

THE LAST LIGHTHOUSE — ART BIBLE

A one-page excerpt of a full 24-page visual-development document, showing palette, lighting language, character sheet references, and world grammar.

PALETTE — THE THREE HOURS

Hour	Function	Ember	Bone	Void
Dusk	Beginning of a keeper's shift.	#d4a442	#f1e6c8	#0a0704
Void	Middle-watch. Lamp alone.	#a55d1c	#c8b280	#040203
Line	Handoff to the next keeper.	#f8c261	#fffce4	#1a0f06

LIGHTING GRAMMAR

The lamp is **never** the primary key light on a face. When the keeper is on the stair, the lamp is behind her and only her silhouette carries the ember hue. When the keeper is at the window, the lamp is out of frame and the light on her face comes from the horizon she is watching. This is the show's single strongest visual law. Break it only in the handoff scene of the final episode.

CHARACTER SHEET · KEEPER 47 (SAMPLE)

Age: Thirty-one when the shift begins. Fifty-eight when she hands the lamp on. **Silhouette:** Long, upward — a candle. Coat is heavy, hem grazes stair. **Signature prop:** A copper compass she inherited from Keeper 46. She never opens it on-screen until Episode 11. **Colour rule:** Never wear the ember hue on-body. Ember is the lamp; the keeper is bone.

WORLD GRAMMAR — THREE LAWS

Law 1 — Verticality. The lighthouse rises. The camera favours upward tilts. Horizontals are used only in exterior wides establishing the emptied planet.

Law 2 — Silence carries the score. The lamp does not hum. The stair does. Score cues are triggered by footfalls, not by dialogue.

Law 3 — The horizon is a character. Every episode ends on the horizon. The horizon changes colour once per keeper. That is how the audience knows the keeper has changed.

The full visual-development package delivers a 24-page art bible, twelve keyframes, twelve short motion clips, an animatic reel, a brand kit, and a lore bible. Sample © Resilience Multimedia Studios.