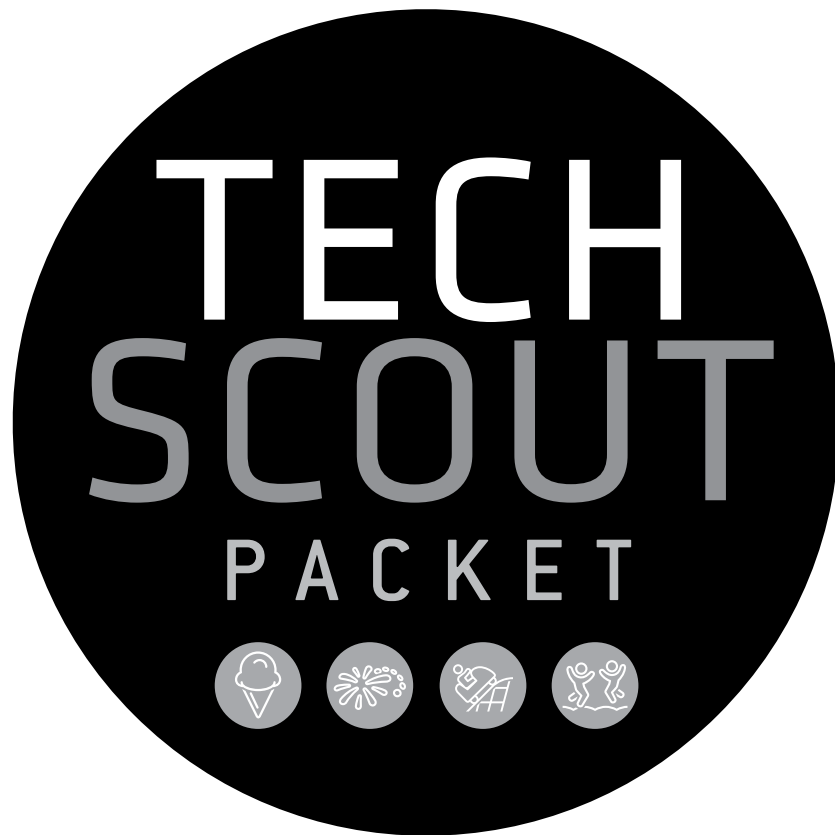


YES DAY

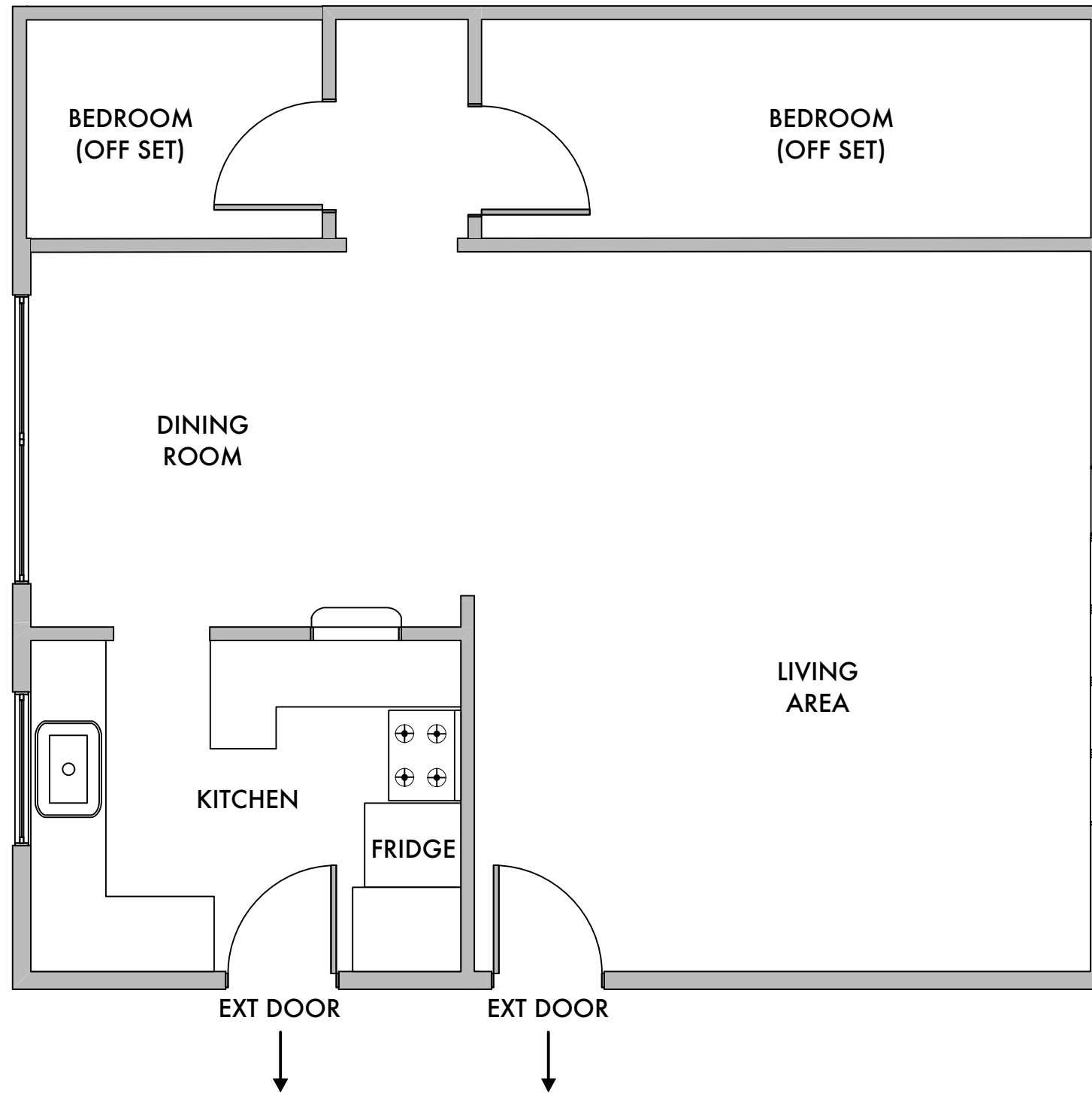


November 4 - 6, 2019

NETFLIX

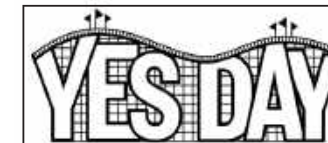
SET #: 007		SET NAME: INT ALLISON AND CARLOS' OLD APARTMENT	
LOCATION: South Pasadena, CA		PREP/SHOOT/STRIKE: PREP: 3 days SHOOT: 1 day STRIKE: 3 days	
SCENE #s: 8,10,11	ACTION: <ul style="list-style-type: none"> •Allison and Carlos, both in beach gear, share the same idea. •Allison asks Carlos if he wants to meet her parents. •In the study area, Carlos surrounded by law books. 	D/N: N	NOTES: FLASHBACK
ART/GRAPHICS: <ul style="list-style-type: none"> •TBD 			
CONSTRUCTION: <ul style="list-style-type: none"> •TBD 		LOCATIONS: <ul style="list-style-type: none"> •Confirm if Greens is allowed to trim back olive tree on sidewalk by building. •Confirm owner removal of concrete art. •Confirm owner removal of gun safe. 	
PAINT: <ul style="list-style-type: none"> •Paint dining room accent wall: BM 2151-50 Bronzed Beige 			
SET DEC: <ul style="list-style-type: none"> •Remove hanging pans in kitchen. •Add mementos from travels. •Hanging bike or surfboard. •Tall bookshelves; include law books, etc. •Remove liquor cart. •Remove TV and miscellaneous items from living room as noted. 			
PLAYBACK:		PROPS: <ul style="list-style-type: none"> •Beach gear (snorkel, mask, flippers) •Law books for study. •Spicy Venezuelan dish 	
GREENS: <ul style="list-style-type: none"> •Trim back olive tree as needed [and if approved by Locations]. •Add larger sprigs of green outside 2nd floor window. 			
SPFX:		VFX:	
GRIP/ELECTRIC:			





1 Int Allison & Carlos Apt
 Scale: 1/4" = 1'-0"

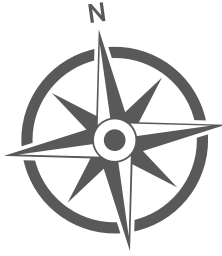
LOCATION 306-310 MOCKINGBIRD LANE • SOUTH PASADENA, CA 91030



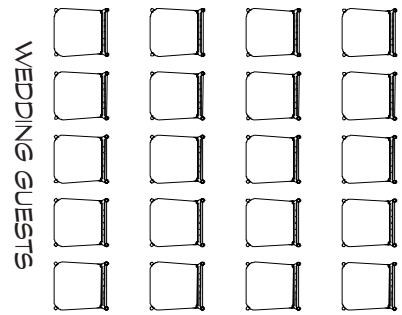
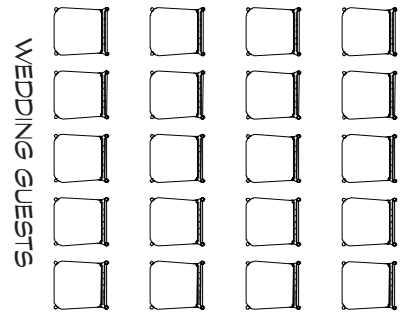
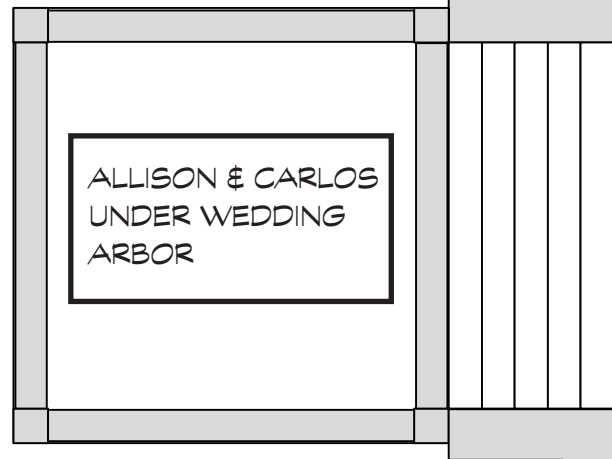
SET #	SET NAME	DRAWN BY
007	INT A&C OLD APARTMENT	TBD
DESCRIPTION	LOCATION	DATE/VERSION
DIRECTOR PLAN	TBD	TBD

SET #:		SET NAME:	
010		EXT RESORT	
LOCATION:		PREP/SHOOT/STRIKE:	
Calamigos Ranch - Malibu		PREP: 1 day SHOOT: 1 day STRIKE: 1 day	
SCENE #s:	ACTION:	D/N:	NOTES:
13	•Carlos and Allison married transitioning into baby Katie peeing gag.	D	FLASHBACK
ART/GRAPHICS:			
•Schedule photo shoot for couple stills in wedding attire.			
CONSTRUCTION:		LOCATIONS:	
•TBD		•TBD	
PAINT:			
•TBD			
SET DEC:			
<ul style="list-style-type: none"> •Chiffon fabric to dress over arbor. •Work with Props on bouquet. •Seating: 4 rows of 5 chairs flanking either side of walkway. 			
PLAYBACK:		PROPS:	
		<ul style="list-style-type: none"> •Bouquet •Vow book for officiant. 	
GREENS:			
SPFX:		VFX:	
GRIP/ELECTRIC:			
•TBD			

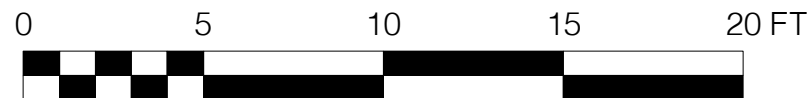




↑ TO REDWOOD ROOM

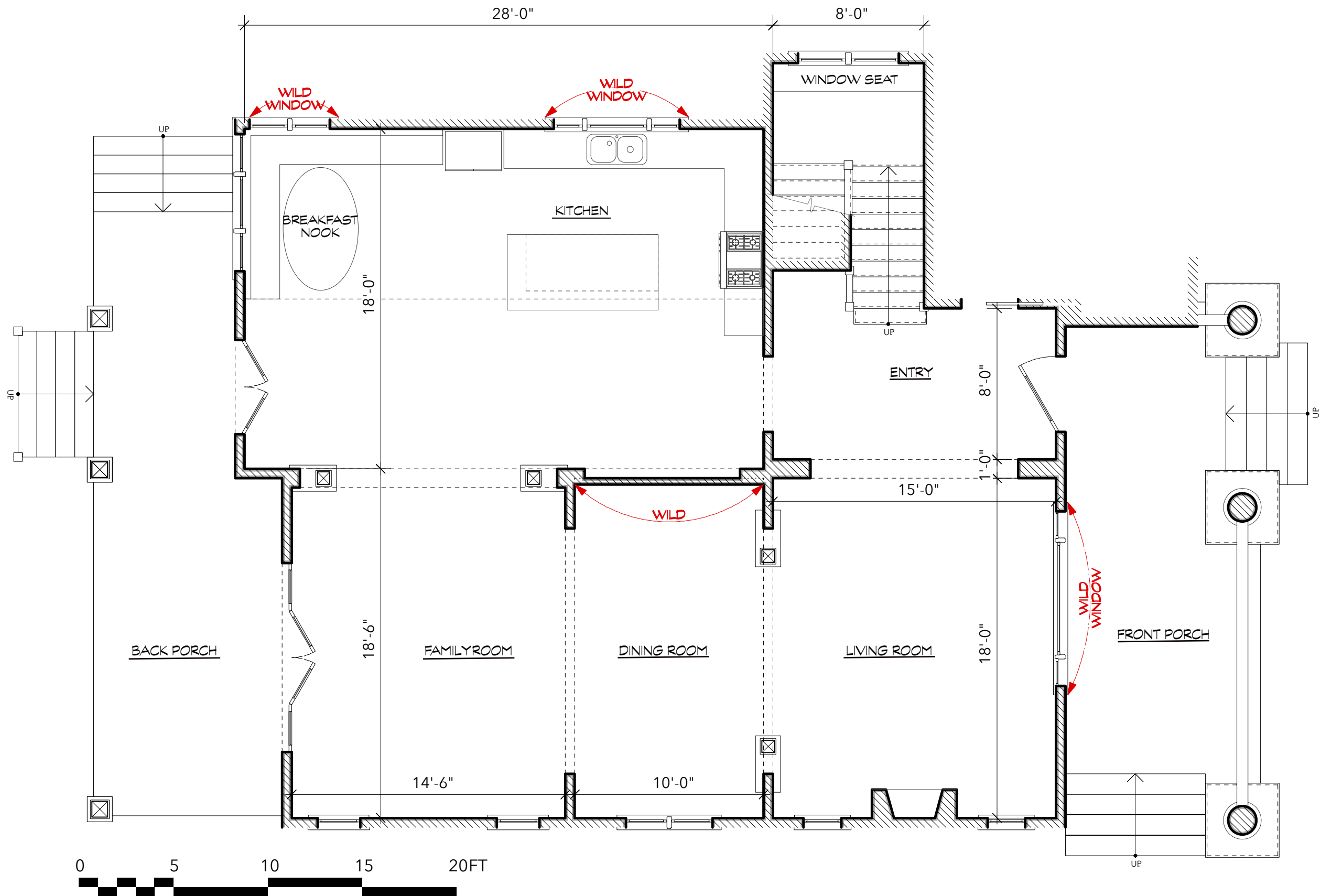


1 Montage - Wedding
Scale: 3/16" = 1'-0"



SET # 010	SET NAME EXT RESORT	DRAWN BY JP
DESCRIPTION DIRECTOR PLAN	LOCATION CALAMIGOS RANCH MALIBU, CA	DATE/VERSION 11/01/19 v1

SET #: 014		SET NAME: INTTORRES FAMILY HOME • LIVING ROOM • A&C BEDROOM • KITCHEN • NANDO'S ROOM • CLOSET	
LOCATION: L.A. North Studios - Stage 3		PREP/SHOOT/STRIKE: PREP: 50 days SHOOT: 13 days WRAP: 10 days	
SCENE #s: 15,16,18,19, 20,33,34, 36-42,99, 105,106, 110pt,111, 113,118, 120,132, 135,137	ACTION: <ul style="list-style-type: none"> •A&C mark kids' heights on wall. Reveal ELLIE. Kids trigger a "NO!" montage. •Allison confiscates iPhones and iPads from the kids. •Allison and Carlos pitch YES DAY to the kids. Negotiations begin. •Allison and Carlos collapse on bed, exhausted. •A busy weekday morning of science experiments and breakfast in the kitchen. •Allison places a YES DAY schedule on the fridge. Kids do chores, plan & strategize. •Prep Kablowey colors. Everyone is doing GREAT. •The kids race in to wake their parents. and Allison is ready for them. •Ellie gives Allison a make-over. •Allison checks out her outfit in the mirror. •Carlos receives his outfit and make-over. •Nando circumvents trouble with bad kids. •Early stages of Nando's party. •Party starts getting out of control. •Nando chases Ellie into his bedroom. •Foam fills the house. •Nando tries to shut party down. •Nando tries to navigate through foam, Carlos takes control. •Carlos & kids clean and open-up. •Clean-up effort over for the night. •Peterson's kid makes foam problem worse. •We pick-up with the Torres family 3 months later. Everyone has evolved. 	D/N: D/N	NOTES: PRE-YES DAY, YES DAY, 3 MONTHS LATER
CONSTRUCTION: <ul style="list-style-type: none"> •Build as directed. 		ART/GRAPHICS: <ul style="list-style-type: none"> •Blown-up photos of Einstein, Curie, Tesla, Carver (sc99) •Engage backings vendor for custom day/night photo backings. 	
PAINT: <ul style="list-style-type: none"> •Marking of kids height on wall. (sc15) 			
SET DEC: <ul style="list-style-type: none"> •Dressed as discussed. •Mattresses to line the walls with. (sc99) •Framed photos to break [or furniture] (sc105) 		PROPS: <ul style="list-style-type: none"> •Writing and measuring implements for wall mark measuring. (sc15) •Nail polish bottle. (sc15) •Allison's jewelry (sc15) •Carton of sugar (sc15) •Nando's cereal (sc15) •Katie's cell phone (sc18) •Nando's iPad (sc18,19) •Coloring implements and paper (sc18) •Nando's science experiment/breakfast (sc20) •Ellie breakfast (sc20) •baking soda (sc20) •Allison's cell (sc20) •Nando's lab goggles (sc20) •Carlos' cell (sc20,38,137) •vinegar bottle (sc20) •Allison's elaborate family schedule (sc20,36) •Nando's cereal bowl and spoon (sc33) •Katie's pressed juice (sc33) •Allison's sample Yes Day rules (sc34) •Allison's Yes Day schedule (sc36) •cleaning supplies for chores (sc36) •Ellie's monkey drawing (sc36) •Kool-Aid/white fabric (sc36) •device to create Evite event (sc36) •Nando's History Test (sc36) •Dinner (sc36) •Nando's alarm clock (sc37) •Confetti gun (sc38) •Make-over make-up and hair (sc39) •Nando's cell (sc41) •Science gak (sc99) •Robot DJ & mic (sc99,118) •Party food (sc99) •Inflatable pool, pails of water, tubes (sc106) •Zippo lighter (sc106) •Wedding Album (sc106) •Food trays to slide downstairs (sc118). •Cleaning supplies (sc120,132,135) •Breakfast (sc137) 	
PLAYBACK: <ul style="list-style-type: none"> •TBD 			
GREENS: <ul style="list-style-type: none"> •Greens around exterior of set to match location. 		WARDROBE: <ul style="list-style-type: none"> •Allison's YES DAY shirt, Carlos' YES DAY outfits, Allison's ballet outfit, Nando surgeon costume 	
SPFX: <ul style="list-style-type: none"> •Foam (sc110,111,118) 		VFX: <ul style="list-style-type: none"> •TBD 	
GRIP/ELECTRIC: <ul style="list-style-type: none"> •Custom photo backings. 			

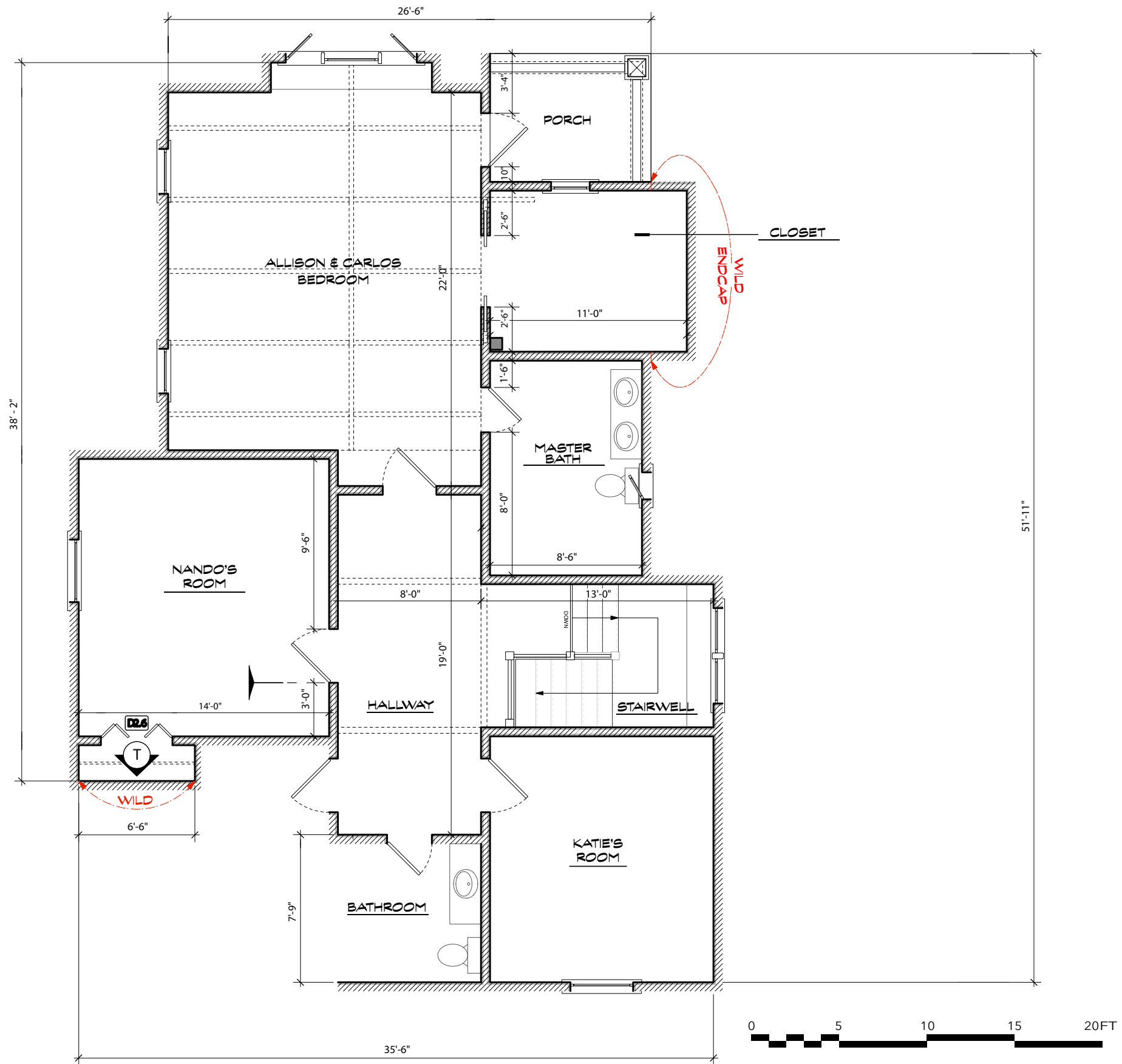


STAGES

L.A. NORTH STUDIOS - STAGE #3 • 25045 AVENUE TIBBITTS • SANTA CLARITA, CA 91355

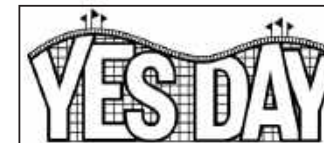


SET # 014	SET NAME INT TORRES HOME	DRAWN BY SF
DESCRIPTION 1st FLOOR DIRECTOR'S PLAN	LOCATION L.A. NORTH STUDIOS STAGE #3	DATE/VERSION 10/14/19



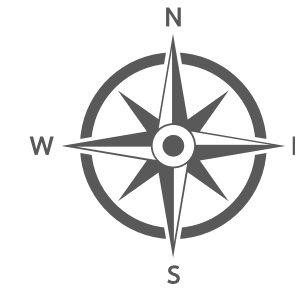
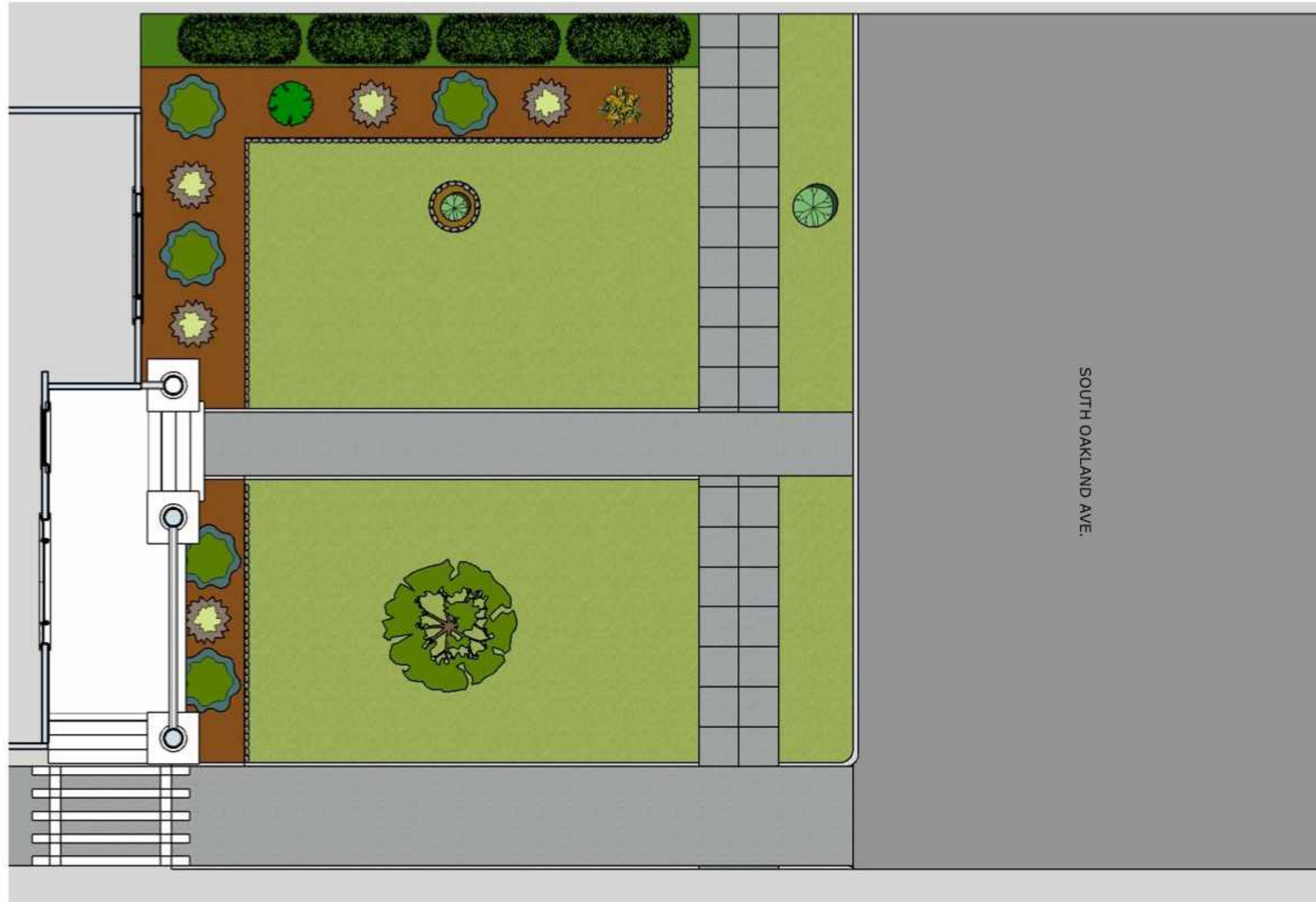
STAGES

L.A. NORTH STUDIOS - STAGE #3 • 25045 AVENUE TIBBITTS • SANTA CLARITA, CA 91355

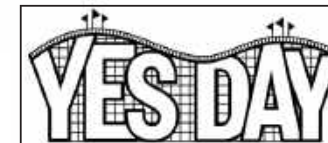


SET # 014	SET NAME INT TORRES HOME	DRAWN BY SF
DESCRIPTION 2nd FLOOR DIRECTOR'S PLAN	LOCATION L.A. NORTH STUDIOS STAGE #3	DATE/VERSION 10/14/19

SET #: 015		SET NAME: EXT TORRES FAMILY HOME	
LOCATION: 651 South Oakland Ave., Pasadena		PREP/SHOOT/STRIKE: PREP: 4 days SHOOT: 4 days STRIKE: 2 days	
SCENE #s: 14,17,21,35, 43,96,107, 115,116,119, 134,136, 138	ACTION: •The Torres family buy their house. •Allison waits for Nando to get in SUV. •The family hurries for drop-offs and commutes, trying to avoid Petersens. •Allison and Katie come to agreement about the concert. •The family departs for YES DAY. •Julie drops off Nando and Ellie, the big party is being set-up. •More kids arrive (Mom in car). •Carlos arrives at party. Gets covered in foam. •Carlos' voice booms through neighborhood. •Officer Jones drops Allison & Katie off. •The Torres camp-out on front lawn in tents. •The family watches as Jean arrives in her ambulance.	D/N: D/N	NOTES: PRE-YES DAY, YES DAY, 3 MONTHS LATER
ART/GRAPHICS:			
<ul style="list-style-type: none"> •Design Real Estate sign and post with removable element for Katie for "run-off with" gag. •Engage backings vendor for custom day/night photo backings. •Design new front door with small viewport window. •Confirm that we want to keep screen door for flashback of "fixer-upper" but remove for rest of scenes. 		<ul style="list-style-type: none"> •Design ambulance skins •Design Santa Clarita Sheriff Department skins 	
CONSTRUCTION:		LOCATIONS:	
<ul style="list-style-type: none"> •Remove and store front door. •Install exterior door hardware to interior set. •Loose hang or skew screen door for flashback. •Remove and store screen door for remainder of scenes. •Build real estate sign post. •Build (TBD portion) of heaved & broken concrete sidewalk tiles for Sc 14 pt1. 		<ul style="list-style-type: none"> •Arrange with homeowner for noted work to be done. •Schedule a time for backings photo shoot. •Coordinate with Paint & Construction to have face of house pressure-washed. 	
PAINT:		PLASTER:	
<ul style="list-style-type: none"> •Stain new front door. •Paint real estate signpost as needed. 		<ul style="list-style-type: none"> •Plaster heaved and broken sidewalk pieces as concrete. 	
SET DEC:		PROPS:	
<ul style="list-style-type: none"> •Dressing on front porch should be reused or duplicated for stage set. •Coordinate unkempt porch furniture and dressing for flashback scene, include old newspapers, mailers, tarps on roof held down with bricks or cinderblocks. •Coordinate post-fixer upper furniture and dressing. •Add exterior wall sconces to the left and right of front door. •Replace window treatments inside the house on visible windows with match to stage interior. •Replace mail box to right of door. •Door mat. •Smart home doorbell (a la Icarus Tech). •Evidence of Ellie/Nando toys such as tricycle, skateboard, etc. •Coordinate with greens for potted or hanging plants. •Family tent and lanterns, etc for Sc 136pt1 (to be used on Stage as well). •Provide craftsmen lamp post for backyard photo shoot to help motivate light (on night version of backing). •Tents for kids (sc137) 		<ul style="list-style-type: none"> •cellphones •Baby carrier for baby Nando (sc14) •Real estate sign (sc14) •Giant Mom Bag (sc21,43) •Car keys (sc21) •Katie's cell phone (sc21) •Sklooshing bike (sc21) •Carlos' attache •kids' backpacks/ school bags (sc43) •water resistant bag and tracksuits (sc43) •novelty pickle (sc43) •bikes/skateboards/scooters for kid party arrivals (sc96) •Accompanying helmets and pads for above (sc96) •snacks/drinks/party supply (sc96) •large bags of powder (sc96) 	
GREENS:		TRANSPO:	
<ul style="list-style-type: none"> •Unkempt Greens for Flashback (Sc 14pt1). Unraked leaves, overstuffed gutters, accumulated leaves on visible roof portions. Unkempt mulch around small tree on the right side of the lawn. Overgrown vines around white columns on porch. •Cleaned up, tidy version for remaining scenes. NOTE: conversion happens on the same shoot day. Contemporary greens reveal the columns, clean up leaves, gutters, & clear roof. Flowerbeds buttoned up for flora color. 		<ul style="list-style-type: none"> •Allison's SUV (sc17,21,43) •Carlos' Volt (sc21) •Julie's SUV (sc96) •Mom in Car vehicle (sc107) •Sheriff Department squad car (sc115) •Officer Jones' squad car (sc134) •Jean's ambulance & swerve car (sc138) 	
SPFX:		VFX:	
<ul style="list-style-type: none"> •Possible foam for evidence of party...no foam gag at exterior location. 		<ul style="list-style-type: none"> •TBD 	
GRIP/ELECTRIC:			
<ul style="list-style-type: none"> •TBD 			



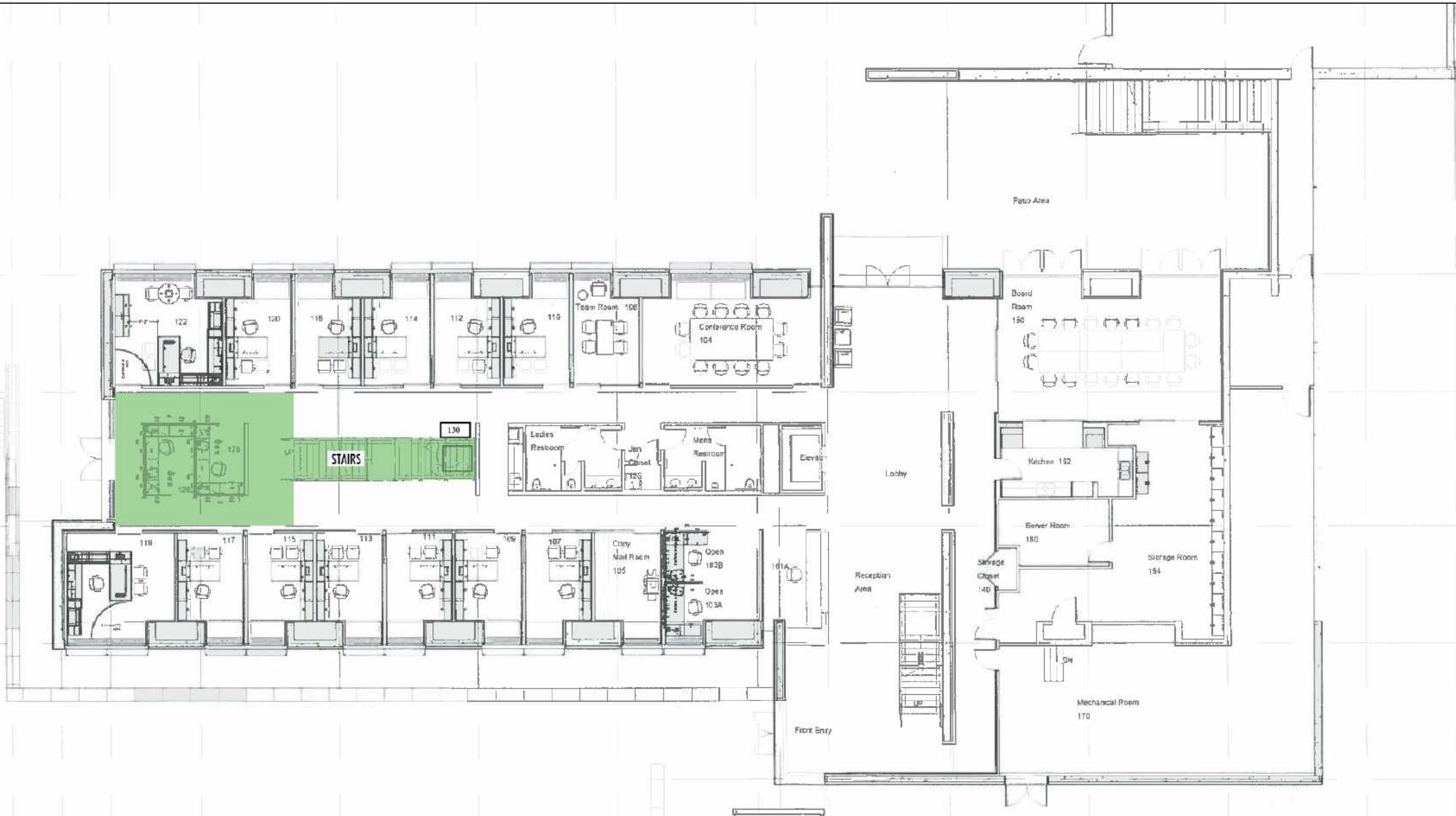
LOCATION 651 SOUTH OAKLAND AVENUE • PASADENA, CA • 91106



SET #	SET NAME	DRAWN BY
015	EXT TORRES HOME	JP
DESCRIPTION	LOCATION	DATE/VERSION
DIRECTOR PLAN	651 S. OAKLAND AVE. PASADENA, CA	10/07/19 v2

SET #:		SET NAME:	
022/023		INT/EXT ICARUSTECHNOLOGIES	
LOCATION:		PREP/SHOOT/STRIKE:	
Agoura Hills, CA		PREP: 3 days SHOOT: 1 day STRIKE: 2 days	
SCENE #s:	ACTION:	D/N:	NOTES:
25,26	<ul style="list-style-type: none"> •Carlos glumly arrives at work. •We follow Carlos as he makes his way through office. He avoids drones flying at his head and talks to Joan and Bob about the speakers being too loud. 	D/N	PRE-YES DAY
ART/GRAPHICS:			
<ul style="list-style-type: none"> •Design exterior sign. •Design cover for "Conrad Hilton Foundation" •Design low-tac supergraphics panels. •Misc. tech paperwork/charts/diagrams for cubicles. •Design low-tac vinyl for elevator door panels: 3'-6" x 8'. •"Testing in Progress" lightup acrylic sign. •Possible graphics for audio screen. 		<ul style="list-style-type: none"> •Possible screen graphics for work computers in cubicles. •ART DEPT: Order custom acoustic foam panels for Soundproof Room. •ART DEPT: Select hardware for new doors in Soundproof Room. 	
CONSTRUCTION:			
<ul style="list-style-type: none"> •Build and install exterior sign (approx 9' wide). •Install cover for "Conrad Hilton Foundation" above entry doors. •Build/install theatre flat accent wall panels as noted. •Build/install chroma green box above stairs to play as flatscreen TV. •SOUNDPROOF ROOM: Build/Install flats with acoustic foam. •SOUNDPROOF ROOM: Build /install clear plexi doors and panels to replace existing frosted. 			
LOCATIONS:			
•TBD			
SET DEC:		PAINT:	
<ul style="list-style-type: none"> •Add colorful seating near entry area. •Install large panels of artwork as needed. •Dress ebrance partitions as working cubicles. •Minimal dressing in side offices as needed. •ROBOTICS ROOM: Remove front cubicle dividers, leave desks at windows. •ROBOTICS ROOM: Dress remaining 2 desks as workstations. •ROBOTICS ROOM: Large colorful carpet. •ROBOTICS ROOM: Dress open shelving with playful gadgets. •SOUNDPROOF ROOM: Oversized speaker setup. •SOUNDPROOF ROOM: Small model of speaker. •SOUNDPROOF ROOM: Water cooler, coffee table/snack setup. •SOUNDPROOF ROOM: Install "Testing in Progress" lightup acrylic sign. •SOUNDPROOF ROOM: Cart for audio monitor. 		<ul style="list-style-type: none"> •Paint/age exterior sign as needed. •Paint theatre flats as accent wall panels. •Paint chroma green box with border as flatscreen TV. •Install low-tac supergraphics as noted: <ul style="list-style-type: none"> -ROBOTICS ROOM: Paint or vinyl 2 metal columns. -ROBOTICS ROOM: Install supergraphic on back wall. •SOUNDPROOF ROOM: Paint plexi panel doors and walls to match existing. 	
PLAYBACK:		PROPS:	
•TBD		<ul style="list-style-type: none"> •Robotic Exoskeleton •Two flying drones •Joan's McGriddles •Joan's iced latte 	
GREENS:		TRANSPO:	
<ul style="list-style-type: none"> •Add 6' - 8' of low plants to fill-out landscaping near parking 		<ul style="list-style-type: none"> •Carlos' Volt •ND cars in parking lot. 	
SPFX:		VFX:	
<ul style="list-style-type: none"> •Working robotic exoskeleton. •SOUNDPROOF ROOM: water cooler (or glass of water) to vibrate to the music. 		•TBD	
GRIP/ELECTRIC:			
•TBD			



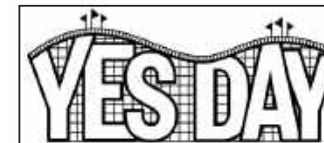


FIRST FLOOR

SCALE: 1/16" = 1'

LOCATION

30440 AGOURA ROAD • AGOURA HILLS, CA 91301



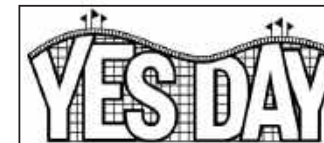
SET # 022 023	SET NAME I/E ICARUS TECHNOLOGIES	DRAWN BY JP
DESCRIPTION 1st FLOOR DIRECTOR PLAN	LOCATION AGOURA HILLS, CA	DATE/VERSION 10/31/19 v1



SECOND FLOOR

SCALE: 1/16" = 1'

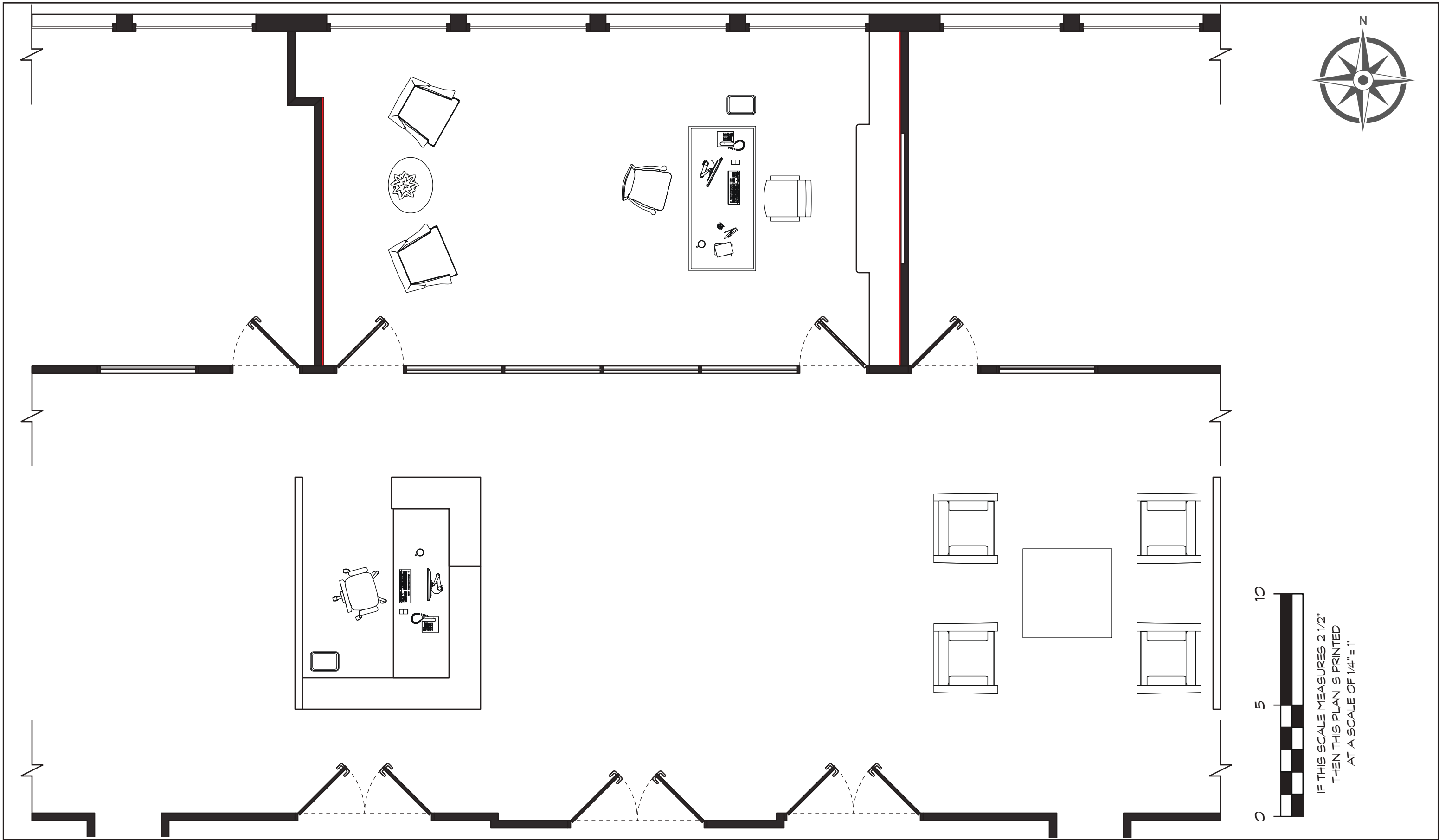
LOCATION 30440 AGOURA ROAD • AGOURA HILLS, CA 91301



SET # 022 023	SET NAME I/E ICARUS TECHNOLOGIES	DRAWN BY JP
DESCRIPTION 2nd FLOOR DIRECTOR PLAN	LOCATION AGOURA HILLS, CA	DATE/VERSION 10/31/19 v1

SET #: 026		SET NAME: INT CORPORATE OFFICE	
LOCATION: Pasadena, CA		PREP/SHOOT/STRIKE: PREP: 3 days SHOOT: 1 day STRIKE: 1 day	
SCENE #s: 27	ACTION: •Allison interviews for a job.	D/N: D/N	NOTES: PRE-YES DAY
ART/GRAPHICS:			
<ul style="list-style-type: none"> •Eco-conscious logo and branding •Allison's resume (VP Marketing @ Kulger Foods, etc) •Design plug wall sand select surface colors and finishes. 			
CONSTRUCTION:		LOCATIONS:	
<ul style="list-style-type: none"> •Install graphics on pony wall in lobby. •Build/Install plug (East) wall for conference room that sits atop existing counter and covers TV niche ; leave opening in cabinet wall for lightswitch access. •Build/Install wood stain finish feature wall (West) opposite TV niche wall. •PLASTER: Feather plug wall as necessary. 		<ul style="list-style-type: none"> •Permission to execute paint work an removal of frosted film from conference room windows. 	
PAINT:		PAINT:	
<ul style="list-style-type: none"> •Paint/wallpaper pony walls and (x2) new plug walls. •Cover existing office cabinets with woodtone contact paper. •Cover existing office countertop with contact paper. 		<ul style="list-style-type: none"> •Remove frosted vinyl on office doors & windows; confirm that it can be replaced at wrap •Paint/Install graphics as needed. 	
SET DEC:			
<ul style="list-style-type: none"> •Remove and replace existing chairs in lobby. •Dress reception desk and lobby area as needed. •Remove hanging lights in office. •Oversized eco-friendly photographs on new walls in office. •Dress office with desk, visitor chairs, etc. •Remove (3) existing pendant lights. 			
PLAYBACK:		PROPS:	
•TBD		<ul style="list-style-type: none"> •Allison's resume •Allison purse & cellphone 	
GREENS:			
•TBD			
SPFX:		VFX:	
•Atmosphere as needed.			
GRIP/ELECTRIC:			





LOCATION 251 S. LAKE AVE. • PASADENA, CA 91101

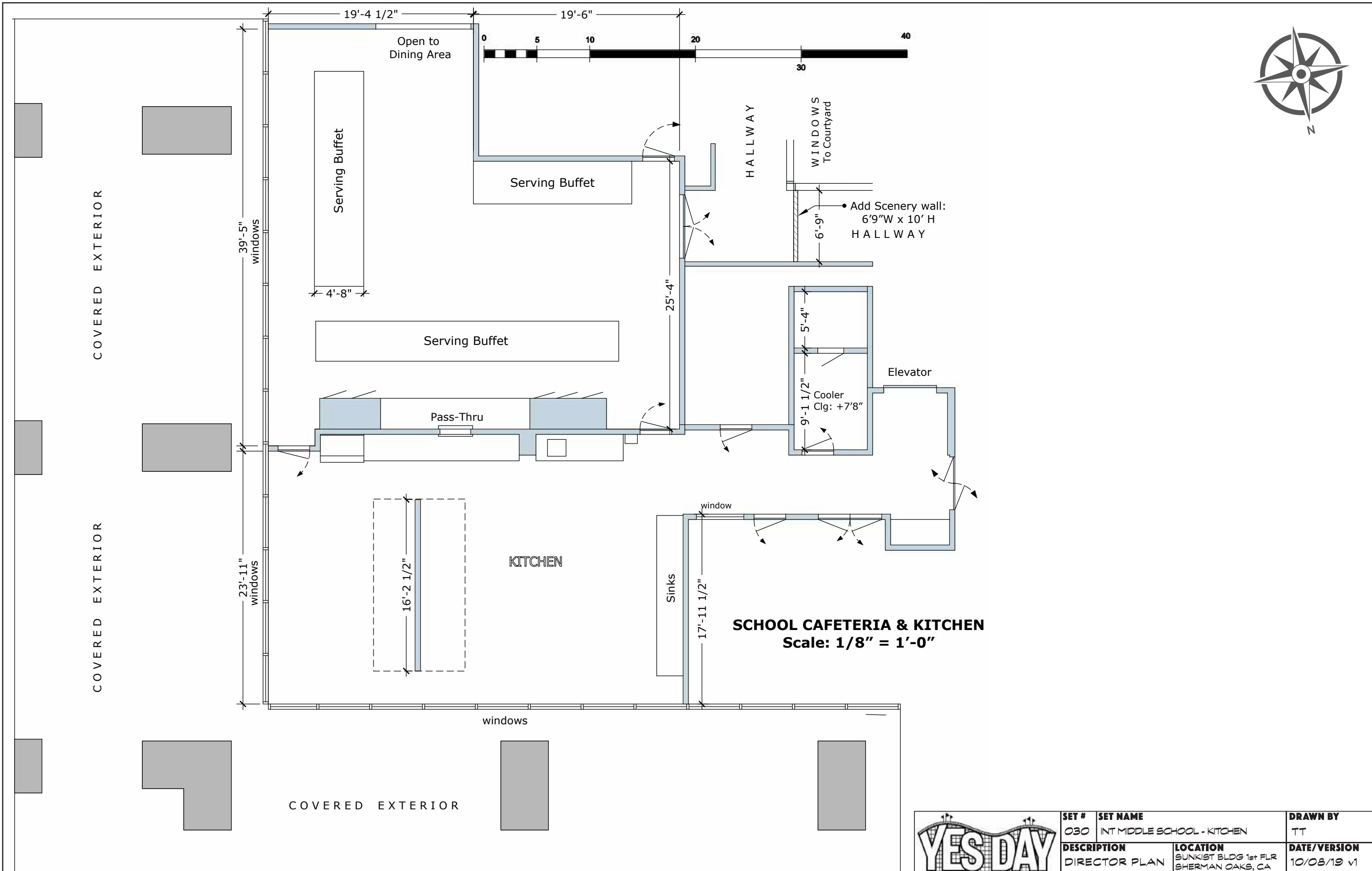
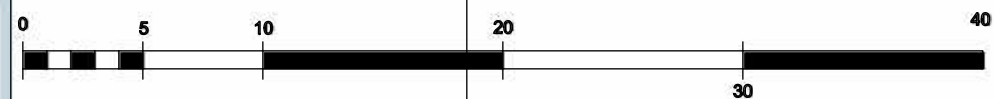
YES DAY	SET # 026	SET NAME INT CORPORATE OFFICE	DRAWN BY AG
	DESCRIPTION DIRECTOR PLAN	LOCATION 251 S. LAKE AVE. PASADENA, CA	DATE/VERSION 10/31/19 v1

SET #: 027, 028		SET NAME: INT MIDDLE SCHOOL •HALLWAY •CLASSROOM	
LOCATION: John Muir Middle School - Burbank, CA		PREP/SHOOT/STRIKE: PREP: 2 days SHOOT: 2 days STRIKE: 1 day	
SCENE #s: 28,29pt, 30,74pt	ACTION: <ul style="list-style-type: none"> •Allison and Carlos head to the parent-teacher conference. •Allison leaves the conference in tears. •Allison and Carlos attend coferences with teachers. •Jeremy talks to Nando on his cell. 	D/N: D/N	NOTES: PRE-YES DAY, YES DAY
ART/GRAPHICS: <ul style="list-style-type: none"> •Design school entrance sign. •Design flyers for hallway. •Work wih Set Dec to enhance classroom artwork & cover existing logos. •Work with props to create Nando's video (or place holder for VFX) •Source photos of scripted leaders for video. •Source Allison photo (domineering/serious) •Footage from Torres House (to be shot on stage?) 			
CONSTRUCTION: <ul style="list-style-type: none"> •Build/Install return wall at end of hall. •Build frame/install sign at school entrance. 		LOCATIONS:	
PAINT: <ul style="list-style-type: none"> •Paint return wall; paint logo on wall. •Paint entrance signs as needed. 			
SET DEC: <ul style="list-style-type: none"> •Dress classroom as HISTORY classroom. 			
PLAYBACK: <ul style="list-style-type: none"> •Nando's video •Carlos email on phone 		PROPS: <ul style="list-style-type: none"> •Carlos phone (with email) •Katie's haiku •Jeremy's phone 	
GREENS: <ul style="list-style-type: none"> •Possible additional greens at entrance. 			
SPFX: <ul style="list-style-type: none"> •TBD 		VFX: <ul style="list-style-type: none"> •Nando's video 	
GRIP/ELECTRIC: <ul style="list-style-type: none"> •TBD 			



SET #: 030		SET NAME: INT MIDDLE SCHOOL - CAFETERIA KITCHEN	
LOCATION: Sunkist Building - Sherman Oaks		PREP/SHOOT/STRIKE: PREP: 3 days SHOOT: 1 day STRIKE: 1 day	
SCENE #s: 31	ACTION: Coach Deacon discusses "Yes Day" with Carlos and Allison. Deacon tells wife they need to check on their kids.	D/N: D/N	NOTES: PRE-YES DAY
ART/GRAPHICS:			
<ul style="list-style-type: none"> •Large Cougar graphic in cafeteria service area. •Flyers, menu & colorful artwork in service area. •Recipes, menus and flyers for kitchen area. •Safe handling instructions, notices, etc. in kitchen area. 			
CONSTRUCTION:		LOCATIONS:	
•Build/Install panels to cover windows in the kitchen.		•TBD	
PAINT:			
<ul style="list-style-type: none"> •Paint 3 walls as noted: BM 2135-40 Province Blue •Paint graphic wall in service area: BM 1038 Everlasting •Paint window cover panels in kitchen. 		•Install Cougar graphic in cafeteria service area.	
SET DEC:			
<ul style="list-style-type: none"> •Add blinds in cafeteria service area. •Cafeteria trays, milk crates, etc in service area. •Flyers, menu & colorful artwork in service area. •Bulletin board with colored kraft paper in kitchen; menus and flyers •Add flourescent strip lights in kitchen. •Pots hanging on rolling racks in kitchen. •Add sinks as noted. •Rotate existing prep island. 			
PLAYBACK:		PROPS:	
		•Plate of tater-tots.	
GREENS:			
SPFX:		VFX:	
GRIP/ELECTRIC:			
•TBD			





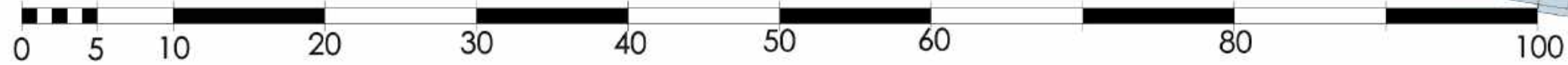
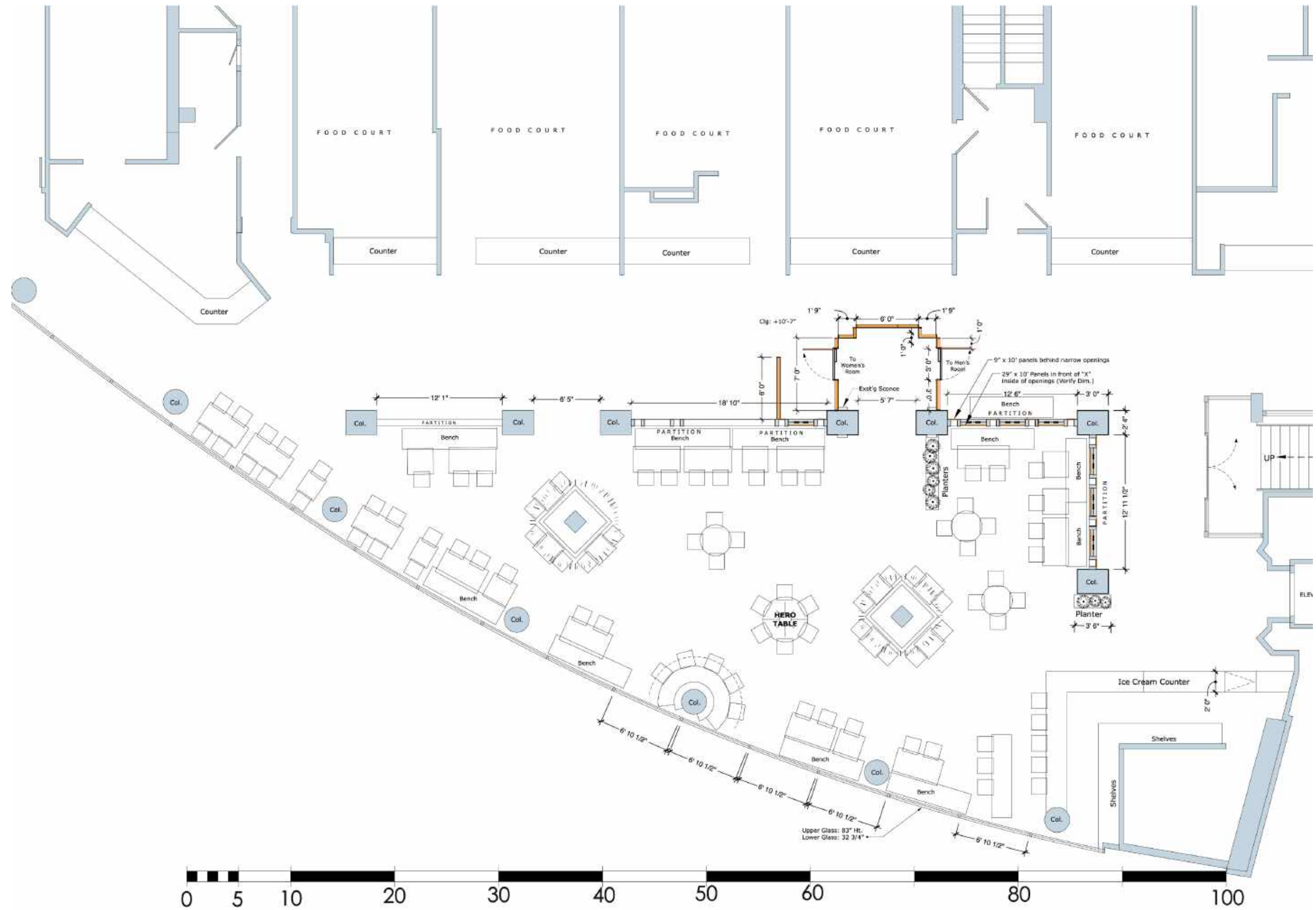
SCHOOL CAFETERIA & KITCHEN
Scale: 1/8" = 1'-0"



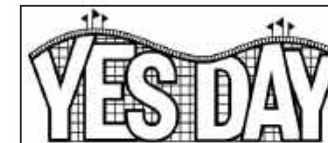
SET # 030	SET NAME INT MIDDLE SCHOOL - KITCHEN	DRAWN BY TT
DESCRIPTION DIRECTOR PLAN	LOCATION SUNKIST BLDG 1st FLR SHERMAN OAKS, CA	DATE/VERSION 10/08/19 v1

SET #: 032		SET NAME: INT/EXT CRAZZYUMYUM	
LOCATION: Platform 35 Markethall - L.A.		PREP/SHOOT/STRIKE: PREP: 3 days SHOOT: 2 days STRIKE: 1 day	
SCENE #s: 46-48	ACTION: <ul style="list-style-type: none"> •Family arrives, decide to take sundae challenge. •The sundae arrives with great fanfare. Carlos starts eating. •Carlos darts to the restroom. He's cheered for his efforts. 	D/N: D	NOTES: YES DAY
ART/GRAPHICS: <ul style="list-style-type: none"> •Design Monkey cover gears on divider walls •Color acrylic panels with lotus theme (x22) •Table panel cover with color field (8'-8.5" x 3'-7") •Oversized graphic with exploding stomach •Release form for sundae •Men's room sign •Design menu 			
CONSTRUCTION: <ul style="list-style-type: none"> •Build/Install bathroom entrance & return wall •Remove partial table at location •Install color acrylic panels behind counter (x22) •Install oversized exploding stomach graphic 		LOCATIONS: <ul style="list-style-type: none"> •TBD 	
PAINT: <ul style="list-style-type: none"> •TBD 			
SET DEC: <ul style="list-style-type: none"> •42" Diameter table •Lazy-susan on the table •Replace light fixtures as needed •Cover 11" gears on divider walls (x11) •Install men's room sign •Ice cream machines •Ice cream toppings 			
PLAYBACK: <ul style="list-style-type: none"> •TBD 		PROPS: <ul style="list-style-type: none"> •Release form for sundae •oversized sundae 	
GREENS: <ul style="list-style-type: none"> •TBD 			
SPFX: <ul style="list-style-type: none"> •TBD 		VFX: <ul style="list-style-type: none"> •TBD 	
GRIP/ELECTRIC: <ul style="list-style-type: none"> •TBD 			





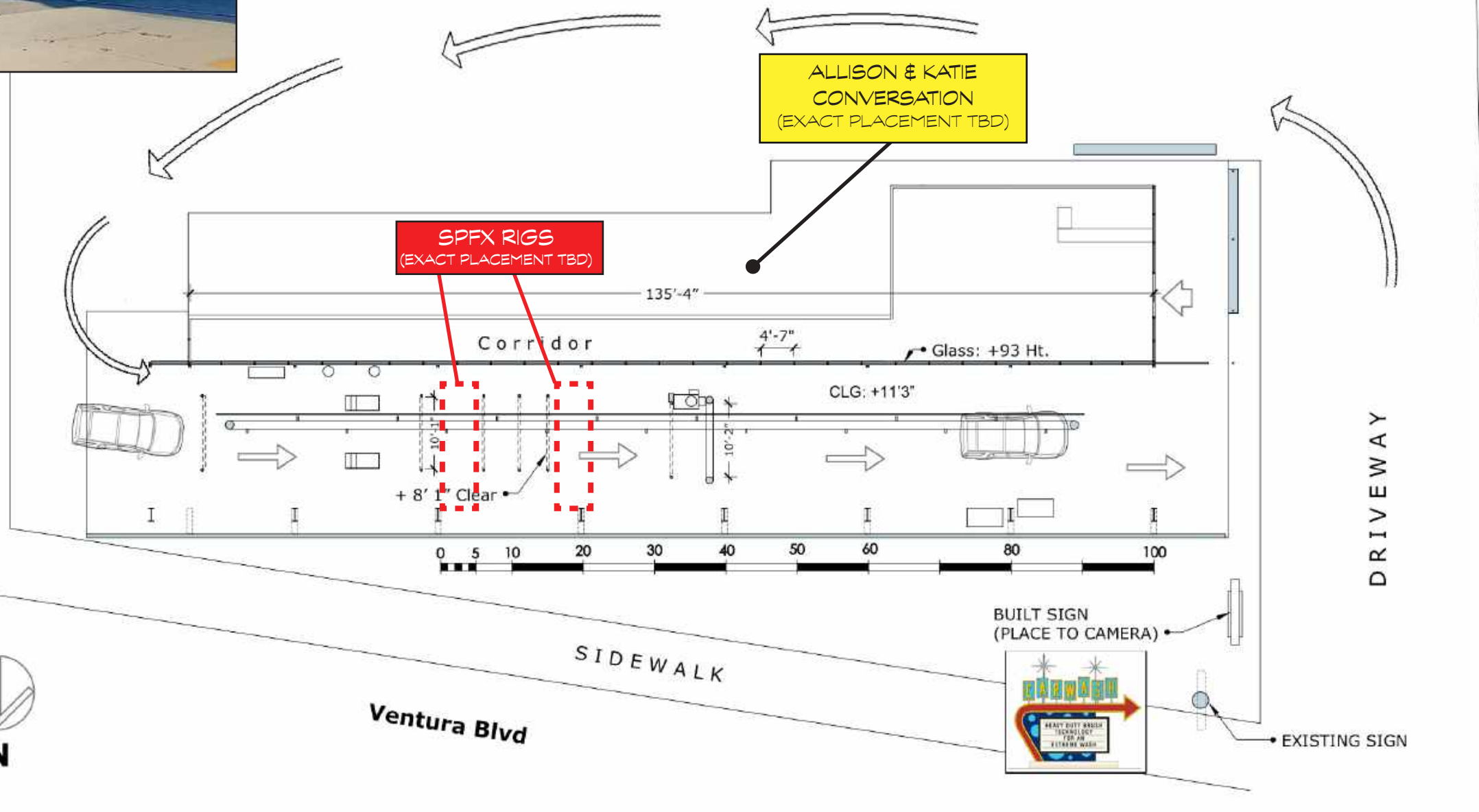
LOCATION PLATFORM 35 MARKETHALL • 3500 WILSHIRE BLVD. • LOS ANGELES, CA



SET # 032	SET NAME INT/EXT CRAZY YUMYUM	DRAWN BY TT
DESCRIPTION DIRECTOR PLAN	LOCATION 9355 WILSHIRE BLVD. 2nd FLR	DATE/VERSION 10/24/19 v1

SET #:		SET NAME:	
034		INT/EXT CAR WASH	
LOCATION:		PREP/SHOOT/STRIKE:	
Premier Car Wash - Encino, CA		PREP: 3 days SHOOT: 2 days STRIKE: 1 day	
SCENE #s:	ACTION:	D/N:	NOTES:
49-52	<ul style="list-style-type: none"> •The family goes into the car wash with the windows down. •Water pours out of the SUV. •Nando oversees Carlos spot-drying upholstery. •Allison and Katie talk outside of the car wash minimart. 	D	YES DAY
SAFETY:		ART/GRAPHICS:	
<p>This location is a WORKING car wash. The crew needs to be cognizant of the car conveyor that is a working piece of machinery that runs through the center of our set.</p>		<ul style="list-style-type: none"> •Design entrance sign. •Design graphics for window along conveyor line. •Design posters for sitting area, prominent verbiage about powerful brushes, etc. •Design oversized ads along concrete walls. 	
CONSTRUCTION:		LOCATIONS:	
<ul style="list-style-type: none"> •Build/Install entrance sign on casters to be placed to camera. •Install cover signs for oversized ads on concrete wall. 		<ul style="list-style-type: none"> •TBD 	
PAINT:			
<ul style="list-style-type: none"> •Paint entrance sign build. •Install static cling graphics along conveyor line windows. •Age oversized signs on concrete wall. 			
SET DEC:			
<ul style="list-style-type: none"> •Create sitting area outside with umbrella(s) and air freshener rack(s) for sc. 52. •Install posters/graphics in sitting area. 			
PLAYBACK:		PROPS:	
<ul style="list-style-type: none"> •Insert worklist here 		<ul style="list-style-type: none"> •Merchandise/displays for gift shop 	
GREENS:			
<ul style="list-style-type: none"> •Possible greens to fill along outside fence. 			
SPFX:		TRANSPO:	
<ul style="list-style-type: none"> •Prep for rehearsal of car wash rigs at Police Station Rig. •Rig tanks to pour water out of passenger side car doors. 		<ul style="list-style-type: none"> •Car will require removing front windshield and front seats for camera (pre-rig for time). 	
GRIP/ELECTRIC:			
<ul style="list-style-type: none"> •Insert worklist here 			





LOCATION PREMIER CAR WASH • 17432 VENTURA BLVD. • ENCINO, CA 91316



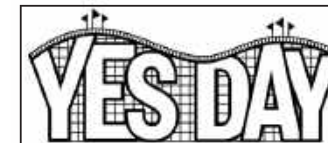
SET #	SET NAME	DRAWN BY
034	INT/EXT CAR WASH	TT
DESCRIPTION	LOCATION	DATE/VERSION
DIRECTOR PLAN	PREMIER CARWASH ENCINO, CA	10/04/19 v1

SET #: 037		SET NAME: EXT KABLOWEY	
LOCATION: Hahamonga Park - Pasadena, CA		PREP/SHOOT/STRIKE: PREP: 5 days SHOOT: 4 days STRIKE: 2 days	
SCENE #s: 56-68	ACTION: <ul style="list-style-type: none"> •The family arrives. Kablowey is revealed. •The family joins the players, who are setting up the game. •The game begins. •FLASHBACK: Allison's strategy. •Allison is dominating, gets the orange flag. •Carlos takes a phone call. •Katie and Allison argue. •Carlos up a tree, gets attacked by birds. 	D/N: D	NOTES: YES DAY
ART/GRAPHICS: <ul style="list-style-type: none"> •Design Obstacle Course Structures and site plan. (4 total) Flag/Jail Towers that include the following: <ul style="list-style-type: none"> (1) Rope Net Tower (4 nets), (1) Climbing Wall Tower, (1) Tire Climb Tower (48 tires total), (1) Ladder Climb Tower, (1) Rope Climbing Arch (2 ropes), (1) Tall Board Climb Wall, (1) Short Board Climb Wall, (1) Climb and Crawl Coop, (1) Parkour Course (6 ramps), (3) Tire Runs (14 tires ea) (1) Tire Climb Wall (7 tires total), (1) Money Bar Set, (1) Tire Ring Set (4 tires). (1) Balance Beam (3 beams) (1) Parallel Post & Beam (5 beams) (17) total distinct Obstacles. •Design the Adventure Skills Obstacle Course sign. •Layout (8' high x 60' wide) wooden fence to hide carts and crew. •Design entrance sign. •Create Trevor's headshot •Work with AD Dept. to get Trevor's headshot 			
CONSTRUCTION: <ul style="list-style-type: none"> •Build and install (17) Obstacle Course structures. •Build and install (8' high x 60' wide) wooden fence to cover staging area. •Arrange with vendor to have chain link fence moved back in a portion of the existing fence line on the North end of the park by our Hero Tree. 		LOCATIONS: <ul style="list-style-type: none"> •Request to move fence line back in the area next to hero tree. •Review the structures and dye with Park Officials. •Permission to move a portion of the existing chain link fence back near Hero Tree. 	
PAINT: <ul style="list-style-type: none"> •Weather age (17) Obstacle Course structures. •Hand painted sign for Adventure Skills Obstacle Course. •Paint barrels and baby pools if it is decided to do so, current thinking is to not make so coordinated. 			
SET DEC: <ul style="list-style-type: none"> •Provide (100) playground safe tires. •Provide (4) climbing nets (5' x 12'). •Provide (2) climbing ropes (12' finish height). •Provide (16) barrels (4) for each team. •Provide (4) baby pools (1) for each team. •No longer need pop-up tents in center. 		GREENS: <ul style="list-style-type: none"> •Coordinate with Const Dept to have a large quantity of mulch dropped and spread on site. •Clear the playing field of loose rocks and debris. •Fill any gopher holes that may be trip hazards. •Provide Stand-By greens, camo nets and miscellaneous cover to obscure equipment. •Work with stunts to bury and cover stunt mats as needed. 	
PLAYBACK: <ul style="list-style-type: none"> •TBD 		PROPS: <ul style="list-style-type: none"> •Baby Crow (puppet). •Empty Crow's nest. •(1) Maroon Flag with Post. •(1) Blue Flag with Post. •(1) Green Flag with Post. •(1) Orange Flag with Post. •Water Tank(s) for filling balloons. 	
SPFX: <ul style="list-style-type: none"> •Nando ignites orange smoke bomb. •Coordinate with Stunts to provide a body tray and pull line for Allison's slide gag. •Additional atmosphere may be requested to play as dust up. •No longer a sap gag during tree climbing. 		VFX: <ul style="list-style-type: none"> •Bird attack in (5) sequences. (1) Baby Crow enhancement as needed. (1) Attack Crow. (3) Additional Crows that chase and attack Carlos. 	
GRIP/ELECTRIC: <ul style="list-style-type: none"> •TBD 			





LOCATION HAHAMONGA PARK • 4550 OAK GROVE DRIVE • PASADENA, CA 91103



SET #	SET NAME	DRAWN BY
037	EXT KABLOWEY	AG
DESCRIPTION	LOCATION	DATE/VERSION
DIRECTOR PLAN	HAHAMONGA PARK PASADENA, CA	11/01/19



KABLOWEY RULES!

THE GAME OF KABLOWEY ROUGHLY COMBINES THE SPORT OF DODGEBALL WITH CAPTURE THE FLAG.

THERE ARE FOUR TEAMS OF DISTINCT COLOR (MAROON, BLUE, ORANGE & GREEN) WITH 25 PLAYERS EACH.

EACH TEAM HAS A BASE (BARRELS & POOLS) CENTERED ON THE PLAYING FIELD, CONTAINING ALL THE BALLOON AMMO.

EACH TEAM HAS A FLAG ATOP A TOWER AT THE FOUR CORNERS OF THE PLAYING FIELD.

THE GOAL IS TO CAPTURE THE OTHER TEAM'S FLAGS AND CONFINED THEM AT HOME BASE WITHOUT BEING KABLOWEY'D (HIT BY ANOTHER TEAM'S BALLOON).

IF A PLAYER IS HIT BY A BALLOON, THEY GO TO JAIL BENEATH THEIR FLAG TOWER (AND MAY ONLY COMMUNICATE WITH FART SOUNDS).

IF A PLAYER IS KABLOWEY'D WHILE DELIVERING A FLAG THEY MUST RETURN THE FLAG TO THE TOWER OF ORIGIN AND THEN PROCEED TO JAIL.

THE PLAYING FIELD IS SET AMONGST AN OBSTACLE COURSE, AND PLAYERS SHOULD TAKE FULL ADVANTAGE TO GAIN HIGH GROUND OR TAKE COVER.


HEROIC DISPLAYS OF AGILITY ARE OFTEN REWARDED BY A RESOUNDING FART CHORUS (BRAGGING RIGHTS TO THE BRAVE).

GAME PLAY STARTS OUT WITH 5 PLAYERS FROM EACH TEAM DEFENDING THEIR FLAGS AT THE TOWERS. THE OTHER PLAYERS START AT THEIR HOME BASES.

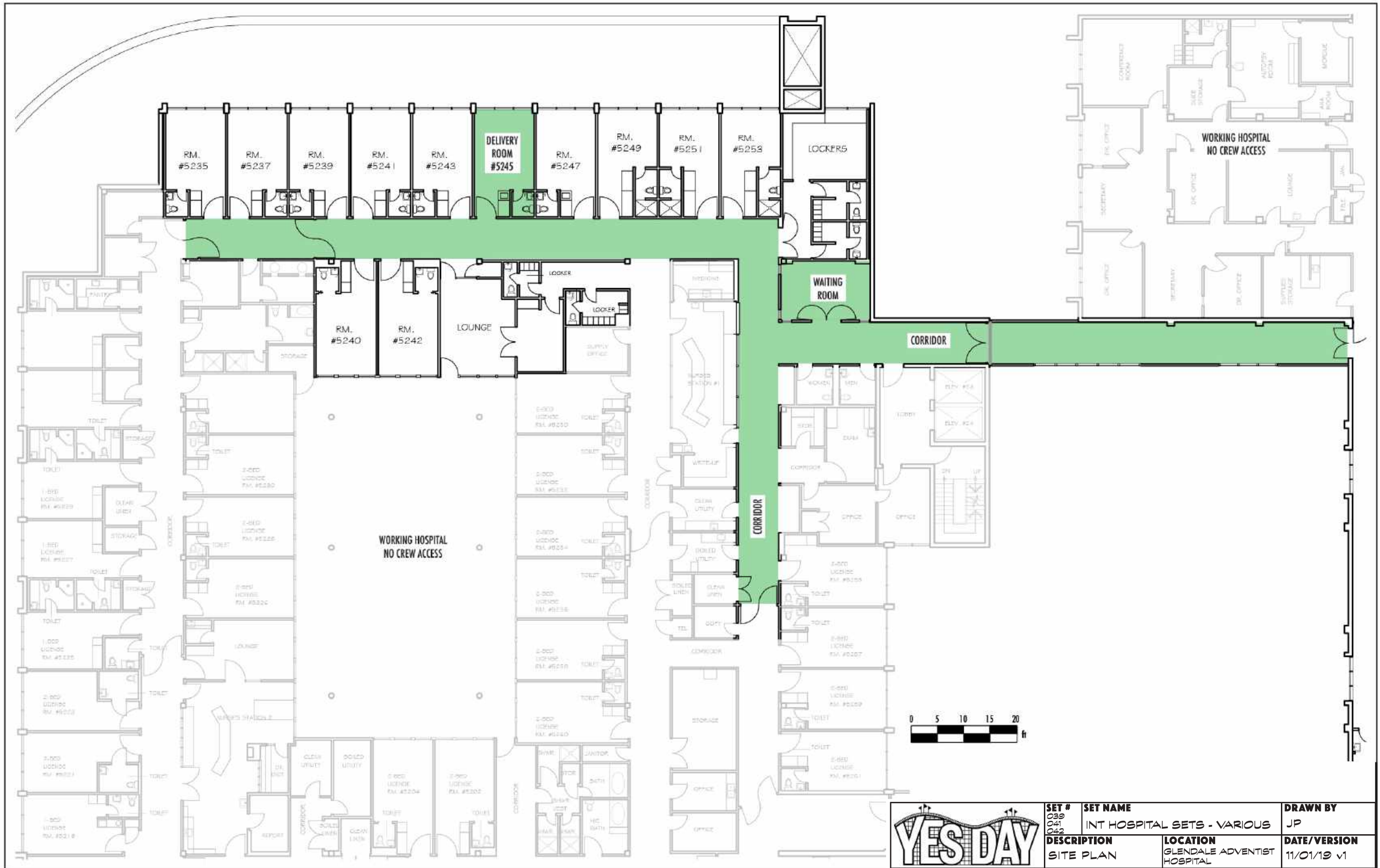
KABLOWEY COMMENCES AT FIRST FLATULENCE. WHICHEVER TEAM CAPTURES THE OTHER THREE FLAGS FIRST WINS. wwwfff



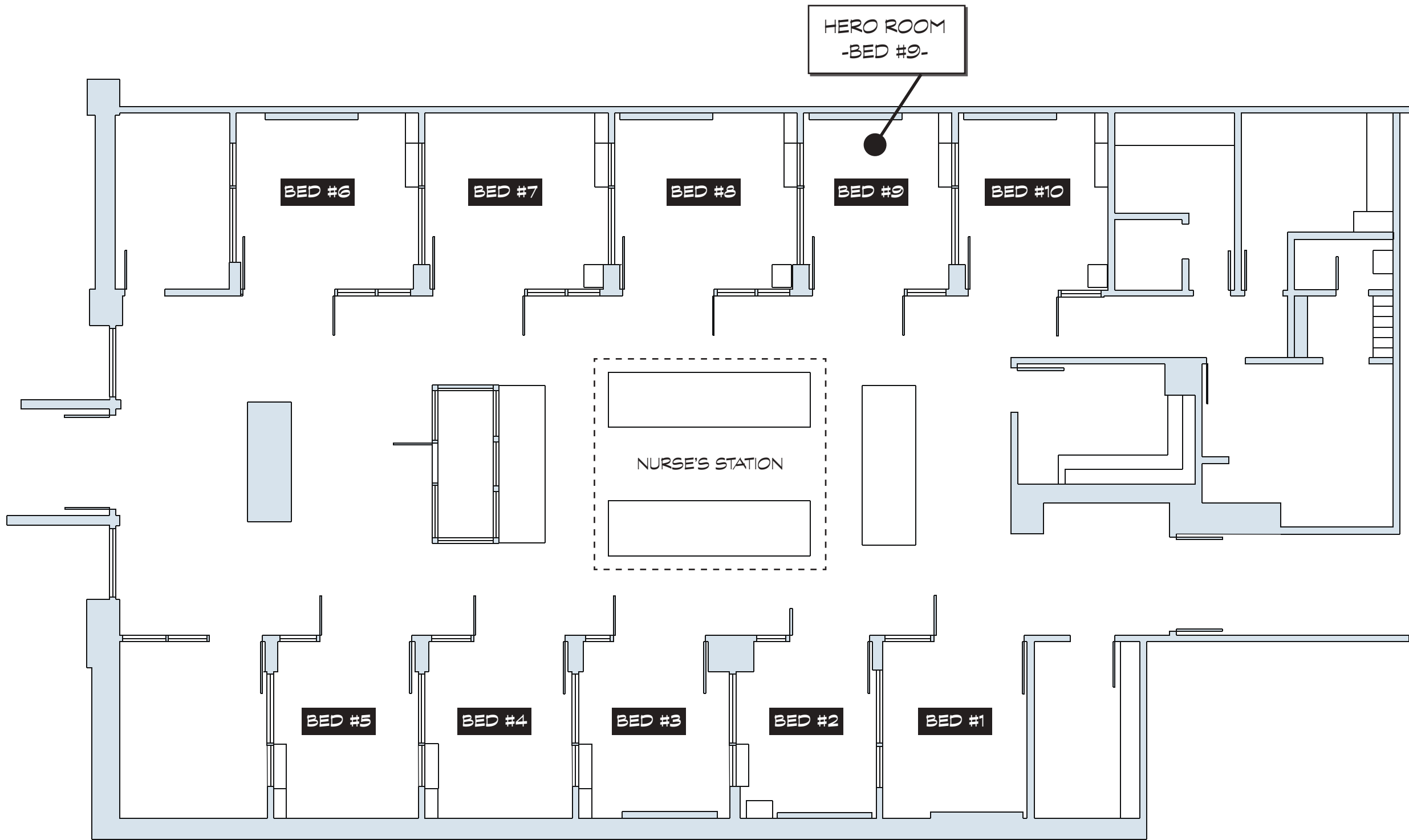
LOCATION HAHAMONGA PARK • 4550 OAK GROVE DRIVE • PASADENA, CA 91103

	SET #	SET NAME	DRAWN BY
	037	EXT KABLOWEY	AG
	DESCRIPTION	LOCATION	DATE/VERSION
	DIRECTOR PLAN	HAHAMONGA PARK PASADENA, CA	11/01/19 v1

SET #:		SET NAME:	
039-043		INT HOSPITAL ER WAITING ROOM •EXAM ROOM •HALLWAY/STORAGE •DELIVERY ROOM •EXT HOSPITAL	
LOCATION:		PREP/SHOOT/STRIKE:	
Glendale Adventist Hospital - Glendale, CA		PREP: 3 days SHOOT: 3 days STRIKE: 2 days	
SCENE #s:	ACTION:	D/N:	NOTES:
75,76,77, 78,79,80, 81	<ul style="list-style-type: none"> •Super-amped paramedic wheels Carlos into ER. •Nando hears a woman in labor in the hallway. He offers help and a story. •Carlos lays in exam room. Nando looking for action. Carlos wants to quit. •Allison wants to continue Yes Day. Nando wants Magic Mountain. Allison has an idea. •Nando coaches a woman through labor. A child is born. •Allison meets Jean the Paramedic. 	D	YES DAY
SAFETY:		ART/GRAPHICS:	
<ul style="list-style-type: none"> •This is a working hospital, and the crew needs to be aware of emergency vehicles and staff in the immediate area. •We are only allotted partial use of the exterior; lane MUST remain clear for working emergency vehicles. 		<ul style="list-style-type: none"> •Design Paramedic logo; 3x ambulances •Design Emergency Entrance sign •Design misc. laminated flyers and instructional signs for halls. •Design directional signage for waiting room. •Hospital ID Badges, visitor badges. •Paperwork for clipboards. •Patient check-in, directional signs for waiting room. 	
CONSTRUCTION:		LOCATIONS:	
EMERGENCY ENTRANCE: <ul style="list-style-type: none"> •Build/Install "Emergency entrance sign on casters to be placed to camera. •Build/Install cover for "Glendale Adventist Medical Center" lettering (8' x 1'-1") DELIVERY ROOM: <ul style="list-style-type: none"> •Work with Set Dec to transition room to single-patient room. 		EMERGENCY ENTRANCE: <ul style="list-style-type: none"> •Confirm approval of removal of "Use Caution when Crossing" sign and metal post. •Obtain permission for use of artwork. ICU: <ul style="list-style-type: none"> •Work with Props to obtain access to ND charts & graphs for computers. 	
TRANSPD:			
<ul style="list-style-type: none"> •NOTE: Keep lane clear for working emergency vehicles. •Hero Ambulance at Emergency Entrance. •(2) Additional ambulances staged on opposite side of Emergency Entrance. 			
SET DEC:		PAINT:	
EMERGENCY ENTRANCE: <ul style="list-style-type: none"> •Cover existing "Emergency" and "Glendale Fresh Air" signs. WAITING ROOM: <ul style="list-style-type: none"> •Create seating area. •Install posters/graphics in sitting area. ICU: <ul style="list-style-type: none"> •Freestanding cart on wheels. •Fill out white boards as working notes, etc. 		EMERGENCY ENTRANCE: <ul style="list-style-type: none"> •Paint/age "Emergency Entrance" sign •Age cover signs as needed. DELIVERY ROOM: <ul style="list-style-type: none"> •Paint clean-up as needed to transition room to single-patient room. ICU: <ul style="list-style-type: none"> •Paint-out salmon panels to match existing beige. 	
PLAYBACK:		PROPS:	
<ul style="list-style-type: none"> •Insert worklist here 		<ul style="list-style-type: none"> •Insert worklist here 	
PROPS:			
<ul style="list-style-type: none"> •ICU: Work with Locations to obtain access to ND charts and graphs for computers. •Hospital badges, visitor badges •Clipboards, paaperwork •Nando's phone, The "Brianator's" phone 			
SPFX:		VFX:	
<ul style="list-style-type: none"> •Insert worklist here 		<ul style="list-style-type: none"> •Insert worklist here 	
GRIP/ELECTRIC:			
<ul style="list-style-type: none"> •Insert worklist here 			



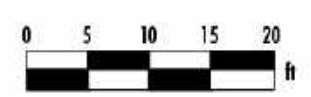
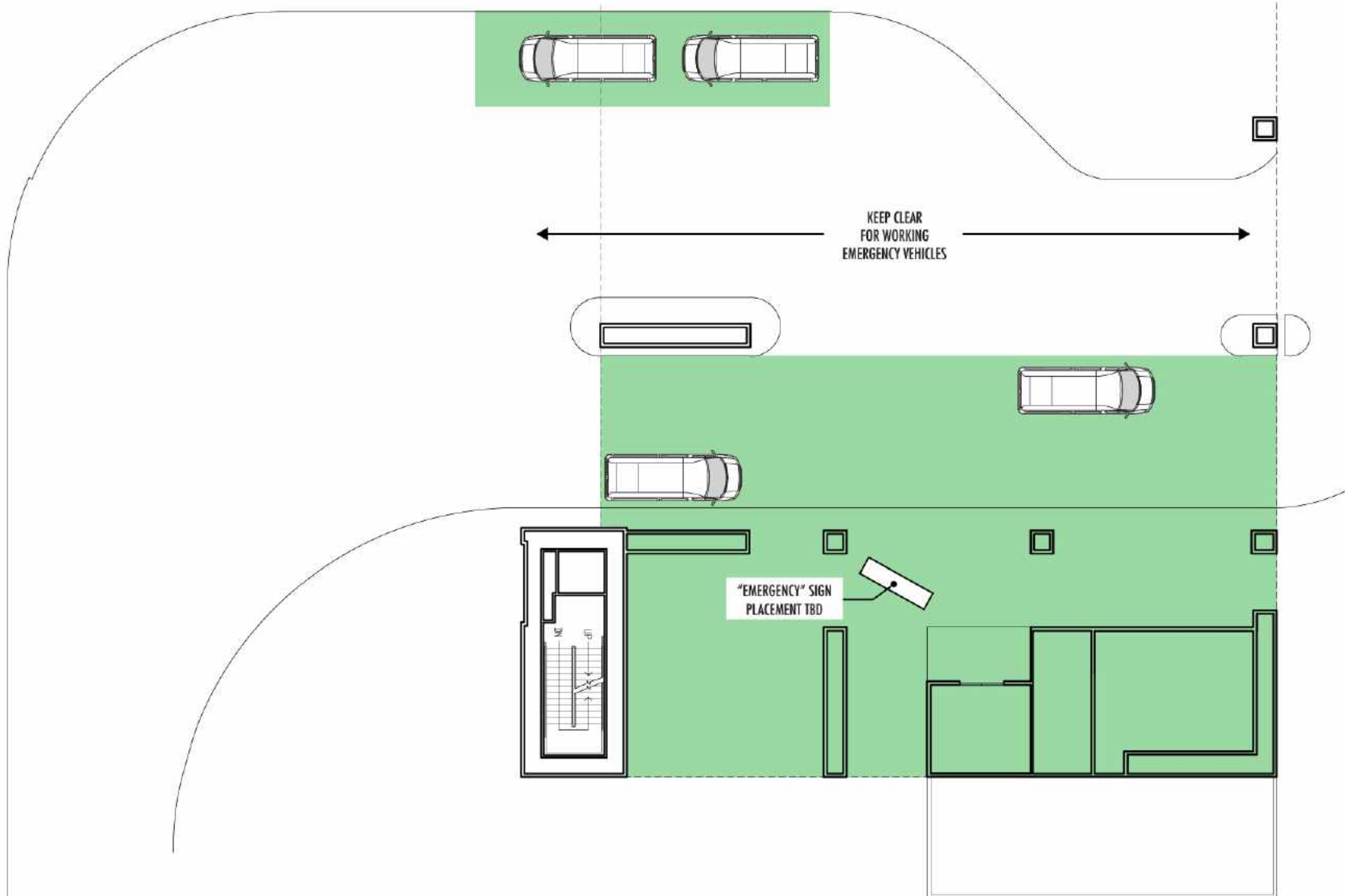
	SET # 039 041 042	SET NAME INT HOSPITAL SETS - VARIOUS	DRAWN BY JP
	DESCRIPTION SITE PLAN	LOCATION GLENDALE ADVENTIST HOSPITAL	DATE/VERSION 11/01/19 v1



LOCATION GLENDALE ADVENTIST HOSPITAL • 1509 WILSON TERRACE • GLENDALE, CA 91206



SET # 040	SET NAME INT HOSPITAL - EXAM ROOM	DRAWN BY MPIC
DESCRIPTION DIRECTOR PLAN	LOCATION GLENDALE ADVENTIST HOSPITAL	DATE/VERSION 10/31/19 v2



	SET #	SET NAME	DRAWN BY
	043	EXT HOSPITAL	JP
	DESCRIPTION	LOCATION	DATE/VERSION
	DIRECTOR PLAN	GLENDALE ADVENTIST HOSPITAL	11/01/19 v1

SET #:		SET NAME:	
045, 046, 047, 048		EXT MAGIC MOUNTAIN •PARK ENTRANCE •INSIDE PARK •BENCH AREA •CAROUSEL	
LOCATION:		PREP/SHOOT/STRIKE:	
Six Flags Magic Mountain - Valencia, CA		PREP: 3 days SHOOT: 3 days STRIKE: 3 days	
SCENE #s:	ACTION:	D/N:	NOTES:
83,84,85, 86pt,87, 88,89,90	<ul style="list-style-type: none"> •Ambulance arrives at entrance. •Torres family anxious to ride except for Katie. Montage of rides, more daring rides and food. Allison and Carlos in line. •Katie is annoyed that everyone is having fun. •Nando and Ellie play together, Katie says their parents are frauds. •Allison and Carlos walk along the boardwalk, altercation with "Hippo Guy" •Allison steals stuffed gorilla, accidentally sets Hippo Guy on fire. 	D	YES DAY
ART/GRAPHICS:			
<ul style="list-style-type: none"> •Design Banana Toss game graphics. •Design banners for entrance kiosks. •Additional vendor graphics as needed 			
CONSTRUCTION:		LOCATIONS:	
<ul style="list-style-type: none"> •Build/Install Banana Toss game •Build/Install planter bench 		<ul style="list-style-type: none"> •TBD 	
PAINT:			
<ul style="list-style-type: none"> •Paint/age Banana Toss game build. •Paint/age planter bench. •Age Set Dec entrance banners as needed. •Remove or vinyl cover for Looney Toons characters at Teacup attraction. •Cover vinyl strips at entrance as needed. 			
SET DEC:			
<ul style="list-style-type: none"> •Work with Props to populate Banana Toss game. •Replace banners at entrance kiosks (approx 2' 6" x 8' each) •Additional colorful vendors kiosks: cotton candy, stuffed animals, clothing, etc. •Tilting outdoor umbrellas or freestanding shades to move to camera. 			
PLAYBACK:		PROPS:	
		<ul style="list-style-type: none"> •Work with Set Dec to populate Banana Toss game. •Work with Set Dec onn additional vendor kiosks, cotton candy, stuffed animals, clothing etc. 	
GREENS:			
<ul style="list-style-type: none"> •Greens needed by planter bench. •Additional standby greens to move to camera. 			
SPFX:		VFX:	
<ul style="list-style-type: none"> •TBD 		<ul style="list-style-type: none"> •TBD 	
GRIP/ELECTRIC:			
<ul style="list-style-type: none"> •TBD 			





A_ENTRANCE - Ambulance Arrives



B_RESERVOIR DOGS - Family Enters "Reservoir Dogs" Style



C_KATIE'S BENCH - Family disperses to Ride the Rides



F_BANANA TOSS SITE



D_MERRY-GO-ROUND CONVERSATION - Nando, Ellie, and Katie



E_KATIE SITS _ Continued










G-1/2/3_ELLIE MONTAGE - Ellie Rides the Rides in Toon Town

LOCATION SIX FLAGS MAGIC MOUNTAIN • 26101 MAGIC MOUNTAIN PKWY • VALENCIA, CA 91355



SET # 045-043	SET NAME EXT MAGIC MOUNTAIN SETS	DRAWN BY DM
DESCRIPTION MAP KEY IMAGES	LOCATION MAGIC MOUNTAIN VALENCIA, CA	DATE/VERSION 11/01/19 v1

MAP KEY

-  First Aid
-  Restrooms
-  Wheelchair Rentals
-  ATM
-  Strollers
-  Character Meet & Greets
-  Package Pick-up
-  Lockers
-  Guest Relations
-  Designated Smoking Area
-  Pet Relief Area
-  Family-Friendly Attractions

 **THE FLASH™ Pass Sales Center**

Rides are subject to availability and may change.



A ENTRANCE
 B RESERVOIR DOGS
 C KATIE'S BENCH
 D MERRY-GO-ROUND
 E KATIE SITS (Continued)
 F BANANA TOSS
 G ELLIE MONTAGE

NOTE: THIS DOES NOT INCLUDE FOOD MONTAGE (NEAR BANANA TOSS), OTHER MONTAGE BEATS, OR ACTUAL COASTER RIDES

THE FLASH Pass
 LESS WAIT
 MORE
 REDUCE YOUR
 GET THE FULL

SEAS

HE


Six Flags Magic M
 healthy meal optio
 chicken sandwich

SCREAM!

TWISTED COLOSSUS

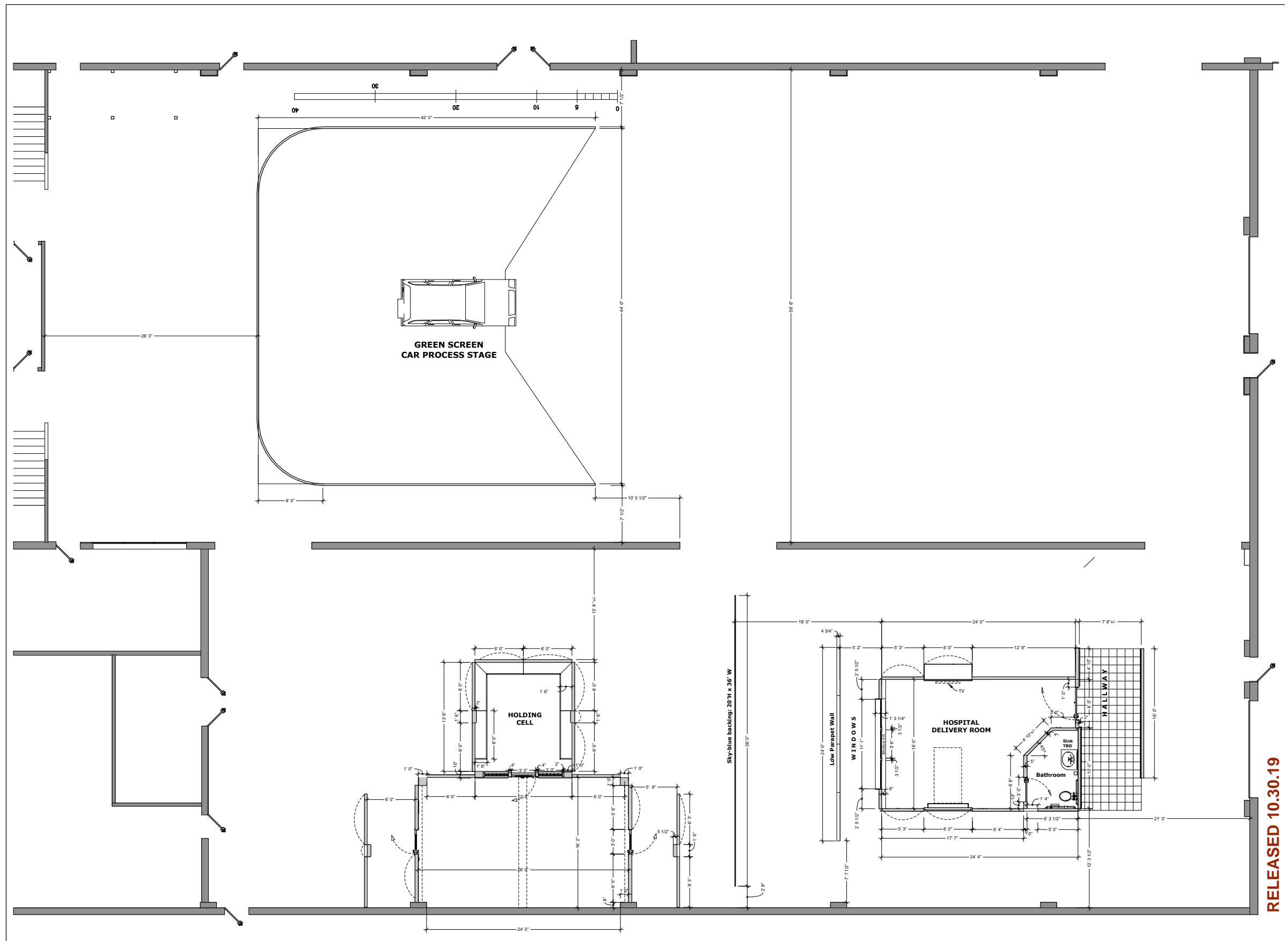
TM
 Frig
 registered trade
 LOONEY T
 elements ©
 BATMAN, JUSTIC
 characters an
 © 2018 The Coca-Cola Company
 the Contour Bottle design are tra
 © ICE
 M&M'S, the SNICKERS logo and the parallel
 MILKY WAY and TWIX are trademarks of M
 © 2018 Southern
 Breyers® is a registered trademark

LOCATION SIX FLAGS MAGIC MOUNTAIN • 26101 MAGIC MOUNTAIN PKWY • VALENCIA, CA 91355

	SET # 045-043	SET NAME EXT MAGIC MOUNTAIN SETS	DRAWN BY N/A
	DESCRIPTION PARK MAP	LOCATION MAGIC MOUNTAIN VALENCIA, CA	DATE/VERSION 11/01/19 v1

SET #: 050-054		SET NAME: INT POLICE STATION •BOOKING •HOLDING CELL •BULLPEN •EXT PARKING LOT	
LOCATION:		PREP/SHOOT/STRIKE:	
Old Santa Clarita Signal Building - Santa Clarita		PREP: 19 days SHOOT: 2 days STRIKE: 5 days	
SCENE #s:	ACTION:	D/N:	NOTES:
91,92,93, 94,95,98, 100,101	<ul style="list-style-type: none"> Allison gets booked. Carlos pleads case to Officer Chang. Allison & Carlos in the cell, have a moment. Cellmates offer advice. Allison & Carlos are released, Allison gets the stuffed gorilla. Officer Jones entertains the kids. Katie cons Officer Jones to leave. Allison and Carlos realize the kids are gone, they aren't picking up the phone. They discover that the last "Big Ask" is a HOUSE PARTY. Katie leads Nando and Ellie out to Julie's SUV. 	D	YES DAY
ART/GRAPHICS:			
<ul style="list-style-type: none"> Design interior space including, Reception, Bullpen and Booking. Design Holding cell set. Design exterior (movable) monument sign. Reproduce Santa Clarita Sheriff's Department branding. Includes Santa Clarita City Seal. Layout Santa Clarita Sheriff's Department skins for Picture Cars. Design exterior and interior sign system and placards. Sheriff Dept. Car Maps. Wanted Posters. Community Policing, PSA, and outreach brochures. Motivational Posters. Commendations. Waiting Area sign. Fallen heroes gallery. Misc. desk and bulletin board ephemera. 			
CONSTRUCTION:		LOCATIONS:	
<ul style="list-style-type: none"> EXTERIOR: Build and install monument sign. Build out Reception area with speak through security glass, security door, and pony wall. Replace glass in opening to conference room (match finish to new glass partitions). Build out interior Bullpen space to plan with pony walls, new carpet patch to cover wood floor, and glass partition walls (frost, backpaint?). Build and install plug wall for Booking Room to cover sliding glass door. HOLDING CELL: Build to plan, glass to play as security glazing. 		<ul style="list-style-type: none"> Hold this location for cover. 	
PLASTER:			
<ul style="list-style-type: none"> Patch interior and exterior as necessary. Plaster monument sign as cast concrete. Scratch coat Holding Cell was to mimic stacked cinderblock pattern of existing warehouse wall. 			
SET DEC:		PAINT:	
<p>Exterior:</p> <ul style="list-style-type: none"> Flag & Pole for front bed. (1 ea) Drug and weapons surrender bins. Weapons discharge drum. <p>Interior:</p> <ul style="list-style-type: none"> Add additional drop ceiling lights as needed to accommodate LED lighting. Shop match for existing blue commercial carpet. (4) partition cubicles and office desk sets. (4) Office Chairs. (?) Desk and/or standing lamps. (6) Desktop computers and monitors. (?) Banks of filing cabinets. (?) Banks of bench seating. (?) Rolling white boards. (?) Bulletin boards. (1) gun locker. (1) radio and charging bank <p>Holding Cell:</p> <ul style="list-style-type: none"> Clean room 4' fluorescent housings for inside Cell. (1 or 2) Detention benches outside cell. (3) Security cameras. (2) fire alarm or panic pulls. (1) Intercom PA. (?) Light switch and plug plates. 		<p>Exterior:</p> <ul style="list-style-type: none"> Paint and patch as necessary to clean up exterior. Paint and weather age monument sign, <p>Interior:</p> <ul style="list-style-type: none"> Paint and patch as necessary to clean up interior. Paint new construction on interior and tie in with existing walls. Color and finish TBD. <p>Holding Cell:</p> <ul style="list-style-type: none"> Paint new construction. Color and finish TBD. Dust age walls to match existing cinderblock. Rope and paint doors as metal. Scratch age and vignette security glass. Vignette floor in cell. 	
PLAYBACK:		PROPS:	
<ul style="list-style-type: none"> Determine if we need a motion graphic for fingerprint scanner. (1) desktop screen for Reception. (4) desktop screens for Bullpen. 		<ul style="list-style-type: none"> Sheriff's Deputy gun belts and gear. Camera and tripod for Booking Room Fingerprint scanner and desktop computer. 	
GREENS:		TRANSPO:	
<ul style="list-style-type: none"> Clean-up exterior bed at front entrance. 		<ul style="list-style-type: none"> (2 or 3) Santa Clarita Sheriff's Department cars. (2 or 3) Santa Clarita Sheriff's Department SUVs. 	
SPFX:		VFX:	
<ul style="list-style-type: none"> Provide atmosphere as needed. 		<ul style="list-style-type: none"> TBD 	
GRIP/ELECTRIC:			
<ul style="list-style-type: none"> LED panels in drop ceiling. 			





LOCATION OLD SANTA CLARITA SIGNAL BLDG. • 24000 CREEKSIDE RD. • SANTA CLARITA, CA 91355



SET #	SET NAME	DRAWN BY
XXX	STAGE SPOTTING PLAN	TT
DESCRIPTION	LOCATION	DATE/VERSION
SPOTTING PLAN	SANTA CLARITA, CA	10/30/19

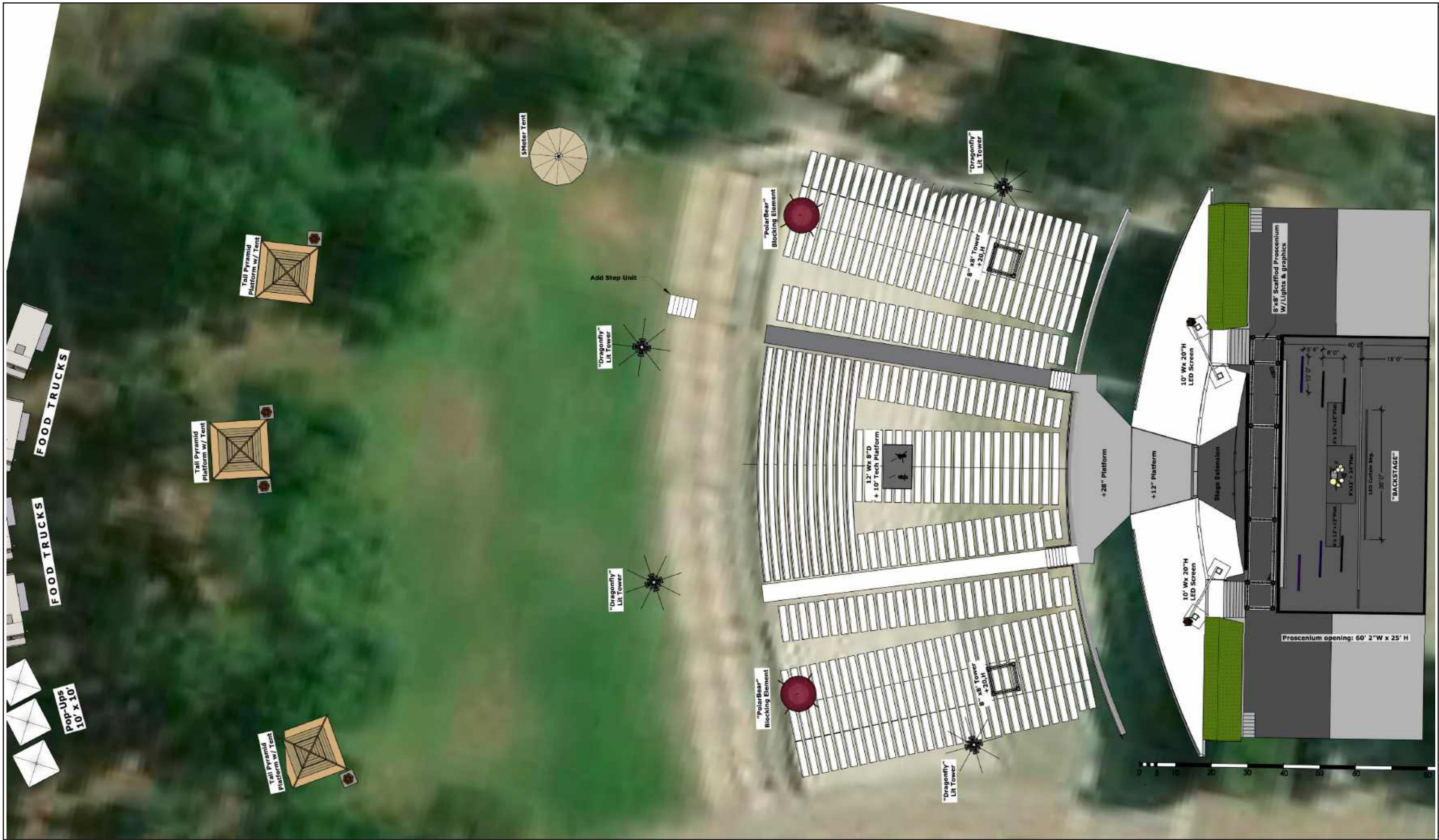
SET #: 055-058		SET NAME: EXT FESTIVAL • ENTRANCE • GROUNDS • BACKSTAGE • MAIN STAGE	
LOCATION: Starlight Bowl - Burbank, CA		DATES: PREP: 10 days SHOOT: 5 days STRIKE: 5 days	
SCENE #s:	ACTION:	D/N:	NOTES:
102, 103, 108, 109, 112, 114, 117, 121, 122, 127, 131	*Katie and Julie arrive at the festival. *Allison and Officer Jones arrive. *Layla, Julie and the guys hear that something is happening on-stage, but cannot get in. *DJ performs. Art exhibits. Body piercings. Food/Merch. Small 6-person tents. *Allison and Officer Jones enter, looking for Katie. Allison needs to get on-stage. *Katie and Layla part ways over a change in plans. *Katie feels alone in the audience. Her phone battery dies, teen grabs it and throws it. *Allison and Katie reunite, hugging and crying...and they are invited back on-stage. *Allison and Officer Jones make their way backstage. *Allison works up her nerve, sees video of Carlos. *Warm-up band on-stage. *Allison approaches the mic and begins to sing. *Allison jumps offstage. *H.E.R. invites Allison and Katie on-stage. *Allison, Katie and H.E.R. finish. A & K stage dive as H.E.R. launches into new song.	N	YES DAY
ART/GRAPHICS:			
<ul style="list-style-type: none"> Design color palette and branding for Festival. Develop site-plan and stage and venue scenery. 		MAIN STAGE: <ul style="list-style-type: none"> Develop graphic teasers and legs to take advantage of the existing fly lines. Develop stage top platforms for musicians and/or back-up singers or dancers. Find out band numbers, instruments, branding, etc. for musical acts. Develop light array or backing for stage design. Coordinate with Production to have (2) portrait aspect Jumbotrons flanking the stage at 30 to 45 degrees focus on center mass. 	
CONSTRUCTION:			
ENTRANCE: <ul style="list-style-type: none"> Build and install light-up Festival lettering on hillside leading up to venue. Assist as necessary with truss structure entrance archway. Assist as necessary with any Set Dec needs for oversized scenery, guy lines, weighted bases, etc. BACKSTAGE: TBD		LOCATIONS:	
MAIN STAGE: <ul style="list-style-type: none"> Purpose build and install stage tongue extension. Purpose build and install crowd platform in front standing room area. Cut away steel rail and purpose build stairs to transition from back lawn down East aisle of stadium seating. 		ENTRANCE: <ul style="list-style-type: none"> Permission to relocate the picnic tables on the concrete pads at the front Entrance. Permission to park food trucks and other vehicles along side of road. Permission to move a food truck onto the bottom tier of the front lawn. 	
BACK LAWN: <ul style="list-style-type: none"> Build leveling platforms for (3) Set Dec open pavilion, light-up pyramids. Build (1) leveling platform for the Hero Pavilion Tent. Remove area of K-Rail along East end of tope road. 		MAIN STAGE: <ul style="list-style-type: none"> Permission to remove a few of the bench seats to allow for leveling of the left and right light towers. Permission to cut away steel rail to allow for stair transition at top of East aisle. 	
PAINT:			
<ul style="list-style-type: none"> Paint light-up, hillside Festival letters. Color/finish TBD. Enhance printed scenery as necessary. 			
SET DEC:		SAFETY:	
ENTRANCE: <ul style="list-style-type: none"> Provide bank of porta-lets and water stations. Add lights to hand rail heading up hill at the entrance. Provide (1) open pavilion, light-up pyramid on the lawn left of the main entrance arch. (?) Vendor tents and tables. String lights and/or lanterns for colonnade. and between vendor set-ups. Reserve a tent(s) for Medic Station or other Festival Staff. 		<ul style="list-style-type: none"> At the entrance company will be working on and around a working road. In the parking area there are yellow pad gas vents that cannot have vehicles parked on top of them. These are there because the park is built over a landfill and they must remain uncovered. Starlight Bowl staff can point these out. Access to the helipad must be monitored and controlled by local authorities. Emergency vehicle lanes must remain open at all times. 	
BACKSTAGE: <ul style="list-style-type: none"> Dress backstage area with travel hardcases, craft service, radio charging station, last looks hair and make-up station, wardrobe rack, etc. Add task lighting as needed. 			
MAIN STAGE: <ul style="list-style-type: none"> Coordinate with Art Dept for design of (2) event towers (Rocket ships, Polar Bears and glowing Amoebas have thus far been proposed). 			
BACK LAWN: <ul style="list-style-type: none"> Provide (1) Hero Pavilion Tent where boys are hanging out. Provide (3) open pavilion, light-up pyramids. Provide (2) Dragon-Fly light tower/sculptures at back of stadium seating. Provide (?) Swivel Stick Sculptures. Coordinate with Prop Dept to provide misc, blankerts, lawn chairs, coolers, etc. for back lawn area. 			
PLAYBACK:		PROPS:	
<ul style="list-style-type: none"> Determine how and when Jumbotrons will be utilized scene to scene. Prep and play stock content as selected on Jumbotrons. Oversee live feeds of stage acts on Jumbotrons. Carlos' "Stop" You-Tube video playback on Cell-phone or Tablet. (Sc 122 most likely a burn-in). 		ENTRANCE: <ul style="list-style-type: none"> Coordinate vendors and food trucks with Set Dec and AD Dept. BACKSTAGE: <ul style="list-style-type: none"> Staff lanyard IDs Staff headsets and radios. Instruments, travel cases, etc. Clipboards, tablets, notes, etc. BACK LAWN: <ul style="list-style-type: none"> Provide misc, blankets, lawn chairs, coolers, etc. for background. Provide large inflatable globes or beach balls for crowd play. 	
GREENS:		TRANSPO:	
<ul style="list-style-type: none"> Provide standby greens and camo nets to cover equipment as necessary. Trim and tidy up the large hedges flanking the proscenium. Clean up area of top road as necessary. Green out dumpsters at top road if seen. 		<ul style="list-style-type: none"> Julie's SUV Deputy Jones Car (?) Food Trucks (?) Background Vehicles (?) Roadie Trucks (?) Tour Bus 	
SPFX:		VFX:	
<ul style="list-style-type: none"> Provide smoke to bring nonworking food trucks to life. Mylar confetti mortars for big finish. 		<ul style="list-style-type: none"> Crowd extension. 	
GRIP/ELECTRIC:			
<ul style="list-style-type: none"> Get a copy of stage power specs from Art Dept or Starlight Mgmt. LED curtain or other event for stage backdrop. Event lighting for stage proscenium towers. Event lighting for stage left and right truss towers in audience area. Follow spots on central sound and light control platform. 			





LOCATION STARLIGHT BOWL • 1249 LOCKHEED VIEW DR • BURBANK, CA 91501

	SET #	SET NAME	DRAWN BY
	055	EXT FESTIVAL - ENTRANCE	TT
	DESCRIPTION	LOCATION	DATE/VERSION
	SITE PLAN	STARLIGHT BOWL BURBANK, CA	10/31/19



LOCATION STARLIGHT BOWL • 1249 LOCKHEED VIEW DR • BURBANK, CA 91501



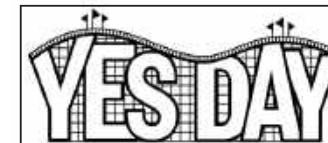
SET # 058	SET NAME EXT FESTIVAL - MAIN STAGE	DRAWN BY TT
DESCRIPTION STAGE SITE PLAN	LOCATION STARLIGHT BOWL BURBANK, CA	DATE/VERSION 10/24/19



v001

Thang Le 20191024

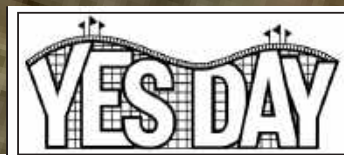
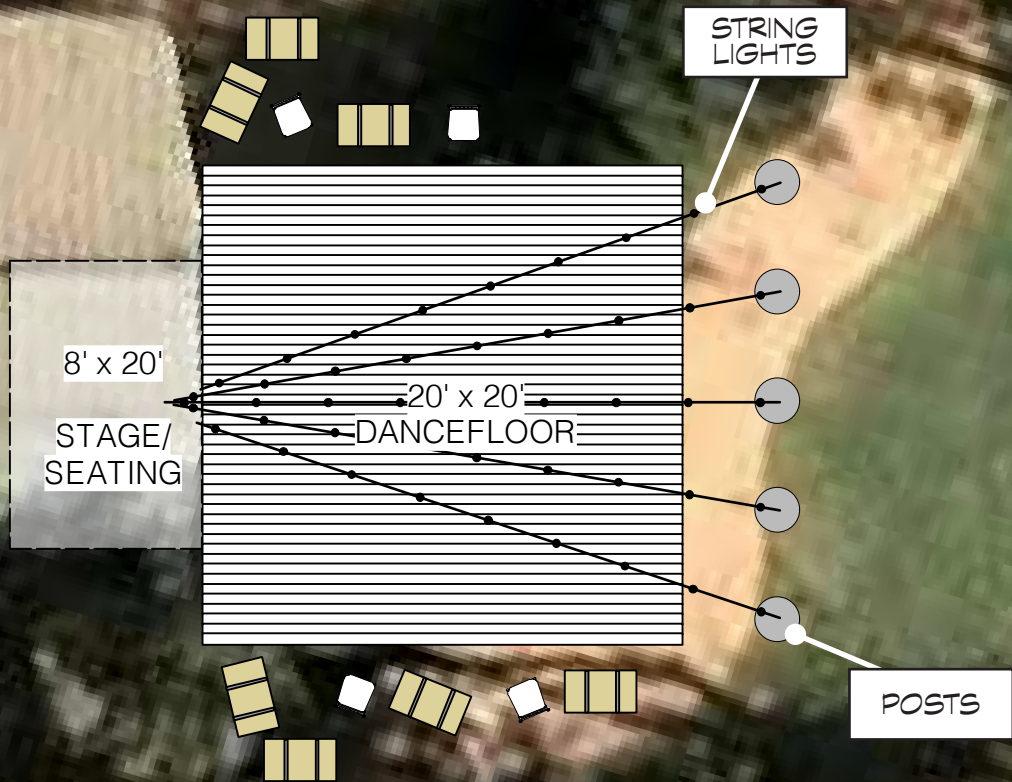
LOCATION STARLIGHT BOWL • 1249 LOCKHEED VIEW DR • BURBANK, CA 91501



SET #	SET NAME	DRAWN BY
058	EXT FESTIVAL - MAIN STAGE	TL
DESCRIPTION	LOCATION	DATE/VERSION
CONCEPT ART	STARLIGHT BOWL BURBANK, CA	10/24/19

SET #: 064		SET NAME: INT COUNTRY-WESTERN BAR	
LOCATION:		PREP/SHOOT/STRIKE:	
Calamigos Ranch - Malibu		PREP: 1 day SHOOT: 1 day STRIKE: 1 day	
SCENE #s:	ACTION:	D/N:	NOTES:
4	•Allison dancing badly.	D	FLASHBACK
ART/GRAPHICS:			
•TBD			
CONSTRUCTION:		LOCATIONS:	
<ul style="list-style-type: none"> •20' x 20' dance floor to be placed at barn opening. •Build/place 6-8 posts in front of stage (off-camera) •Build/install platform/stage inside barn 		<ul style="list-style-type: none"> •Barn doors play as opened. 	
PAINT:			
<ul style="list-style-type: none"> •Paint new platform/stage to match existing barn. •Paint/age Set Dec barrels/posts as needed. 			
SET DEC:			
<ul style="list-style-type: none"> •Tables, chairs (rustic) surrounding dance floor. •Switch-out existing LED string bulbs with filament bulbs. •Extend 5-6 lines of string lights from front of barn. •Barrels •Install globe lights amongst string lighting. •Texas flag? •Mask cables from telephone pole. •Work with Props on band stage set-up. •Work with Construction to install 20' x 20' dance floor. 			
PLAYBACK:		PROPS:	
		•Work with Set Dec to provide band set-up.	
GREENS:			
<ul style="list-style-type: none"> •Close-off areas to sides of barn with existing greens at location. •Dress-in haystacks as needed. 			
SPFX:		VFX:	
GRIP/ELECTRIC:			
•TBD			





SET #	SET NAME	DRAWN BY
010	EXT RESORT	JP
DESCRIPTION	LOCATION	DATE/VERSION
DIRECTOR PLAN	CALAMIGOS RANCH MALIBU, CA	11/01/19 v1

SET #:		SET NAME:	
065		EXT. HINDU TEMPLE	
LOCATION:		PREP/SHOOT/STRIKE:	
Hindu Temple - Malibu		PREP: 2 days SHOOT: 1 day STRIKE: 2 days	
SCENE #s:	ACTION:	D/N:	NOTES:
5	•Allison touring a hindu temple, hi-fiving monks.	D	FLASHBACK
ART/GRAPHICS:			
<ul style="list-style-type: none"> •Design vendor signage, product labels, and vehicle graphics in Hindi. •Coordinate with Props to insure look of hero map. •Coordinate with Set Dec and Picture Vehicles to plot out placement of vehicles and vendors. •Provide construction documents as needed or necessary. 			
CONSTRUCTION:		LOCATIONS:	
<ul style="list-style-type: none"> •Arrange for drop and spread of groundcover for an area of pavement in front of the Temple (approximately 130' long x 66' wide). 		<ul style="list-style-type: none"> •Confirm we are allowed to drape-over existing statues with set dressing to mask. •Request to have lamp post removed from Northeast end of Temple entrance. 	
PAINT:			
<ul style="list-style-type: none"> •Paint red curb to match concrete sidewalk 			
SET DEC:			
<ul style="list-style-type: none"> •Populate area with street vendors, including tarps, umbrellas, tabletops and blankets. Coordinate with construction to erect makeshift bamboo structures. •Mask lamp post with dressing. •Mask statues with dressing as needed 			
GRIP/ELECTRIC:		PROPS:	
<ul style="list-style-type: none"> •Bus (rundown) •Tuk-tuks, additional cars 		<ul style="list-style-type: none"> •Allison's personal travel effects, sunglasses, compass, water bottle, camera, etc. •Allison's back pack. •Allison's Map (may play close for hero transition). •Coordinate with Set Dec to populate street vendors and traffic with goods, crates, bags, , gas cans, personal effects etc. 	
GREENS:			
<ul style="list-style-type: none"> •Provide stand-by labor, camo nets, and fill in shrubs to help obscure areas and equipment. 			
SPFX:		VFX:	
<ul style="list-style-type: none"> •Motivate steam from radiator or smoke from engine of Broken-down Bus. •Also coordinate with Set Dec and Props to motivate smoke or steam from street vendors. 		<ul style="list-style-type: none"> •Possible set extension or compositing of additional elements into scene. 	
TRANSP0:			
<ul style="list-style-type: none"> •(1) Hero open flatbed vehicle for Monks. •(1) Broken down Bus. •(1) Background Truck •(6) TukTuks •(4) Scooters 			



0 10 20



IF THIS SCALE MEASURES 1 1/4"
THEN THIS PLAN IS PRINTED
AT A SCALE OF 1/16" = 1'

HINDU TEMPLE

SOUTH
PARKING
LOT

NORTH
PARKING
LOT

(1) BACKGROUND
TRUCK

(1) BROKEN DOWN
BUS

AREA
DIRT WILL
BE LAID

EAST
PARKING
LOT

(6) TUK TUKS

DRIVEWAY
TO
LAS VIRGENES
CANYON ROAD

(1) MONK MOBILE

(4) SCOOTERS

HINDU TEMPLE
SCALE: 1/16" = 1'



SET #	SET NAME	DRAWN BY
065	EXT HINDU TEMPLE	TBD
DESCRIPTION	LOCATION	DATE/VERSION
DIRECTOR PLAN	TBD	TBD