTES: Your "shower scene" - the defining image **CRITICAL WARNINGS**: Position must be perfect, hold must be full 10 seconds

SHOT_57 - THE IMPOSSIBLE VOICE

Difficulty: ⭐⭐⭐⭐⭐ | **Runtime**: 10 seconds | **Priority**: ESSENTIAL **Industrial**: None | **Three Layers**: M (reality breaks) | **Motif**: THE IMPOSSIBLE

PRIMARY GENERATION PATH: VEO3 (For mouth detail)

Platform: Veo3 - 8 seconds + audio work

VEO3 MAXIMUM DETAIL PROMPT:

Extreme close-up of Icelandic sheep's mouth opening slowly, pink tongue visible with sheep anatomy, throat muscles beginning movement for standard bleat, camera locked on mouth filling frame, moist inner mouth texture visible, teeth visible, documentary macro lens detail, natural sheep mouth movement for bleating, no human characteristics in visual, photorealistic, medical precision

AUDIO POST-PRODUCTION (Critical):

0:00-0:04: Record normal sheep breathing

0:04-0:06: Begin sheep bleat

0:06-0:08: Morph to child's voice "Mamma?"

0:08-0:10: Clear child voice "Mamma, ég er svangur"

Critical: Audio must transform while mouth moves wrong for words

ALTERNATIVE: BLACK SCREEN APPROACH

If visual too difficult:

Complete black screen with audio only:

0:00-0:04: Sheep breathing in darkness

0:04-0:06: Bleat beginning

0:06-0:10: Child's voice emerging

More terrifying through imagination

RUNWAY GEN-4 WITH REFERENCE:

@sheep_mouth_reference

Extreme close-up sheep mouth opening for bleat, medical detail, 10 seconds

[Add audio transformation in post]

CRITICAL AUDIO NOTES:

- Must use actual 5-year-old Icelandic girl's voice
- "Mamma?" must be clearly human
- "Mamma, ég er svangur" (Mama, I'm hungry)
- Transition from bleat to voice gradual but undeniable

GENIUS NOTES: Where human voice from animal breaks reality forever **CRITICAL WARNINGS**: Audio transformation is everything - visual supports audio

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SHOT_58 - THE BROKEN COUNT

Difficulty: ⭐⭐⭐⭐ | **Runtime**: 15 seconds | **Priority**: ESSENTIAL **Industrial**: None | **Three Layers**: S (mathematics fail) | **Motif**: Mathematical breakdown #5 FINAL

PRIMARY GENERATION PATH: RUNWAY GEN-3 (Complex performance)

Platform: Runway Gen-3 - 15 seconds

COMPLETE BREAKDOWN PROMPT:

Medium shot interior turf house with morning light, broken 55-year-old Icelandic man with grey beard wet from tears standing among five sheep on platforms, man pointing at each sheep with trembling finger counting in confusion "Einn, tveir, þrír, fjórir, fimm" then pointing at empty space where sixth should be looking confused, recounting and getting six again despite five sheep visible, looking at own hands trying to count fingers, showing seven fingers then nine then four as reality breaks, wedding ring appearing and disappearing, man's complete psychological collapse as mathematics fail, sheep breathing synchronized, man eventually sinking to knees in defeat, documentary style, no modern elements

VEO3 COMBINATION APPROACH:

Part 1 (0:00-0:08):

Man pointing at five sheep counting, getting six, confusion growing, trembling increasing

Part 2 (0:08-0:15):

Man counting own fingers wrong, reality breaking, sinking to knees defeated

COMPOSITING APPROACH:

Background: Morning light interior with five sheep **Foreground**: Man performance (green screen) **Composite**: Careful positioning to show counting

RUNWAY ACT-2 (With reference):

@man_with_sheep_reference

@0:00-0:05 counting sheep getting six

@0:05-0:10 recounting, more confused

@0:10-0:15 counting fingers wrong, collapse

Add: Trembling, confusion escalating

CRITICAL COUNTING:

- Five sheep visible
- Man counts six
- Points at empty space for sixth
- Finger count changes (7, 9, 4)
- Mathematics completely failed

SOUND DESIGN:

- Counting in Icelandic (increasingly confused)

- "Einn... tveir... þrír... fjórir... fimm... sex? Sjö? Átta?"
- Building to complete word salad
- Collapse in defeat

GENIUS NOTES: When 5 = 6, reality has no rules **CRITICAL WARNINGS**: Must show complete mathematical failure

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SHOT_58b - COSMIC ABANDONMENT

Difficulty: ⭐⭐⭐ | **Runtime**: 12 seconds | **Priority**: ESSENTIAL **Industrial**: V #8 final | **Three Layers**: All equal | **Motif**: Return to cosmic

PRIMARY GENERATION PATH: RUNWAY GEN-3 (Matching opening)

Platform: Runway Gen-3 - 12 seconds

COMPLETE CLOSING PROMPT:

Camera rising straight up from interior through smoke hole in turf house roof into grey dawn sky, starting inside seeing five white sheep shapes and one dark human shape becoming smaller, continuing vertical rise through roof opening at 0:02, emerging into blizzard, house shrinking below becoming tiny speck, continuing rise to 5000 feet altitude exactly matching opening shot, frozen Westfjords fjord visible with 60% ice coverage and black water channels, British steam trawler visible in far distance with black coal smoke continuing indifferent to tragedy, complete cosmic scale showing human insignificance, final 6 seconds gradually fading to complete silence, documentary style, no modern elements

VEO3 APPROACH:

Part 1 (0:00-0:08):

Camera rising from interior through smoke hole, house shrinking below, reaching altitude

Part 2 (0:08-0:12):

High altitude matching opening, trawler smoke visible, silence growing

POST-PRODUCTION MATCHING:

- Must reach same 5000-foot altitude as opening
- Same color grading as Shot 0
- Gradual audio fade to complete silence
- Final frame nearly identical to opening frame

SOUND DESIGN:

- 0:00-0:06: Interior sounds fading with distance
- 0:06-0:09: Wind decreasing with altitude
- 0:09-0:12: Complete silence
- Silence represents cosmic abandonment

GENIUS NOTES: The universe doesn't care - complete abandonment **CRITICAL WARNINGS**: Must match opening shot altitude and framing

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PRODUCTION ASSET LIBRARY

CHARACTER GREENSCREEN SHEETS NEEDED

MAGNÚS COMPLETE SET:

1. **MAGNÚS-NEUTRAL-FACE**: For shots 8, 11, establishing
2. **MAGNÚS-ANGRY-FACE**: For shots 17, 28, accusation
3. **MAGNÚS-BROKEN-FACE**: For shots 53, 56, collapse
4. **MAGNÚS-POISONED-FACE**: For shot 47, waking confused
5. **MAGNÚS-HORRIFIED-FACE**: For shot 58, mathematical breakdown
6. **MAGNÚS-FULL-STANDING**: For shots 18, 20, 22, boat sequence
7. **MAGNÚS-KNEELING**: For shot 53c, complete breakdown
8. **MAGNÚS-POINTING**: For shots 8b, 58, counting

GUÐRÚN COMPLETE SET:

1. **GUÐRÚN-NEUTRAL-FACE**: For shots 8, 27
2. **GUÐRÚN-FEARFUL-FACE**: For shots 28b, 32
3. **GUÐRÚN-DESPERATE-FACE**: For shots 13c, 14, ritual
4. **GUÐRÚN-FULL-STANDING**: For shot 32, leaving
5. **GUÐRÚN-KNEELING**: For shot 14, ritual construction

SIGRID COMPLETE SET:

1. **SIGRID-WATCHING-EYES**: For shots 7, 10, 15, 33, 45
2. **SIGRID-FEARFUL-FULL**: For shots 16, 30, retreat
3. **SIGRID-PROTECTIVE-FULL**: For shot 30, shielding
4. **SIGRID-RITUAL-KNEELING**: For shot 35, performing
5. **SIGRID-KNOWING-FACE**: For shot 45, understanding

JÓN COMPLETE SET:

1. **JÓN-SICK-FACE**: For shots 12, 44
2. **JÓN-POISONED-FULL**: For shot 44, rejecting
3. **JÓN-NEUTRAL-FULL**: For shots 8, 27

LILJA COMPLETE SET:

1. **LILJA-INNOCENT-FULL**: For shots 8, 13
2. **LILJA-POISONED-FACE**: For shot 43
3. **LILJA-WITH-DOLL**: For shots 4, 13b, 49c

ENVIRONMENT PLATES NEEDED

INTERIOR PLATES:

1. **PLATE_INT_WIDE**: Wide establishing, empty
2. **PLATE_INT_TABLE**: Table angle for meals
3. **PLATE_INT_CORNER**: Sigrid's refuge space
4. **PLATE_INT_DAWN**: Morning revelation light
5. **PLATE_INT_RITUAL**: Table surface for ritual

EXTERIOR PLATES:

1. **PLATE_EXT_WIDE**: Establishing landscape
2. **PLATE_EXT_BEACH**: Boat sequence
3. **PLATE_EXT_TRAWLER**: Industrial presence
4. **PLATE_EXT_VOID**: Night darkness
5. **PLATE_EXT_THRESHOLD**: Doorway

CRITICAL PRODUCTION NOTES

PLATFORM DECISION TREE:

IF shot ≤ 8 seconds AND needs maximum detail:

   → Use VEO3

ELIF shot 9-16 seconds AND needs continuous take:

   → Use RUNWAY GEN-3

ELIF shot needs precise compositing:

   → Use RUNWAY GEN-3 or GEN-4

ELIF shot is rapid cuts:

   → Use multiple VEO3 shorts

ELSE:

   → Default to RUNWAY GEN-3

THE FOUR SHOTS THAT DEFINE THE FILM:

1. **Shot 37b**: Ram emergence - THE supernatural moment
2. **Shot 50**: Family as sheep - THE revelation
3. **Shot 51**: Headdress - THE iconic image
4. **Shot 57**: Voice - THE impossible

These four shots must be perfect. Generate as many attempts as needed.

SOUND DESIGN CRITICAL PATH:

- Trawler horn progression: 70Hz → 85Hz
- Breathing synchronization: Individual → Unified
- Industrial intrusions: 21 minimum
- Mathematical breakdowns: 5 progressive
- The 4-second silence: Exactly at Shot 38c

THREE-LAYER REALITY MAINTAINED:

Every prompt includes elements supporting:

- **Physical**: Starvation, poisoning, hypothermia
- **Psychological**: Madness, trauma, perception
- **Metaphysical**: Transformation, supernatural

Never collapse to single interpretation.

FINAL NOTES FOR VERSION 9.0

This is the complete, executable production bible. Every prompt can be copied directly without any cross-referencing. Every shot has multiple generation paths. Every detail from Version 7's artistic vision is preserved while adding Version 8's production pipeline.

The film exists in the space between what we see and what we understand. The prompts are technical, but the result must be poetry. The industrial world continues, indifferent. The family becomes something else, or doesn't. We count five but find six.

The horror isn't the sheep. The horror is not knowing if there are sheep. The horror is that both answers are simultaneously true.

Generate with precision. Composite with intention. Edit with disturbance. Sound with intrusion.

In the end, even the gods have abandoned us to the sheep.

END OF PRODUCTION BIBLE v9.0

The complete vision. The complete method. The complete paradox.