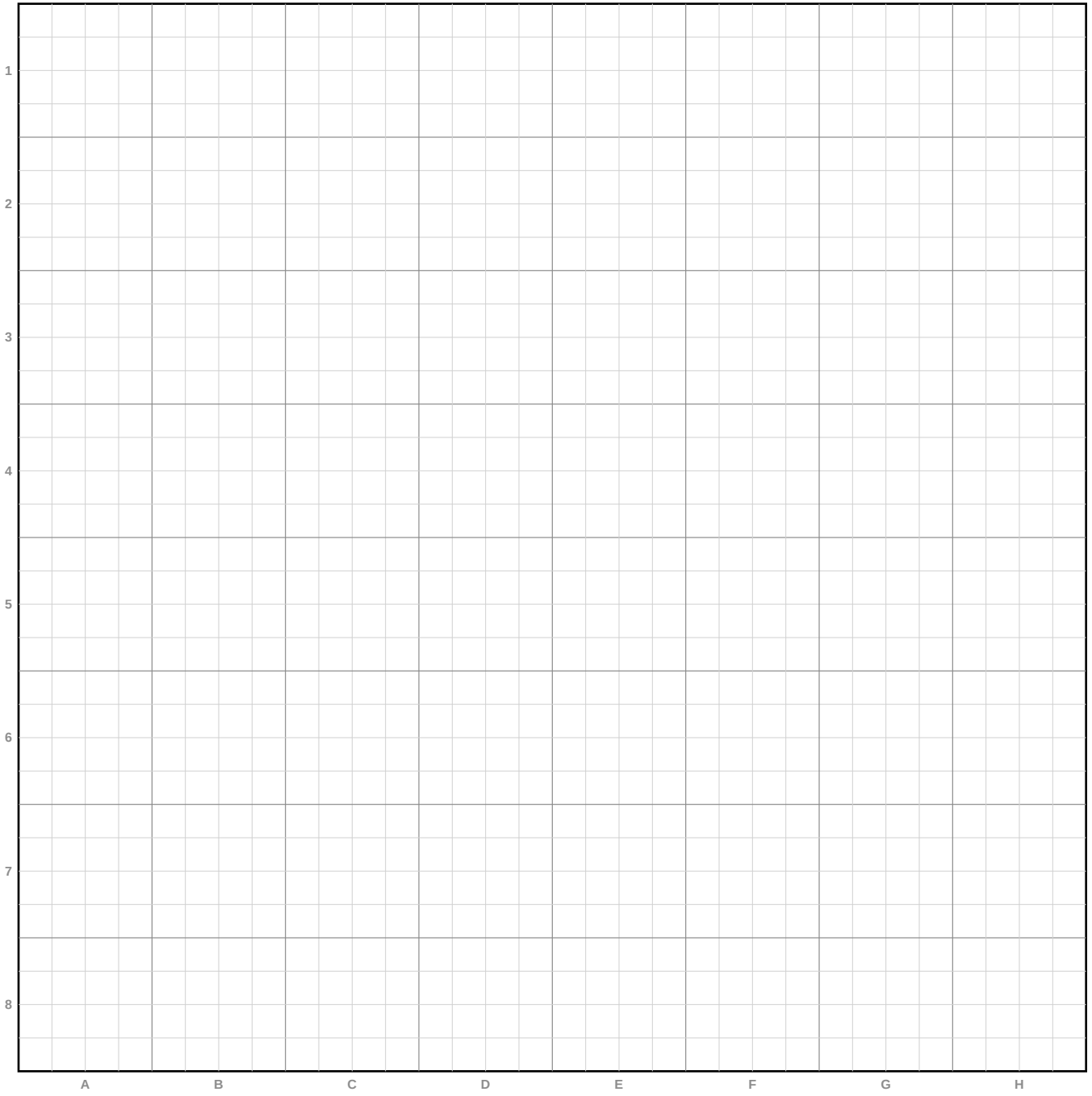
FLOOR PLAN AND LIGHTING PLAN

Overhead view. Draw the walls, then cameras, lights, actors and their moves.



PRODUCTION	
SCENE(S)	**SHOOT DAY**
SET / LOCATION	
SETUPS	**DRAWN BY**
ONE SQUARE =	**DATE**

NORTH

Turn the arrow to match the set.

SYMBOL KEY

- Camera (lens points the way it looks); letter A, B; setup number
- Light (beam shows the throw); name or size
- Practical light in the set
- Flag, floppy or solid
- Dolly track
- Actor (point shows facing); initials
- Set wall
- Door and its swing
- Window
- Furniture or set piece
- Power: distro or socket
- Cable run
- Video village / monitor

FLOOR PLAN MARKS

Every camera, light and actor mark on the plan, by its label.

PRODUCTION	SCENE(S)	SET / LOCATION

LABEL	KIND	SETUP	GRID REF	EQUIPMENT / WHO	NOTES

LIGHTING AND CAMERA NOTES