

The Sheep in the Baðstofa - Ultimate Production Bible v8.0

Complete Asset Generation & Shot Production Guide with Platform Optimization

MASTER PRODUCTION PHILOSOPHY

Every frame must maintain the Three-Layer Reality: simultaneously readable as Physical (poisoning/starvation), Psychological (madness/trauma), and Metaphysical (supernatural transformation). This ambiguity IS the horror.

SECTION I: CHARACTER ASSET GENERATION PIPELINE

CRITICAL PRINCIPLE: Emotional States Matrix

Each character requires multiple emotional states across multiple angles. This creates our "puppet library" for compositing.

MAGNÚS (The Patriarch) - Complete Asset Set

BASE STATES (Generate ALL for maximum flexibility)

- **NEUTRAL:** Weathered but controlled
- **ANGRY:** Rage visible, veins showing
- **BROKEN:** Red-rimmed eyes, tear tracks in beard
- **POISONED:** Dilated pupils, sweating, disoriented
- **HORRIFIED:** Complete psychological collapse

MAGNÚS GREENSCREEN MATRIX

ANGLE 1: FACE DIRECT (Head & Shoulders)

MAGNÚS-NEUTRAL-FACE-DIRECT:

"55-year-old Icelandic fisherman against bright pure green screen #00FF00, head and shoulders only, facing camera directly, thick grey unkempt beard reaching chest with NO ice crystals yet, deep-set blue eyes neutral, weathered face with windburn, old fishing scars on forehead, wedding ring visible on hand if raised, flat even lighting, no shadows on green screen, 4K resolution, photorealistic, documentary style, no modern elements, no smiling, no synthetic materials"

MAGNÚS-ANGRY-FACE-DIRECT:

"55-year-old Icelandic fisherman against bright pure green screen #00FF00, head and shoulders only, facing camera directly, thick grey beard with spittle, deep-set blue eyes with dilated pupils and visible red veins, jaw clenched showing teeth, temporal vein visible and pulsing, weathered face flushed with rage, flat even lighting, no shadows on green screen, 4K resolution, photorealistic"

MAGNÚS-BROKEN-FACE-DIRECT:

"55-year-old Icelandic fisherman against bright pure green screen #00FF00, head and shoulders only, facing camera directly, thick grey beard wet with tears, deep-set blue eyes red-rimmed with tears actively flowing, nose running, complete emotional collapse visible, lips trembling, salt-weathered face showing despair, flat even lighting, no shadows on green screen, 4K resolution, photorealistic"

MAGNÚS-POISONED-FACE-DIRECT:

"55-year-old Icelandic fisherman against bright pure green screen #00FF00, head and shoulders only, facing camera directly, thick grey beard with drool, eyes completely unfocused with pupils fully dilated, sweating despite cold, slight green tinge to skin, disoriented expression, mouth slightly open, flat even lighting, no shadows on green screen, 4K resolution, photorealistic"

MAGNÚS-HORRIFIED-FACE-DIRECT:

"55-year-old Icelandic fisherman against bright pure green screen #00FF00, head and shoulders only, facing camera directly, thick grey beard trembling, eyes wide with pupils constricted to pinpoints, mouth open in silent scream, face drained of all color, expression of seeing impossible reality, flat even lighting, no shadows on green screen, 4K resolution, photorealistic"

ANGLE 2: FACE PROFILE (Left Side)

MAGNÚS-NEUTRAL-FACE-PROFILE:

"55-year-old Icelandic fisherman against bright pure green screen #00FF00, head and shoulders in perfect left profile, thick grey beard visible from side, weathered face profile showing broken nose bridge, old rope burn scar on neck, flat even lighting, no shadows on green screen, 4K resolution"

[Continue pattern for ANGRY, BROKEN, POISONED, HORRIFIED]

ANGLE 3: UPPER BODY 3/4 TURN

MAGNÚS-NEUTRAL-UPPER-3/4:

"55-year-old Icelandic fisherman against bright pure green screen #00FF00, waist up at 3/4 angle to camera, brown homespun vadmál wool sweater with visible mending at shoulder and elbow, thick grey beard, weathered hands with old fishing scars visible, wedding ring on left hand, rope calluses, flat even lighting, no shadows on green screen, 4K resolution"

[Continue pattern for all emotional states]

ANGLE 4: FULL BODY STANDING

MAGNÚS-NEUTRAL-FULL-STANDING:

"55-year-old Icelandic fisherman against bright pure green screen #00FF00, full body standing straight, brown vadmál wool sweater with patches, rough wool trousers, worn leather boots with salt stains, thick grey beard, arms at sides with fists relaxed, slight stoop from years of labor, flat even lighting, no shadows on green screen, 4K resolution, full figure visible"

[Continue pattern for all emotional states]

ANGLE 5: FULL BODY ACTION POSITIONS

MAGNÚS-KNEELING-BROKEN:

"55-year-old Icelandic fisherman against bright pure green screen #00FF00, full body on both knees collapsed forward, hands on ground, brown wool clothing disheveled, complete emotional breakdown posture, grey beard touching ground, flat even lighting, no shadows on green screen, 4K resolution"

MAGNÚS-REACHING-DESPERATE:

"55-year-old Icelandic fisherman against bright pure green screen #00FF00, full body leaning forward with right arm extended reaching desperately, left hand on table for support, expression of recognition and horror, brown wool clothing, flat even lighting, no shadows on green screen, 4K resolution"

USAGE MAPPING FOR MAGNÚS:

- Shot 8: NEUTRAL-UPPER-3/4
- Shot 11: ANGRY-FACE-PROFILE
- Shot 17: ANGRY-FULL-STANDING
- Shot 28: ANGRY-FACE-DIRECT (pupils dilating)
- Shot 47: POISONED-FACE-DIRECT
- Shot 53: BROKEN-REACHING-DESPERATE
- Shot 56: BROKEN-FACE-DIRECT
- Shot 58: HORRIFIED-KNEELING-BROKEN

GUÐRÚN (The Mother) - Complete Asset Set

BASE STATES

- **NEUTRAL:** Resigned, submissive
- **FEARFUL:** Anticipating violence
- **DESPERATE:** Attempting ritual
- **DYING:** Hypothermic, fading
- **TRANSFORMED:** Last human moment

GUÐRÚN GREENSCREEN MATRIX

ANGLE 1: FACE DIRECT (With Headdress)

GUÐRÚN-NEUTRAL-FACE-DIRECT:

"35-year-old Icelandic woman against bright pure green screen #00FF00, head and shoulders only, white curved faldbúningur headdress with black velvet band perfectly positioned with brass pin visible, pale face with sharp cheekbones from hunger, vertical worry lines between eyebrows, chapped lips, resigned expression, flat even lighting, no shadows on green screen, 4K resolution, photorealistic"

GUÐRÚN-FEARFUL-FACE-DIRECT:

"35-year-old Icelandic woman against bright pure green screen #00FF00, head and shoulders only, white headdress slightly askew from flinching, face turned slightly away as if avoiding blow, eyes downcast and wet with unshed tears, lips pressed tight, body language showing practiced submission, flat even lighting, no shadows on green screen, 4K resolution"

GUÐRÚN-DESPERATE-FACE-DIRECT:

"35-year-old Icelandic woman against bright pure green screen #00FF00, head and shoulders only, white headdress perfect, eyes closed in prayer with tears on cheeks, lips moving in silent invocation, expression of last hope, slight tremor visible, flat even lighting, no shadows on green screen, 4K resolution"

ANGLE 2: FULL BODY STANDING (Multiple Poses)

GUÐRÚN-NEUTRAL-FULL-STANDING:

"35-year-old Icelandic woman against bright pure green screen #00FF00, full body standing, white faldbúningur headdress, brown wool dress with leather apron showing wear and patches, hands clasped at waist in submission, slight forward lean of exhaustion, flat even lighting, no shadows on green screen, 4K resolution"

GUÐRÚN-RITUAL-KNEELING:

"35-year-old Icelandic woman against bright pure green screen #00FF00, full body kneeling at table height, white headdress, hands positioned as if arranging items on invisible table, expression of desperate concentration, wedding ring visible, flat even lighting, no shadows on green screen, 4K resolution"

GUÐRÚN-DYING-STANDING:

"35-year-old Icelandic woman against bright pure green screen #00FF00, full body standing but hunched with hypothermia, white headdress with snow accumulation, holding invisible lamp at waist height, brown dress hem wet and frozen, lips blue, eyes unfocused, final moments posture, flat even lighting, no shadows on green screen, 4K resolution"

SIGRID (The Daughter) - Complete Asset Set

BASE STATES (Most complex character arc)

- **WATCHFUL:** Constant surveillance
- **FEARFUL:** Avoiding father
- **PROTECTIVE:** Shielding siblings
- **DETERMINED:** Performing ritual
- **KNOWING:** Understanding consequences

SIGRID GREENSCREEN MATRIX

ANGLE 1: EXTREME CLOSE-UP EYES ONLY

SIGRID-WATCHING-EYES:

"16-year-old Icelandic girl's eyes only against bright pure green screen #00FF00, extreme close-up showing just eyes and bridge of nose, grey eyes with dark circles from exhaustion, unblinking hypervigilant stare, pupils tracking movement, one wheat-blonde braid barely visible at frame edge, flat even lighting, no shadows on green screen, 4K resolution, photorealistic"

SIGRID-FEARFUL-EYES:

"16-year-old Icelandic girl's eyes only against bright pure green screen #00FF00, extreme close-up, grey eyes wide with pupils dilated in fear, slight moisture in corners, rapid micro-movements showing panic, looking for escape routes, flat even lighting, no shadows on green screen, 4K resolution"

SIGRID-KNOWING-EYES:

"16-year-old Icelandic girl's eyes only against bright pure green screen #00FF00, extreme close-up, grey eyes with strange calm and terrible understanding, pupils normal despite surrounding chaos, slight narrowing suggesting acceptance of dark knowledge, flat even lighting, no shadows on green screen, 4K resolution"

ANGLE 2: FULL BODY DEFENSIVE POSITIONS

SIGRID-MAXIMUM-DISTANCE:

"16-year-old Icelandic girl against bright pure green screen #00FF00, full body pressed into corner, arms crossed defensively over chest, body turned 45 degrees away, wheat-blonde braids, grey-brown patched wool dress, bare feet, expression of practiced avoidance, maintaining maximum distance posture, flat even lighting, no shadows on green screen, 4K resolution"

SIGRID-PROTECTIVE-SHIELD:

"16-year-old Icelandic girl against bright pure green screen #00FF00, full body with arms spread as if shielding smaller children behind her, determined expression despite fear, dress with visible mending, stance ready to take blow, flat even lighting, no shadows on green screen, 4K resolution"

SIGRID-RITUAL-CONCENTRATION:

"16-year-old Icelandic girl against bright pure green screen #00FF00, full body kneeling with hands positioned for delicate work, complete focus on invisible table surface, braids falling forward, biting lower lip in concentration, blood spot on dress from pricked finger, flat even lighting, no shadows on green screen, 4K resolution"

JÓN (The Son) - Complete Asset Set

BASE STATES

- **SICK:** Tuberculosis symptoms
- **POISONED:** Dilated, struggling

- **REJECTING:** Fighting nausea
- **TRANSFORMED:** Final human moment

JÓN-SICK-FACE-DIRECT:

"8-year-old Icelandic boy against bright pure green screen #00FF00, head and shoulders, sandy hair matted with fever sweat, pale skin with flush on cheeks from fever, dried blood at corner of mouth from coughing, exhausted expression, oversized brown wool sweater hanging loose from weight loss, flat even lighting, no shadows on green screen, 4K resolution"

JÓN-POISONED-FULL:

"8-year-old Icelandic boy against bright pure green screen #00FF00, full body hunched over as if nauseated, hand pressed to mouth, other hand on stomach, sandy hair disheveled, oversized brown sweater, expression of fighting urge to vomit, slight green tinge to skin, flat even lighting, no shadows on green screen, 4K resolution"

LILJA (The Youngest) - Complete Asset Set

BASE STATES

- **INNOCENT:** Playing, unaware
- **HUNGRY:** Focused on food
- **POISONED:** Pupils dilated
- **SLEEPING:** Final peace

LILJA-INNOCENT-WITH-DOLL:

"5-year-old Icelandic girl against bright pure green screen #00FF00, full body sitting cross-legged, tangled dark blonde hair, grey wool dress too large, holding cloth doll with brass button eyes and yellow yarn hair against chest, expression of child's concentration on play, thumb of free hand near mouth, flat even lighting, no shadows on green screen, 4K resolution"

LILJA-POISONED-EYES:

"5-year-old Icelandic girl against bright pure green screen #00FF00, close-up of face only, pupils fully dilated until blue eyes are just thin rings, unfocused stare, mouth slightly open, expression of seeing things that aren't there, tear track on one cheek, flat even lighting, no shadows on green screen, 4K resolution"

SECTION II: ENVIRONMENT PLATE LIBRARY

INTERIOR PLATES (Generate all at 4K minimum)

PLATE_INT_01 - BAÐSTOFA WIDE STANDARD

"Interior of 1908 Icelandic turf house baðstofa, 12x16 foot room, 6-foot ceiling with exposed wooden beam lengthwise, single whale oil lamp on iron chain hanging left of center creating 3-foot radius golden light pool on packed earth floor, grey-pink fermented shark meat hákarl hanging from beam by rope at center, deep

shadows beyond lamp light, frost crystals on turf walls catching light, small four-pane window on west wall, dark wooden door on south wall, two wooden sleeping platforms along east and west walls, no people, no modern elements, documentary style lighting"

USAGE: Primary interior establishing, shots 8, 27, 42, 46, 50

PLATE_INT_02 - BAÐSTOFA CORNER REFUGE

"Interior corner of Icelandic turf house baðstofa, shot from low angle looking up at corner where walls meet, wooden sleeping platform visible, deep shadows providing hiding space, single whale oil lamp light reaching partially into corner creating half-shadow half-light division, frost on walls, rough timber support visible, space where someone small could press themselves for safety, no people"

USAGE: Shots 16, 30, 54 (Sigrid's retreat position)

PLATE_INT_03 - BAÐSTOFA TABLE ANGLE

"Interior of Icelandic turf house focused on rough-hewn wooden table, shot from one end looking down length, table surface worn smooth from use with visible knife marks and scratches, single whale oil lamp hanging above creating dramatic pool of light on empty table surface, five positions around table implied by worn spots, background sleeping platforms visible but out of focus, no people, no food"

USAGE: Shots 26, 27b, 35, 14 (ritual scenes)

PLATE_INT_04 - BAÐSTOFA DAWN

"Interior of Icelandic turf house at dawn, no lamp lit, grey-blue morning light filtering through smoke hole in roof and small window, creating ghostly visibility, frost crystals visible on everything, condensation dripping from ceiling beam, sleeping platforms in shadow, shapes unclear in half-light, no people"

USAGE: Shots 46, 47, 48 (morning revelation sequence)

PLATE_INT_05 - BAÐSTOFA FIREPLACE

"Close view of stone hearth in Icelandic turf house, dying embers glowing orange in grey ash, two birch logs arranged but not burning, soot-blackened stones, iron pot hook hanging empty, minimal light from dying fire creating dramatic shadows on wall, smoke wisping up, no people"

USAGE: Shots 9b (crossed logs), background element

EXTERIOR PLATES

PLATE_EXT_01 - ESTABLISHING WIDE

"Exterior wide shot of 1908 Westfjords Iceland in winter storm, single turf house built into hillside barely visible through 40mph horizontal snow, structure showing only front facade with small window and door, grass and earth roof covered in 2 feet of snow, thin grey smoke from roof hole being torn apart by wind, black volcanic mountains in background, grey-green North Atlantic visible with ice chunks, no people, no modern elements"

USAGE: Shots 1, 6, 58b (establishing and ending)

PLATE_EXT_02 - BEACH APPROACH

"Black volcanic sand beach in Westfjords Iceland during blizzard, shot from water's edge looking up beach toward land, ice chunks grinding against shore in foreground, empty wooden boat rack middle distance, horizontal snow reducing visibility to 50 feet, grey-green churning sea, no people, no boats"

USAGE: Shots 18, 19, 23, 24 (boat sequence)

PLATE_EXT_03 - TRAWLER DISTANCE

"Grey-green North Atlantic in storm from Icelandic coast, British steam trawler visible in middle distance as dark silhouette with black coal smoke stack, trawler cutting through ice leaving black wake, shot from shore level, heavy snow, churning seas with whitecaps, no people in frame"

USAGE: Shots 5, 19, 55 (industrial presence)

PLATE_EXT_04 - NIGHT VOID

"Complete darkness with blizzard, only visible element is suggestion of ground versus sky, 40mph wind with horizontal snow, visibility less than 3 feet, shot at night or twilight, perfect for isolating lamp light or figure, essentially black frame with snow texture, no landmarks, no people"

USAGE: Shots 34, 37, 41 (lamp in void sequence)

PLATE_EXT_05 - DOORWAY THRESHOLD

"View through open doorway of Icelandic turf house from interior looking out, door frame in foreground, blizzard visible outside, threshold between warm interior and hostile exterior, snow accumulated on doorstep, wind driving snow horizontally past opening, darkness beyond immediate doorway, no people"

USAGE: Shots 16, 32, 55 (threshold moments)

SECTION III: PLATFORM-SPECIFIC SHOT ALLOCATION

CRITICAL DECISION FRAMEWORK

Use VEO3 (8 seconds max, superior detail) when:

- Shot requires maximum detail and texture
- No complex compositing needed
- Can be achieved in under 8 seconds
- Emotional close-ups requiring subtle performance

Use **RUNWAY** (16 seconds max, better for compositing) when:

- Shot needs 8-16 seconds duration
- Complex compositing required
- Multiple elements need integration
- Camera movement is critical

Use **VEO3 COMBINATION** (8+8 seconds) when:

- Absolutely need 9-16 seconds
- Can hide cut in camera movement or darkness
- Both halves have similar complexity

SHOT-BY-SHOT PLATFORM ASSIGNMENT

PROLOGUE SEQUENCE (0:00-0:55)

SHOT_0 - AURORA DEATH (12 seconds) PLATFORM: RUNWAY

GENERATION STRATEGY:

- Single 12-second generation
- Critical: Slow descent must be continuous
- Fallback: Veo3 (8 sec) + extend descent in post

PROMPT: [PLATE_EXT_01 as base] "High altitude aerial view beginning 5000 feet above frozen Westfjords Iceland, dying green aurora at 557.7nm wavelength dissolving in grey dawn sky, slow continuous descent through aurora and clouds, emerging at 2000 feet to see frozen fjord below, tiny turf house barely visible, documentary style, handheld drift 0.5 intensity"

SHOT_1 - TEXT CARD (3 seconds) PLATFORM: POST-PRODUCTION ONLY

Create in editing software, not AI generation

SHOT_2 - SHARK MEAT (6 seconds) PLATFORM: VEO3

GENERATION STRATEGY:

- Single 6-second generation for maximum detail
- Critical: Crystalline deposits must be sharp
- Focus: Drip at exactly 2 and 4 seconds

PROMPT: "Extreme close-up grey-pink fermented shark meat hákarl hanging from hemp rope against black background, crystalline ammonia deposits like salt, viscous liquid dripping into wooden bowl at 2-second intervals, whale oil lamp raking light from left, shallow depth of field f/1.4, focus pull from crystals to drip, no people"

SHOT_3 - FAMILY UNDER POISON (7 seconds) PLATFORM: VEO3

GENERATION STRATEGY:

- Generate with COMPOSITE approach
- Use CHARACTER SHEETS: All five family members
- Place on PLATE_INT_01

COMPOSITE INSTRUCTIONS:

- Magnus: ANGRY-UPPER-3/4 at center position
- Guðrún: FEARFUL-UPPER-3/4 to his right
- Sigrid: FEARFUL-FULL-STANDING far left
- Jón: SICK-FULL body middle
- Lilja: INNOCENT-FULL with doll
- All looking up at meat position
- Match whale oil lamp from left

CRITICAL LONG HOLDS

SHOT_37b - THE AWE MOMENT (15 seconds) PLATFORM: RUNWAY (MUST be single take)

GENERATION STRATEGY:

- MUST be one continuous 15-second shot
- No cuts acceptable - impact depends on duration
- Generate 5+ attempts, select best

PROMPT: "Medium shot massive Icelandic ram emerging from blizzard into whale oil lamp light at 0:03, height at woman's shoulder, thick white wool with ice, snow melting and evaporating 6 inches from body creating impossible clear air sphere, steam rising forming tentacle shapes, eyes reflecting orange inner fire, standing perfectly still 0:03-0:15 despite 40mph wind, ancient presence, hold entire duration"

CRITICAL: Must hold full 15 seconds without cut

SHOT_50 - FAMILY TRANSFORMED (15 seconds) PLATFORM: RUNWAY (or Veo3 combination if Runway fails)

RUNWAY APPROACH (Preferred):

- Single 15-second shot
- Use PLATE_INT_04 (dawn light)
- Composite five sheep with clothing

PROMPT: "Wide shot five Icelandic sheep on sleeping platforms where family slept, largest ram wearing torn brown sweater on back, ewe with white headdress between ears, smallest lamb near cloth doll, morning light, breathing in unison, 15-second hold"

VEO3 COMBINATION BACKUP:

Part A (0-8 sec): Wide establishing, slow push

Part B (8-15 sec): Hold on revelation

CRITICAL: If split, hide cut in shadow

SHOT_51 - THE HEADDRESS (10 seconds) PLATFORM: RUNWAY (This is THE iconic shot)

GENERATION STRATEGY:

- Generate as many attempts as needed
- This shot defines the film
- MUST hold 10 seconds on perfect image

PROMPT: "Close-up white faldbúningur headdress on sheep's head between ears, positioned exactly as woman would wear, sheep eyes closed in sleep, breathing at sheep rate, morning light making headdress glow, 10-second hold, no camera movement except 0.5 intensity breathing"

FALLBACK: Generate as perfect still, add breathing in post

RAPID CUT SEQUENCES

SHOT_42 - EATING POISON SEQUENCE PLATFORM: VEO3 (Multiple 1-second generations)

GENERATION STRATEGY:

- Generate 12 separate 2-second clips
- Edit to sub-second cuts
- Build rhythm in post

INDIVIDUAL PROMPTS:

1. "Extreme close-up teeth biting grey meat"
2. "Extreme close-up pupil dilating fully"
3. "Throat swallowing with convulsion"

[Continue for all 12 shots]

EDIT: Cut to Psycho shower scene rhythm

COMPLEX COMPOSITES

SHOT_8 - FAMILY TABLE (11 seconds) PLATFORM: RUNWAY (better for compositing)

GENERATION STRATEGY:

- Use PLATE_INT_03 (table angle)
- Composite all five character sheets
- Generate 11-second ambient motion

COMPOSITE POSITIONS:

- Magnus: Center head position (40% frame height)

- Guðrún: Right of Magnus (35% frame height)
 - Sigrid: Far left (45% height, standing back)
 - Jón: Between parents (30% height)
 - Lilja: Next to Guðrún (25% height)
- PROMPT FOR AMBIENT: "11-second hold on empty table with lamp swinging slightly, shadows moving"

SECTION IV: COMPOSITE ASSEMBLY INSTRUCTIONS

WORKFLOW FOR COMPLEX SHOTS

EXAMPLE: SHOT_16 - EMERGENCY CONCEALMENT

STEP 1: Generate Background Plate

Use: PLATE_INT_05 (doorway threshold)
Duration: Static image

STEP 2: Generate Door Opening Action

PLATFORM: Veo3 (4 seconds)
PROMPT: "Heavy wooden door crashing open, wind and snow entering, lamp swinging from impact"

STEP 3: Place Character Composites

Characters needed:

- MAGNÚS-ANGRY-FULL-STANDING (at door)
- GUÐRÚN-FEARFUL-FULL-STANDING (at table)
- SIGRID-MAXIMUM-DISTANCE (in corner)
- JÓN-SICK-FULL (with Lilja)
- LILJA-INNOCENT-WITH-DOLL (behind Jón)

STEP 4: Assembly Instructions

1. Door opens 0:00-0:02
2. Magnus enters 0:02
3. Sigrid retreats 0:02-0:03
4. Hold positions 0:03-0:08
5. Match lighting: Cold from door, warm from lamp
6. Add snow VFX through door

SHOT BUNDLING FOR EFFICIENCY

TABLE SCENE BUNDLE (Shots 8, 27, 42)

GENERATE ONCE:

- Same character positions
- Same lighting setup
- Same PLATE_INT_03

MODIFY IN POST:

- Shot 8: Normal breathing
- Shot 27: Frozen in recognition
- Shot 42: Eating motions

REVELATION SEQUENCE BUNDLE (Shots 49a, 49b, 50)

GENERATE AS SEQUENCE:

- Match exact framing between 49a and 49b
- Use motion tracking for perfect alignment
- Maintain identical lighting

SECTION V: SOUND DESIGN BLUEPRINT

CRITICAL AUDIO MARKERS

THE TRAWLER HORN PROGRESSION

- First appearance (Shot 3): 70Hz at -25dB
- Building through film: 70Hz → 75Hz → 80Hz → 85Hz
- Volume increases: -25dB → -20dB → -15dB → -10dB
- Final blast (Shot 55): 85Hz at -8dB

BREATHING RHYTHM SIGNATURES

HUMAN NORMAL: 12-15 breaths/minute

HUMAN STRESSED: 18-22 breaths/minute

HUMAN DYING: 8-10 breaths/minute

SHEEP NORMAL: 20-25 breaths/minute

SYNCHRONIZED HORROR: All at 8 breaths/minute

THE CRITICAL SILENCE MOMENTS

- Shot 38c: Wind stops for EXACTLY 4 seconds
- Shot 57: After "Mamma?"
- Shot 58b: Final 6 seconds complete silence

SOUND RECORDING CHECKLIST

MUST RECORD SEPARATELY:

1. BREATH_CRACKLE_HUMAN (Shot 7c) - Reuse exact sound in 43b
2. Five distinct breathing patterns (family members)
3. House creaking (200Hz base, 400Hz stress)
4. Ice crystallization (8-10kHz)
5. Trawler horn (synthesize at exact frequencies)
6. Wind layers (ground level vs altitude)

SECTION VI: CRITICAL SUCCESS FACTORS

THE SHOTS THAT CANNOT FAIL

These shots define the film. Generate multiple attempts:

1. **Shot 37b** - Ram emergence (15 seconds of impossibility)
2. **Shot 50** - Family as sheep (the revelation)
3. **Shot 51** - Headdress on sheep (iconic image)
4. **Shot 57** - "Mamma?" from sheep (reality breaks)

THE MATCH CUTS THAT MUST WORK

Shot 32b → 32c (Flame dying → Electric light)

CRITICAL:

- Exact center framing
- Same size in frame
- Hard cut, no transition
- Ancient light → Modern light

Shot 49a → 49b (Human → Sheep)

CRITICAL:

- Exact same position
- Same framing

- Same peace in expression
- Humanity → Animal

MATHEMATICAL BREAKDOWN TRACKING

Must show progressive failure of counting:

1. Shot 2c - Can't count notches correctly
2. Shot 8b - Expects six family members, finds five
3. Shot 27b - Cannot divide nothing
4. Shot 12c - Six shadows for five people
5. Shot 58 - Counts five sheep, gets six

Each error must be slightly more disturbing.

SECTION VII: PRODUCTION SCHEDULE

PHASE 1: ASSET GENERATION (Week 1)

Day 1-2: Generate all character greenscreen sheets

- 5 characters × 5 angles × 5 emotional states = 125 assets
- Prioritize: Magnus and Sigrid (most complex arcs)

Day 3-4: Generate environment plates

- 10 interior plates
- 8 exterior plates
- Multiple angles of key locations

Day 5-7: Test compositing pipeline

- Verify greenscreen quality
- Test lighting matches
- Establish workflow

PHASE 2: SHOT GENERATION (Week 2-3)

Priority 1: Critical Moments

- Shot 37b (Ram emergence)
- Shot 50 (Family transformed)
- Shot 51 (Headdress)

- Shot 57 (Voice transformation)

Priority 2: Complex Composites

- Shot 8 (Family table)
- Shot 16 (Emergency concealment)
- Shot 42 (Eating sequence)

Priority 3: Simple Shots

- Establish shots
- Reaction close-ups
- Transition moments

PHASE 3: POST-PRODUCTION (Week 4)

Assembly:

- Rough cut with all shots
- Sound design base layer
- Initial color grade

Refinement:

- Match cut perfection
- Breathing synchronization
- Mathematical error emphasis

Final:

- Sound mix with horn progression
- Color grade for three-layer ambiguity
- Final timing to exactly 12:00

SECTION VIII: EMERGENCY FALLBACK PROTOCOLS

IF VEO3 FAILS

- Default to Runway for all shots
- Accept lower detail for longer duration
- Prioritize the critical 15-second holds

IF COMPOSITING FAILS

- Generate full scenes with simpler staging
- Use shadows and silhouettes
- Maintain atmosphere over detail

IF CHARACTER SHEETS FAIL

- Use partial figures
- Emphasize eyes and hands
- Let darkness hide imperfections

IF TIME RUNS OUT

Minimum Viable Film (30 shots):

1. Opening (Shot 0)
2. Shark meat (Shot 2)
3. Family establisher (Shot 8)
4. Industrial intrusion (Shot 19)
5. Discovery (Shot 28)
6. Ram emergence (Shot 37b)
7. Family transformed (Shot 50)
8. Headdress (Shot 51)
9. Voice (Shot 57)
10. Ending (Shot 58b)

SECTION IX: FINAL QUALITY CHECKLIST

EVERY SHOT MUST:

- Support three-layer reality
- Exclude all modern elements
- Match period-accurate 1908 details
- Maintain consistent character blocking
- Follow industrial intrusion pattern
- Build toward mathematical breakdown
- Preserve ambiguity

EVERY COMPOSITE MUST:

- Match lighting direction
- Maintain consistent scale

- Blend naturally with plate
- Preserve emotional performance
- Support spatial geography

THE FILM MUST:

- Run exactly 12:00
- Include 21+ industrial intrusions
- Show 5 mathematical failures
- Maintain rising dread
- Never explain the transformation
- End in cosmic abandonment

FINAL DIRECTOR'S NOTES

This film lives in the space between frames - in what we don't see, can't count, and refuse to understand. Every technical decision serves the central horror: that reality itself has become unreliable.

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.

This paradox IS the film.

Generate with technical precision. Composite with artistic intention. Edit with mathematical wrongness. Sound design with industrial intrusion.

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

END OF PRODUCTION BIBLE v8.0

"When the lamp dies, the modern light doesn't see us." "When we transform, the trawler doesn't stop." "When we count five, there are always six."