

CINEMATOGRAPHY PRODUCTION CARDS SYSTEM

CinProCaS®

Cinematography Production Cards System®

USER MANUAL

ENGLISH

CinProCaS® Application Version: 2.0.0
Document Version: 3.0
Release Year: 2026

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About CinProCaS®

CinProCaS® (Cinematography Production Cards System®) is a professional cinematography planning system designed for film and television production. The application helps cinematographers and film crews organize visual storytelling by integrating screenplay structure, camera planning, lighting design, and technical production documentation into a unified workflow.

The system was created to support the practical needs of cinematographers during pre-production and shooting. By combining camera plans, lighting plans, script structure, and cinematography cards, CinProCaS® allows film crews to visualize and manage the technical aspects of a film project in a clear and structured way.

CinProCaS® can be used for feature films, television productions, music videos, commercials, documentaries, and other audiovisual projects where detailed visual planning is required.

Document Information

Application: CinProCaS® – Cinematography Production Cards System®

User Manual Version: 3.0

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The CinProCaS® Application version 2.0.0. It can be used primarily by DPs, directors, producers, and production managers. It can significantly speed up the production and preparation of the film, thereby saving considerable costs and time, in addition to visually providing quick information to all crew members before the shoot and for the following shooting days.



THE DEMO MODE

When installing the CinProCaS® application, a complete 13-page Demo Project is automatically included.

This demo project allows users to explore and test the main functions of the system before starting their own film production project.

Within the demo you can:

- navigate through script pages
- examine the Camera Plan window
- review lighting data and Cinematography Card pages
- understand the structure of a CinProCaS® project

The demo behaves like a real project, allowing users to understand the workflow of the application before entering their own production data.

The only limitation of the demo is that screenplay import is disabled. All other major functions can be explored within the demo environment.

The demo is designed to help cinematographers and film crews become familiar with the CinProCaS® workflow quickly and clearly.

THE SUBSCRIPTION

CinProCaS® is available with monthly and annual subscription plans. The annual plan provides twelve months of access for the price of ten months. To activate a subscription, the user must sign in with an email address and accept the current Terms of Service and Privacy Policy. Subscription validation is linked to the registered user account and device.

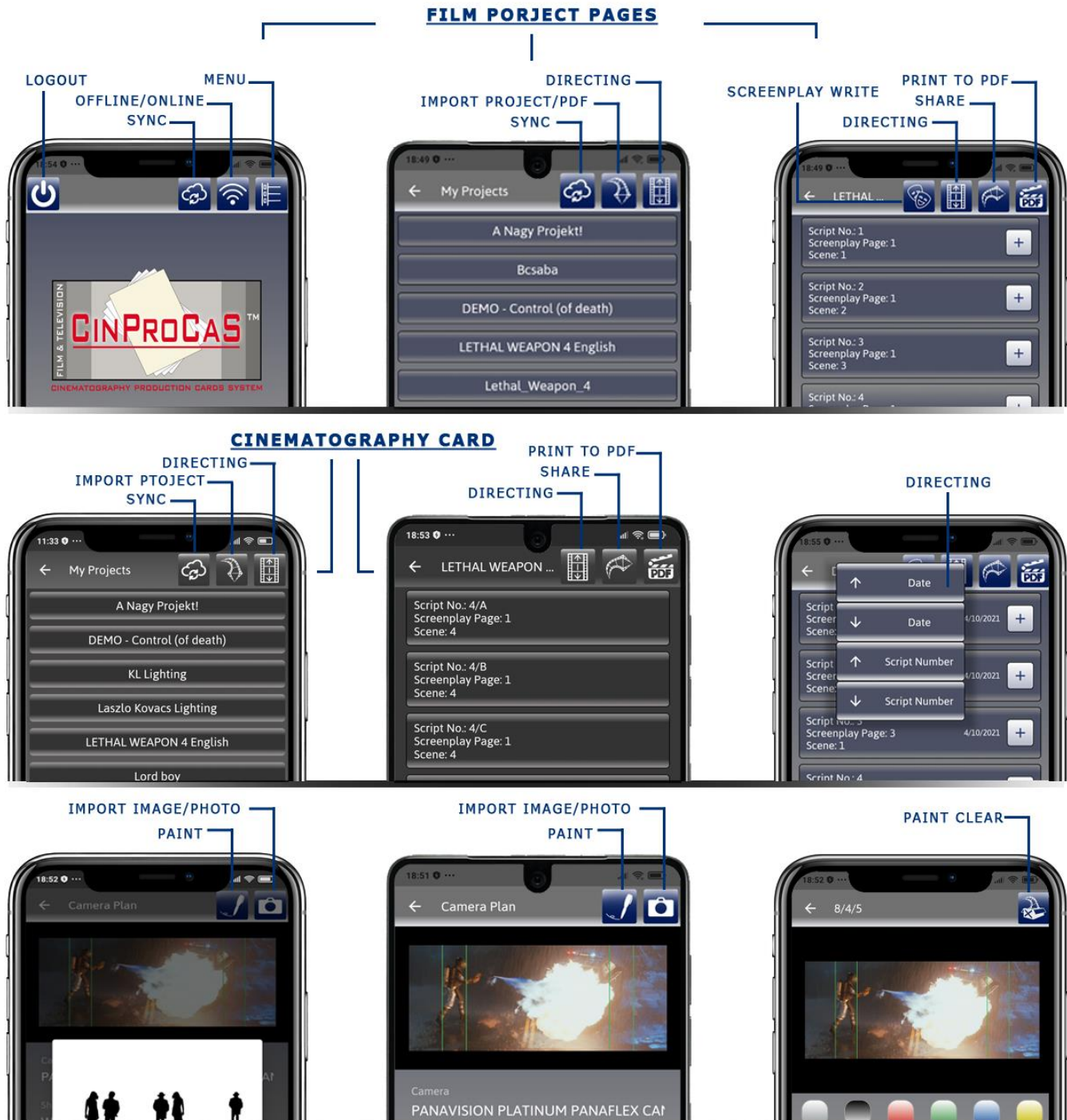
PASSWORD AND MAXIMUM 2 DEVICES

IMPORTANT! When you first sign in, the application requests a unique 6-digit PIN code. This PIN is required to unlock encrypted project data and to access synchronized projects on another device. For security reasons, the PIN is stored only on the user's device. CinProCaS® cannot view, recover, or reset it, so it should be stored safely by the user.

IMPORTANT! One CinProCaS® subscription can be used on up to two devices. If you replace a device or reach the device limit, contact support@cinprocas.com and identify the device that should be removed from your account.

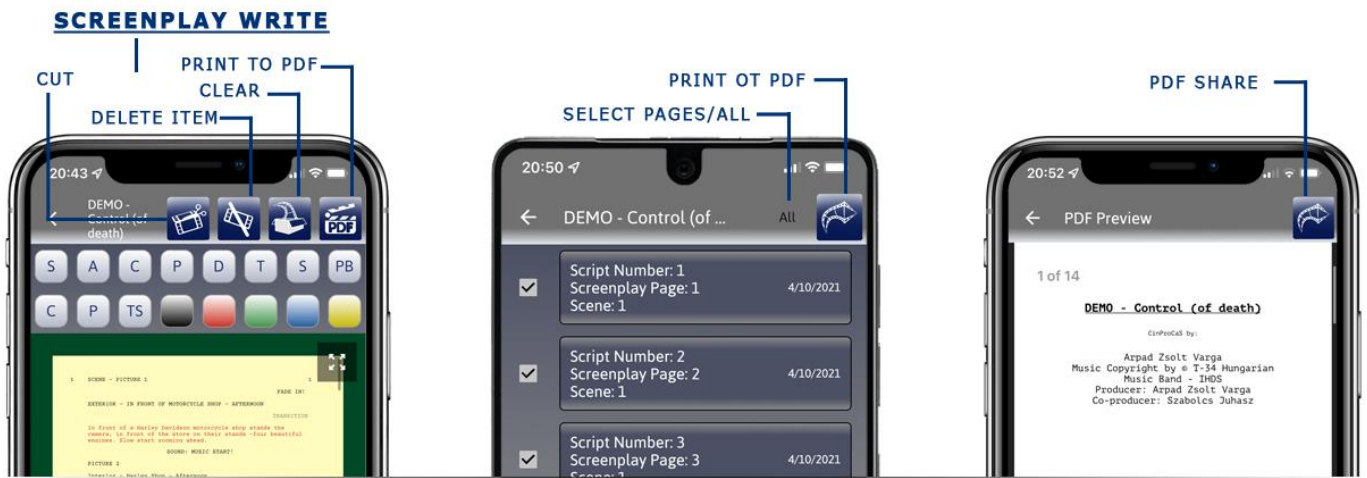
ICONS AND THEIR FUNCTIONS WITHIN THE APPLICATION

Hold an icon to display its function. The first row of screenshots shows the icon set available in **FILM PROJECT**. The second row shows the icon set available in **CINEMATOGRAPHY CARD**. The main difference is that **PROJECT/PDF IMPORT** and **SCREENPLAY WRITE** are available in **FILM PROJECT** only.



The third row shows the icons used in the **CAMERA PLAN** window. Several of these tools also appear elsewhere in **FILM PROJECT** and **CINEMATOGRAPHY CARD**. **SCREENPLAY WRITE** is available only in **FILM PROJECT**. **LIGHTING PLAN** is available in both **FILM PROJECT** and **CINEMATOGRAPHY CARD** and operates in the same way in both sections.

Use two-finger zoom on mobile devices to enlarge or reduce the **SCRIPT** page, **CAMERA PLAN**, **LIGHTING PLAN**, and **SCREENPLAY** views. This makes it easier to place images, icons, drawings, and text precisely.



Detailed instructions for **SCREENPLAY WRITE** and **LIGHTING PLAN** are provided in their dedicated chapters below.

See the use of **SCREENPLAY WRITE** and **LIGHTING PLAN** in the chapters about them below!

APPLICATION AND PROJECT SETTINGS "SETTINGS" MENUS

CinProCaS® includes two Settings areas. The main Settings menu applies to the entire application. Project Settings apply only to the selected Film Project or Cinematography Card project.

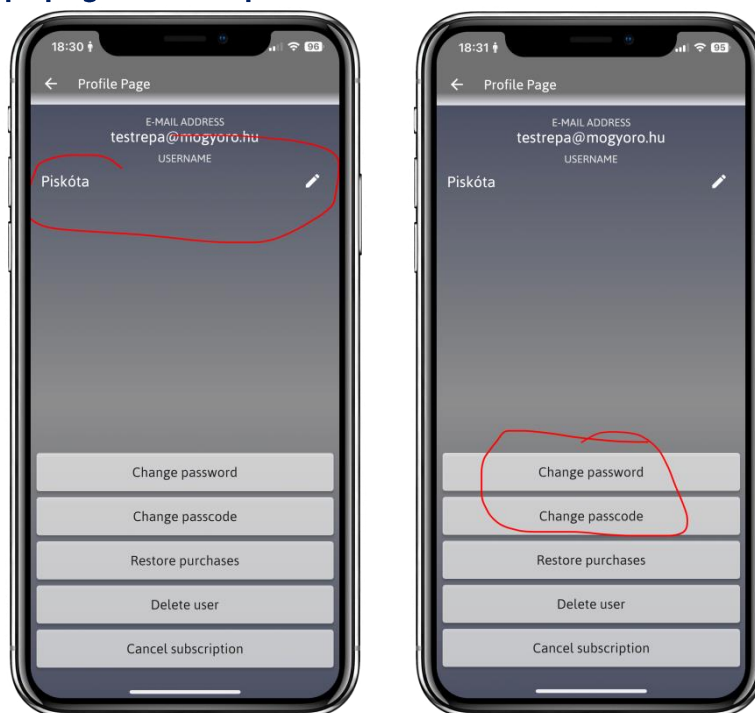


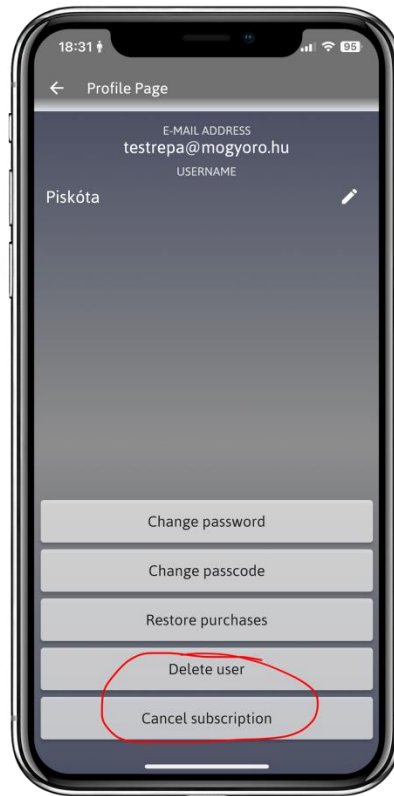
In the main Settings menu, users can access the Profile Page, the User Manual, image-saving options, and application version information. Links to the CinProCaS® website and social media pages are also available here. The Profile Page shows the subscriber email address and user name. The displayed user name can also be used in the copyright information shown on script pages and exported PDFs.

subscriber's email address can be accessed via the PROFILE PAGE button, under which is the User Name, which can be rewritten and is also centrally set in the 'copyright by' text at the bottom of the CinProCaS® Script pages. However, we have the option to rewrite this separately within the project, in which case the modification only applies to that one project.

Here we can also change the Password, and PassCode, i.e. Pin code. If you have logged in with Gmail or Apple ID, you cannot change the password, since we cannot change the entry of our central email address here.

Restore Purchases checks the current subscription status on the device. It does not create a new subscription and does not reactivate a cancelled one. The same area also contains the Delete User and Cancel Subscription functions.



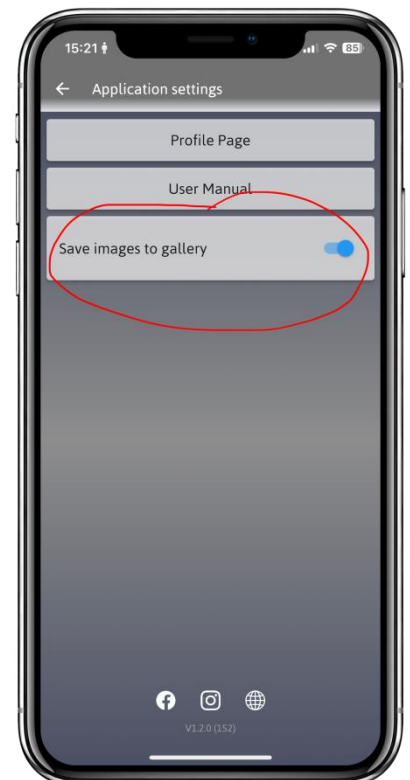
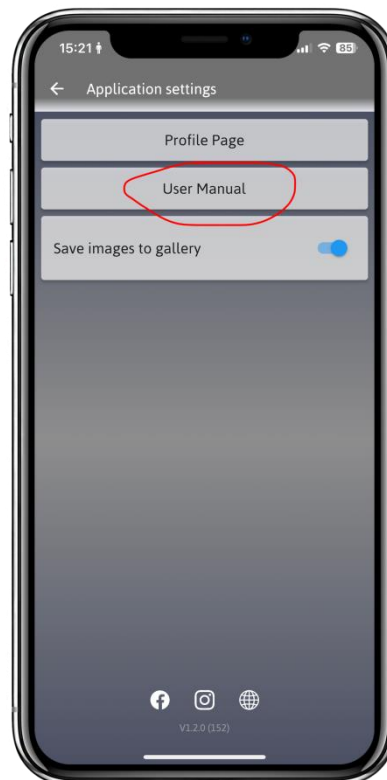


The "Delete User" button is also located here, if the user wants to delete himself. By pressing the button, the User will delete his account and all his data, including all his projects.

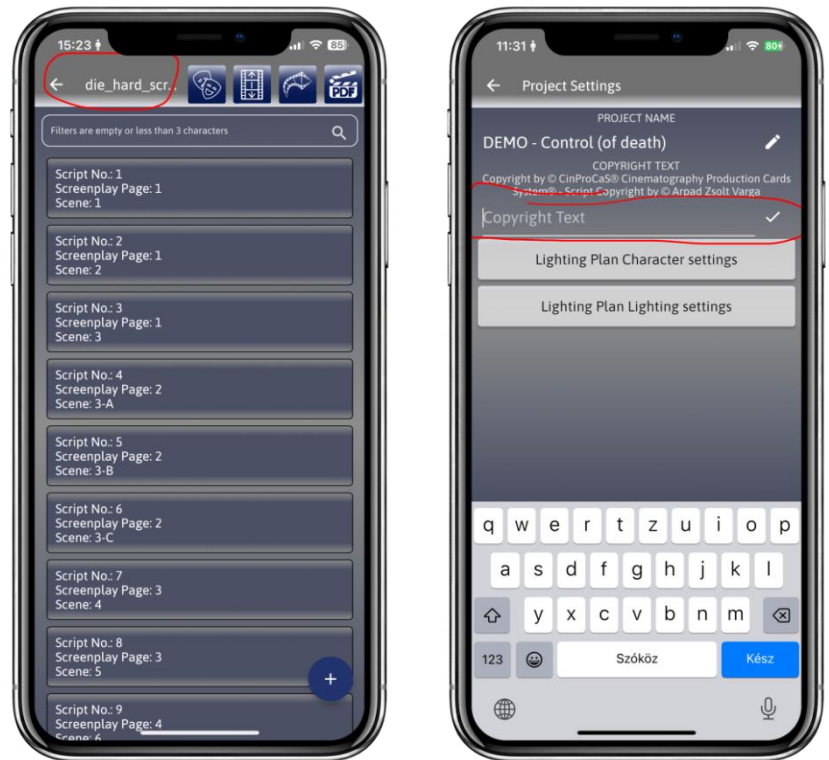
The User can cancel his subscription with the "Cancel Subscription" button. In other words, the monthly subscription will not be automatically renewed in the case of a monthly subscription, and the annual subscription will not be automatically renewed in the case of an annual subscription.

The User Manual is opened from the main Settings menu and requires an internet connection because the current manual is stored online. The Save Images to Gallery option allows photos taken inside the application to be stored in the device gallery for later use outside the project as well.

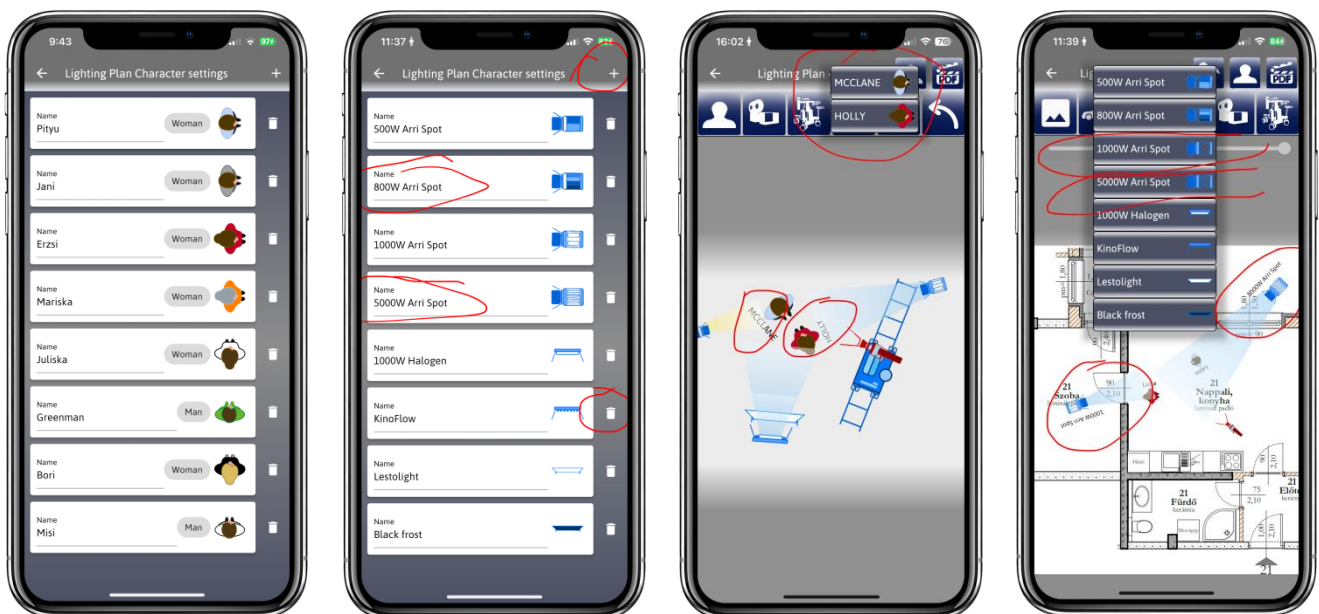
The Internet is required to open it, as the User Manual is stored in the cloud and is always updated when changes and improvements are made to the CinProCaS® application. Here you can set "Save images to gallery" - that is, save photos to your phone's gallery. The pictures captured within the application will solely be incorporated in your Project. Nevertheless, we highly recommend that you keep this option enabled, as it will not only make the photos taken accessible within the CinProCaS® application, but also allow you to use them for other purposes later from the phone's picture gallery.



Project Settings allow the user to rename the film title, update the copyright text for that specific project, and define character names and lighting names for the Lighting Plan. These settings apply only to the selected project and are especially useful when using working titles, code names, or recurring lighting setups. The "Lighting Plan Character Settings" and "Lighting Plan Lighting Settings" for your given Film Project can also be found within this section. This provides you with the opportunity to assign names to the characters and lights that you wish to utilize.



Within the "Lighting Plan" feature, you can select whether or not to display the characters' names. Clicking on the "Lighting Plan Character Settings" button will launch a window, in which you can add characters by clicking on the "+" button located in the upper right-hand corner. Once a character has been added, you can navigate through the figures and choose between "MAN" or "WOMAN" by selecting the entered character. If you are satisfied with your choice, you may add another character by pressing the "+" button again. Additionally, characters can be removed from this list. The "Lighting Plan Lighting Settings" function operates in the same way, allowing you to assign names to the lights. After providing a name and exiting the feature, you may access the list of named characters and lights by opening the "Character" or "Lighting" icon located at the top.



4 WAYS TO CREATE A NEW PROJECT

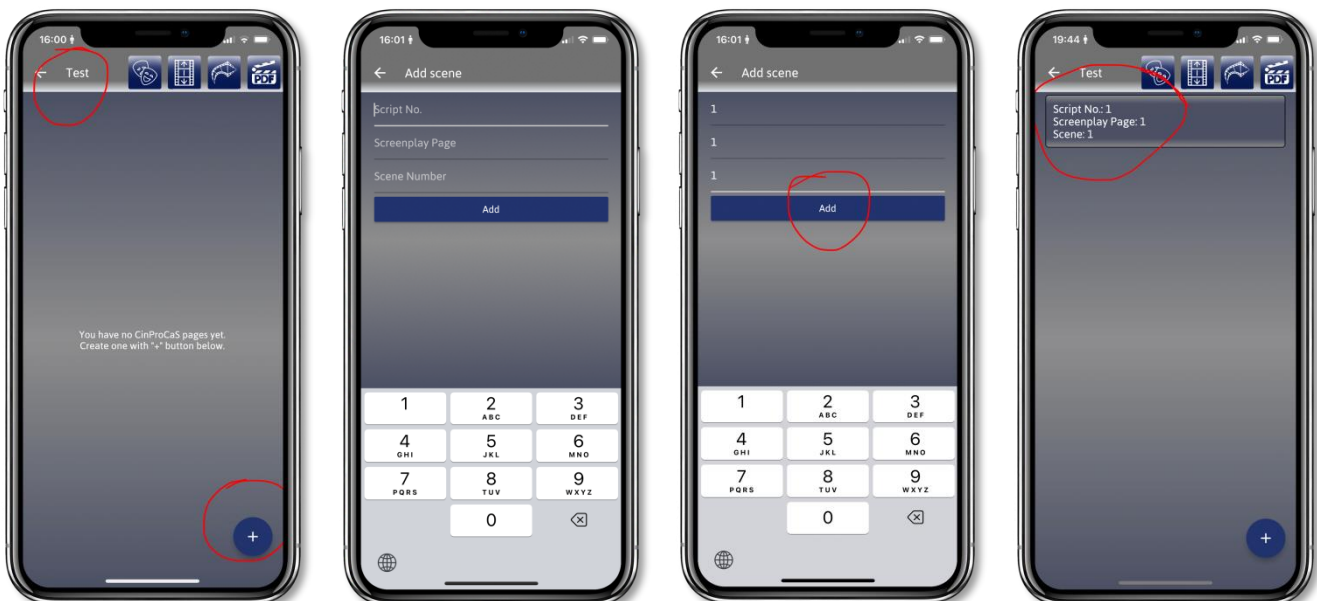
CinProCaS® offers four ways to start a new project.

1. Start from FILM PROJECT when no screenplay has been imported yet and you want to build the project manually. Tap the plus icon, enter the project title, and create the first SCRIPT page.

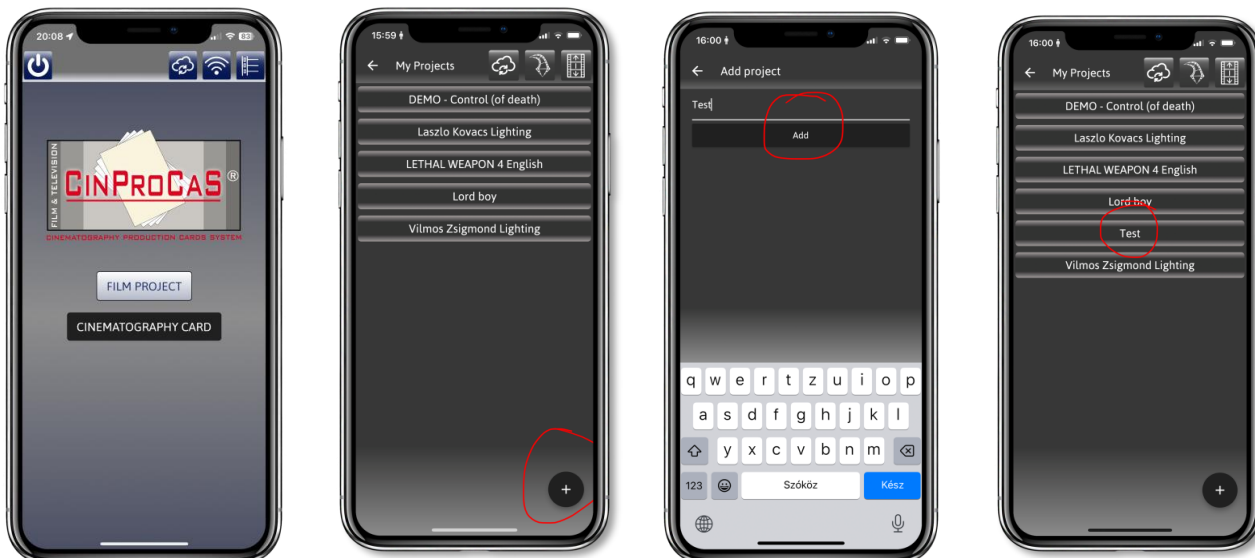
The project title can be changed later in Project Settings. After tapping Add, the project appears in the Film Projects list.



Each new SCRIPT page requires three basic identifiers: SCRIPT No., SCREENPLAY No., and SCENE No. SCRIPT No. is the internal page number of the CinProCaS® project and must always be unique.



2. Start from CINEMATOGRAPHY CARD when you want to design a single scene in detail or create additional technical pages for an existing Film Project.



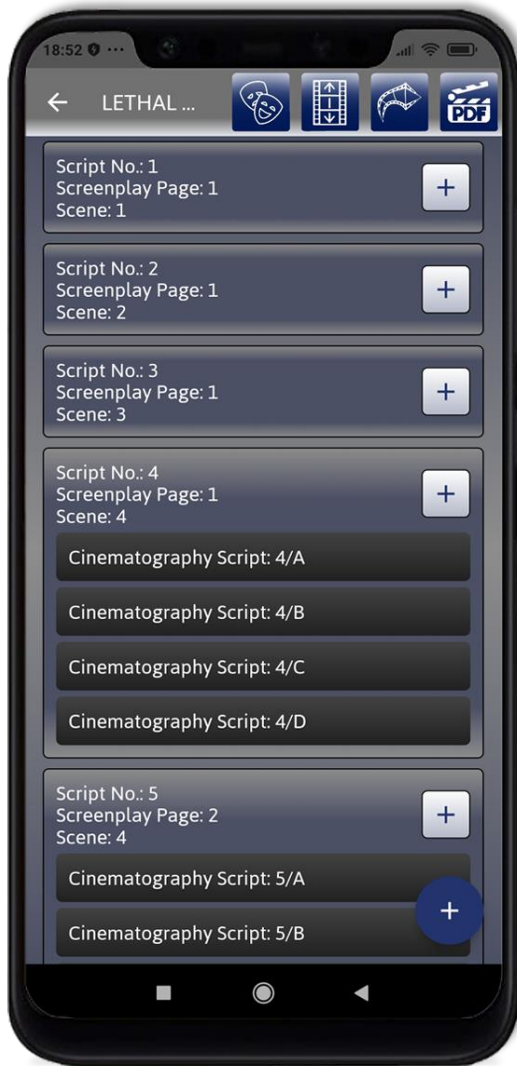
SCRIPT pages are created in the same way as in **FILM PROJECT**. This option is useful when you want to add extra lighting, processing, or technical data without editing the screenplay page itself.



The difference between the two pages is that on the **FILM PROJECTS** page you can see the Screenplay (yellow) of the film's script, while on the Cinematography Card page, instead of the script, we can enter additional lighting, light data, and lab work data required to shoot the scene. Of course, in addition to the title of the film and the number of the scene, you can indicate in the upper right window which script page the given **SCRIPT** page belongs to.

IT IS IMPORTANT TO NOTE HERE that if you created a **FILM PROJECT** on the **FILM PROJECT**

page and gave the same **TITLE** on the **CINEMATOGRAPHY CARD** page, then on the **FILM PROJECTS** page you can add the extra pages with the Script + sign that the **CINEMATOGRAPHY CARD** you created on the pages of the project of the same name! If the **FILM PROJECT** and the **CINEMATOGRAPHY CARD** project use exactly the same title, Cinematography Card pages can later be attached to the Film Project as additional pages. This allows one screenplay page to be expanded with any number of supplementary Cinematography Card pages. When linking the two project types, **SCRIPT No.** must match the target page correctly. Additional Cinematography Card pages should be numbered as extensions such as 1/A, 1/B, or 5/A, depending on the Film Project page they belong to.



If the titles of the **FILM PROJECT** and the **CINEMATOGRAPHY CARD** are completely different, we cannot merge the two projects.

The point of project merging is that if there are too many image descriptions on certain script pages, the entire scene and image content cannot be shown in 3 photos. In this case, we can attach any number of **PLUS CINEMATOGRAPHY CARD** pages to the given script page. In other words, we can even add 25-30 additional images belonging to one script page to our project, which will of course appear in the same order when exported to PDF. So, any number of **CINEMATOGRAPHY CARDS** can be imported for a **FILM PROJECT SCRIPT** page. There is no limit to their number.

The main supplementary components of our Project, which was created using **CINEMATOGRAPHY CARD**, are the inputs for lighting data. This comprises of additional information that the lighting team and Production Manager rely on to determine the type and quantity of lights required to capture the scene.

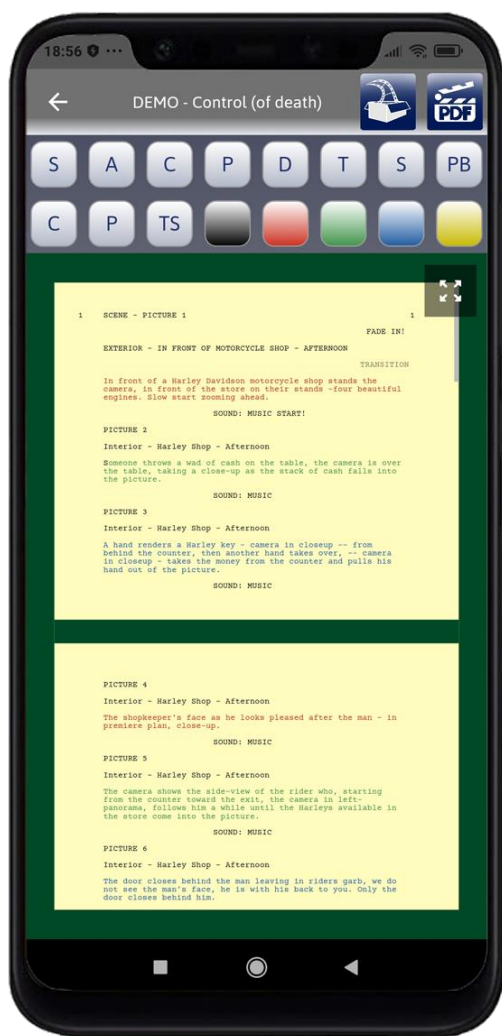
3. Start with PDF IMPORT if you already have a finished screenplay in PDF format. Import automatically creates a Film Project and breaks the screenplay into scenes and script pages.



Imported screenplay pages can also be supplemented with linked Cinematography Card pages, allowing the entire project to be expanded visually and technically shot by shot. An internet connection is required for screenplay import. During import, the application highlights items that should not be treated as screenplay content, such as addresses, email addresses, or phone numbers, so the user can exclude them before confirming the import.

4. Start in SCREENPLAY WRITE when you want to write your screenplay directly inside CinProCaS®. First create the Film Project and its first SCRIPT page, then enter SCREENPLAY WRITE to begin writing in standard screenplay format.

The screenplay tool automatically places the cursor at the correct paragraph position for the selected screenplay element, helping the user maintain professional screenplay layout.



The buttons on the SCREENPLAY WRITE page represent the following functions:

- S = Scene
- A = Action
- C = Character
- P = Parenthetical
- D = Dialog
- T = Transition
- S = Shot
- PB = PageBreak
- C = Copy
- P = Paste
- TS = Text Settings

Each letter has its own rules for typing, writing, and order in the screenwriting profession. The application is configured accordingly. The specialty of CinProCaS® SCREENPLAY WRITE is the color coding for the images on SCRIPT No. pages, Red, Green, Blue, and the description of the images corresponding to these colors are technically included. This means that you can tell exactly how long a camera setup will take. This is an instruction for everyone, where you want the cut in the film.

IMPORTANT! PDF export from SCREENPLAY WRITE produces a standard black-and-white screenplay export. The screenplay color markings used inside CinProCaS® are not included in that PDF.

FILM PROJECT SCRIPT PAGE AND STRUCTURE

CinProCaS® contains extensive built-in technical databases for camera types, aspect ratios, recording formats, film stock, and lens types. Every SCRIPT page displays the project title at the top, allowing the user to identify the current film quickly and to access Project Settings directly.

IMPORTANT! The CinProCaS® Application contains 644 camera types (Camera type), 177 image format recording formats (Aspect and Format), 847 recording technologies, media (Film Stock), 657 recording formats (Rec.Form.), and 3803 lens types (Lens) from 100 manufacturers.

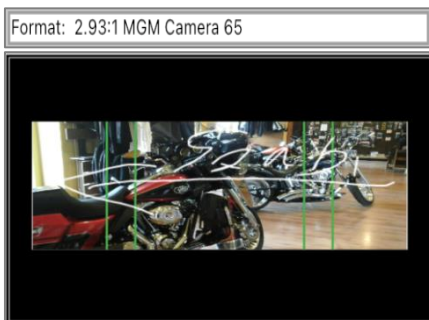
In addition, it contains graphic elements that can be used to visually plan all the shooting settings within the film and the exact location plan. The title of YOUR PROJECT, i.e., YOUR FILM, CAN BE SEEN AT THE TOP OF EVERY SCRIPT PAGE, so you can always follow which film/project you are currently working on and what title you gave it. This title also serves as a "Project Settings" button!



The basic project data area contains the production title, date, scene title, SCRIPT No., SCREENPLAY No., SCENE No., frame rate, aspect ratio, and recording format. These values define the technical framework of the page and can be edited by tapping the section.



FORMAT, also referred to as Aspect, defines the image ratio shown on the SCRIPT page. The selected aspect ratio also changes the visible proportions of the CAMERA PLAN image window. REC. FORM defines the recording medium or file format used for the scene.




There are 177 image formats in the database, but it can track and display any entered data. REC.FORM currently contains 657 recording formats, from 8 and 16mm film to 12K resolution.

This database is also continuously being updated.


Each SCRIPT page contains three CAMERA PLAN windows marked RED, GREEN, and BLUE. These represent three visual references or camera setups for the same script page.

Camera:



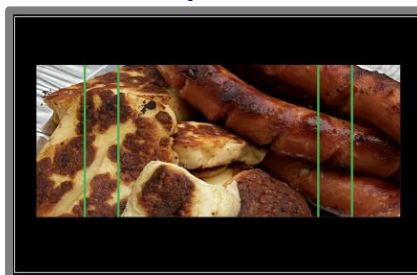
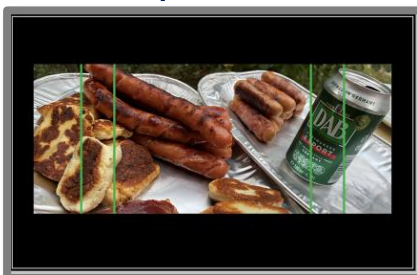
Shot:	Focus:
Move:	Height:
Lens:	Dist.:
Filter:	Roll:
T-Stop:	Slate:
Shutter:	Fps:

SONY V1U



Shot:	Long shot	Focus:	26.25ft/8m
Move:	Slow zoom in	Height:	3.28ft/1m
Lens:	Zoom Lens	Dist.:	26.25ft/8m
Filter:	No	Roll:	HDV 63 / "A"
T-Stop:	5.6	Gain:	0 db
Shutter:	179.82°	Slate:	1/A
	1/60	Fps:	29.97

Each CAMERA PLAN window opens a detailed input panel where users can define camera type, shot, movement, lens, filter, T-stop, gain, shutter, focus, height, distance, roll, slate, and FPS. A photo can also be captured or imported for that camera setup.



Photos placed in the CAMERA PLAN window can be cropped, enlarged, and repositioned. CinProCaS® remembers the selected framing for each image. The Pencil icon opens the drawing layer of the CAMERA PLAN image. This allows users to draw movement paths, mark actor blocking, or indicate camera direction directly over the reference image. If the drawing must be changed, the current drawing can be deleted and recreated.

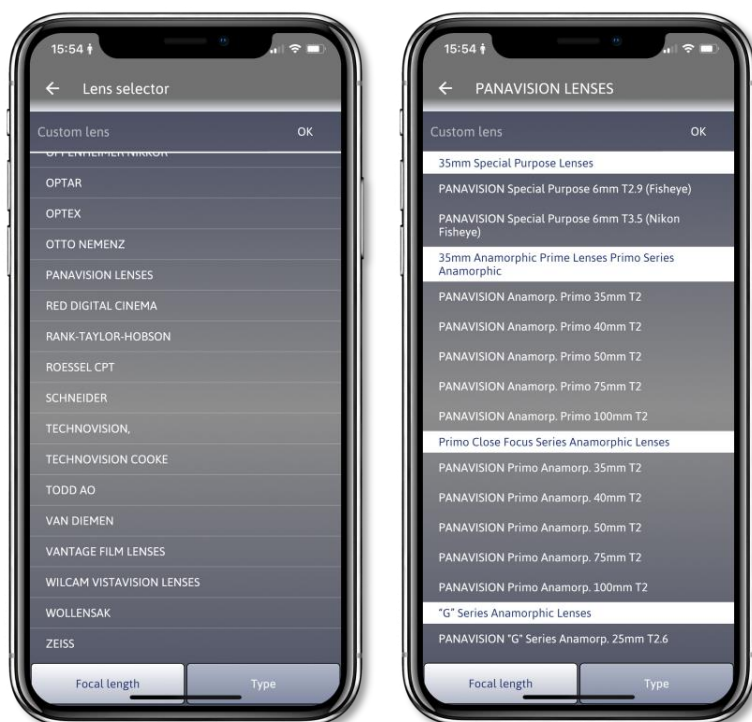


Camera type, shot, movement, lens, and filter can be selected from built-in databases or entered manually. This makes the system flexible for both standard and custom production workflows.

The LENS window opens the LENS SELECTOR window. In addition, you can enter a lens type for CUSTOM LENS that may not be included in the table. This input option doubles as a search engine and can display the lens type entered here if it is available in the manufacturer's database. For CUSTOM MM, you can enter the data of (millimeters) if you have not yet decided on the lens type, but you already know the lens angle of view. You can choose a lens type from the manufacturer by pressing the TYPE button. A new window opens here, which currently contains 3,803 lens types (Lens) from 100 manufacturers.



When selecting a lens from the LENS SELECTOR, first choose the manufacturer, then choose the lens type. Previously used lens selections can then be copied more efficiently to other pages.



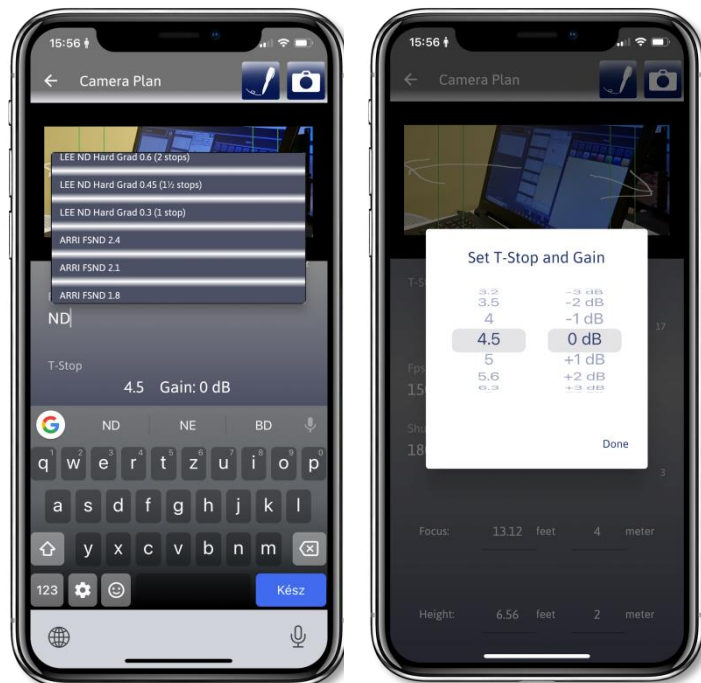
In the manufacturer's list, you have to find the type you want to use. It is important to note that if you have the type, the 'Camera Plan Copy' function will also work in the CAMERA PLAN window the next time. You don't always have to search one by one if you want to use the same lens type.

IMPORTANT! The list of Manufacturers and Types contains more than 1300 lens types (3803 lens types in total) that are listed in the official manual of the American Society of Cinematographers (ASC) (AMERICAN CINEMATOGRAPHER MANUAL - TENTH EDITION). The list of lenses is constantly getting expanded and updated.

The **FILTER WINDOW** also has its own database, but you can freely enter your own data and filter types.

The data currently included in the database also includes the camera filters officially registered by the American Society of Camera Operators (ASC). But many other corrections and color filters can be found in the database.

T-STOP is the selection of the exposure value, as shown in the second photo, a drop-down table that can be adjusted to the desired value by scrolling. Here you can set the **GAIN**, also known as **AGC** (electronic signal amplification) if you want to use it.



FPS defines the frame rate for the selected **CAMERA PLAN** only. This is useful when a specific image is intended to be shot at a different speed from the rest of the project. **SHUTTER** can be entered as an angle or as a time value depending on the production workflow.



Focus, camera height, and camera distance can be entered in metres or feet. CinProCaS® converts the values automatically, which supports international use on mixed-unit productions.

The ROLL data can be found at the bottom of the basic data. This can be a film roll number or memory card marking, depending on what you are going to shoot the scene for.

SLATE is the camera position number within the scene intended for the shoot. For example, CAM 147/18. This means that among the A-B-C cameras used in the movies, the image of the "A" camera will be the one you see in the CAMERA PLAN window, which is the 18th camera setting of the 147th scenes. This is important data for multi-camera shootings and the preparation of the shooting plan.



The Meta Data function allows users to view metadata from images taken inside the application or imported from the device gallery, provided that the image file contains metadata.



COPY FUNCTIONS

CinProCaS® includes several copy functions to speed up data entry. Press and hold a CAMERA PLAN window to copy its data, then paste it into another CAMERA PLAN on the same page.



The Paste with right arrow function allows the copied CAMERA PLAN data to be sent to other SCRIPT pages in the same project, including linked Cinematography Card pages. The color coding helps identify the source and destination windows clearly.



The middle + PAGE button copies the current SCRIPT page to the next page. It transfers technical data, Lighting Plan information, and text fields, but it does not copy the CAMERA PLAN photos.



Furthermore, it is also possible to save and export the data from the Camera Plan window of the current project individually in PDF format. This feature is useful for archiving purposes or for presenting your work to others. Please note that while you can save the data, it is not possible to save the Camera Plan photo. Additionally, you have the option to save the Camera Plan window data from the current Script page in a .CPCONF file. This file can be conveniently shared via email, and if others send it, you can import it here into their Script page. However, it's important to note that only the data can be saved or shared, and not the Camera Plan photo.

The arrow icons in the upper part of the page are used to import or export CAMERA PLAN configuration data. Exported configuration files contain technical data and the Lighting Plan, but not the CAMERA PLAN photos.



The exported SCONFIG file is not limited to being re-imported into Camera Plan. For users with a CinProCaS® subscription, the file can be shared via email or file-sharing services such as Drive or Dropbox, and subsequently imported into their own project.

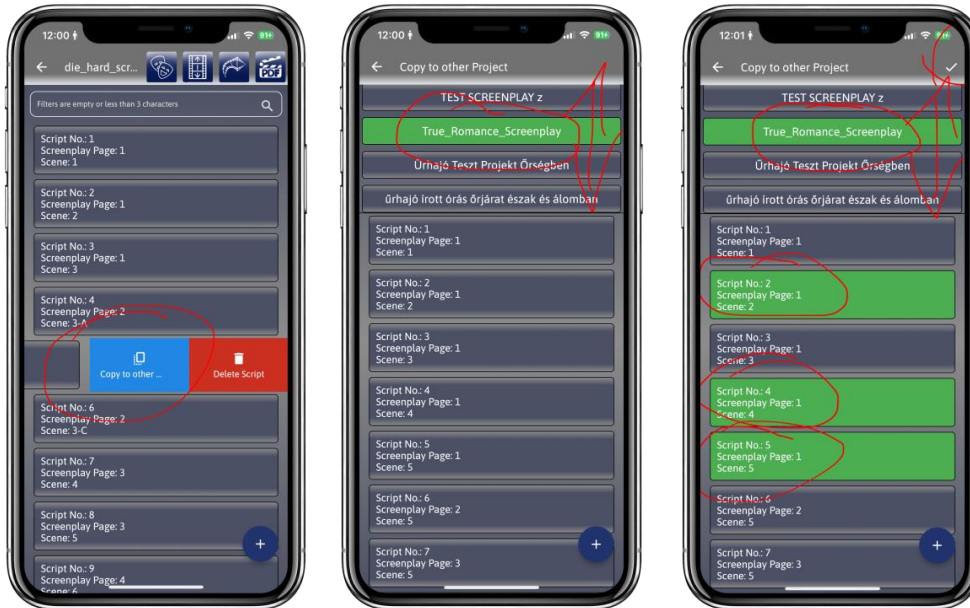
This feature is particularly beneficial for educational purposes, as it allows users to share the technical aspects of their ideas with their teachers or colleagues, thereby facilitating discussion and collaboration.

It is important to note that all SCONFIG files can only be imported with a valid CinProCaS® subscription.

CinProCaS® also supports copying Script page data and Lighting Plan data between projects. This is especially useful for episodic production, recurring sets, and repeated locations.

We have also included a function specifically tailored to TV series producers, which enables users to copy Script page data and Lighting Plan data from one episode to another project. This functionality eliminates the need to redraw the Lighting Plan of a given location or to re-enter previously used camera data. Please note that this function does not copy Camera Plan photos, as alternative camera settings will likely be used in the same location. To access this feature, simply drag the Film Project Script page you wish to copy to the left and select the blue "Copy to other Project" button. All of your projects will appear at the top of the page, allowing you to scroll up and select the desired project for copying data from the Script page. Once selected, the chosen project will turn green and a list of Script pages within that project will appear below.

From there, simply choose the desired Script page(s) to copy, which will also turn green, and click the "✓" icon located at the top of the page to complete the copying process. **IMPORTANT NOTICE:** Please note that during the copying process, all data will be transferred except for the script content and the Camera Plan photos.



Furthermore, the copying function includes the transfer of the Lighting Plan drawing as well. If you wish to copy only the Lighting Plan to another Script page within the same Project, simply tap and hold on the Lighting Plan area of the Script page. This will bring up a menu where you can select the destination Script page for your previously created Lighting Plan drawing. Additionally, if you have linked the Cinematography Card pages to the Film Project, the Lighting Plan can also be copied to those pages.



SCRIPT FILTER AND SEARCH FUNCTION

The search and filter function helps users locate previously entered technical information inside a project. Users can search by camera type, lens, filter, script page, or any word appearing in the screenplay text.



LIGHTING DATA - DATA RELATING TO LIGHTING

FILM STOCK is part of the lighting data because the recording medium directly affects exposure planning. The database includes film stocks, digital recording media, and many predefined technical entries, while still allowing custom user input.

Film Stock: Eastman Kodak 5294 ASA 500	LUT: Fekete-Fehér	
Film Rating: ASA 500	F.candl.: 123	Lux: 1324.0
Studio Interior Exterior	Kelvin: 3200	Mired: 312.5
Dawn Day Dusk	Magic Hour	Night

EXTERIOR, INTERIOR, and STUDIO identify the shooting environment. DAWN, DAY, DUSK, MAGIC HOUR, and NIGHT indicate the intended time-of-day or mood reference for the scene.

LUT data can also be entered or imported. CinProCaS® supports LUT-related image references in PNG and CUBE workflows where applicable.

FILM RATING defines the sensitivity of the recording medium. The database supports several rating systems, including EI/ISO, ASA, DIN, GOSZT, WESTON, SCHEINER, and BSI. FOOTCANDLE and LUX are linked values, just as KELVIN and MIREED are linked values. When one value is entered, the related field updates automatically.



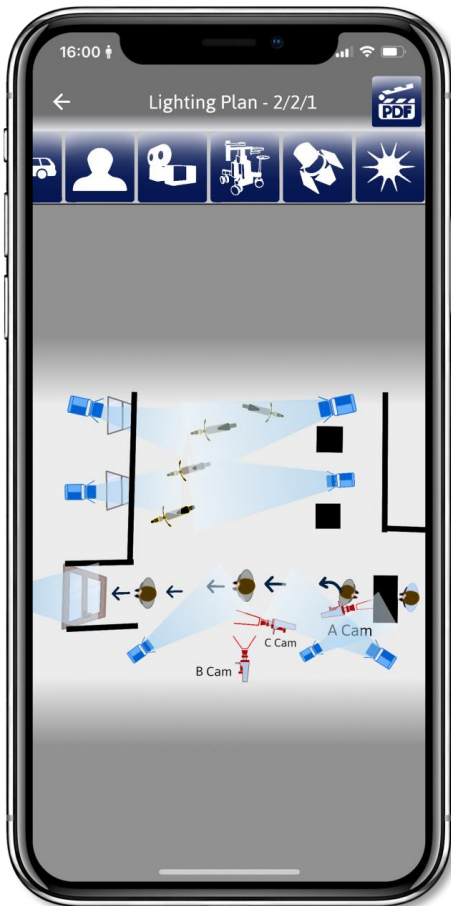
Together, these lighting fields define the practical exposure and visual environment of the shot before the Lighting Plan is drawn.

With the data you have filled in so far, you have provided all the technical data necessary for recording and correctly exposing your film. A very important part is coming up, and this is the LIGHTING PLAN and its operation since by filling it in, it will be completely and immediately understandable for everyone how you imagine shooting the scene of your film.

You can use this function even if there is no script, or if you need to quickly create a plan for your upcoming scene, as the LIGHTING PLAN plan can also be exported as a separate PDF.

The LIGHTING PLAN can be used even without a screenplay and can also be exported as a separate PDF. This makes it useful for quick visual planning during prep, scouts, or technical meetings.

The icon rows include vehicles, characters, cameras, camera movement tools, lenses, lighting units, modifiers, windows, doors, and directional symbols. These tools allow the user to create a detailed visual shooting diagram.



The LIGHTING PLAN WINDOW is one of the most important and complicated windows. At the same time, it is extremely easy to use. Here you can prepare the complete shooting drawing for the film scene, which will be the most informative part for the crew to implement your plan. On the SCRIPT page, tap the LIGHTING PLAN window to open the window. You can also zoom in with two fingers in the middle, so you can enlarge the surface you want to draw even more. After you have drawn your scene, you can zoom back with two fingers to reduce the size of your drawing.

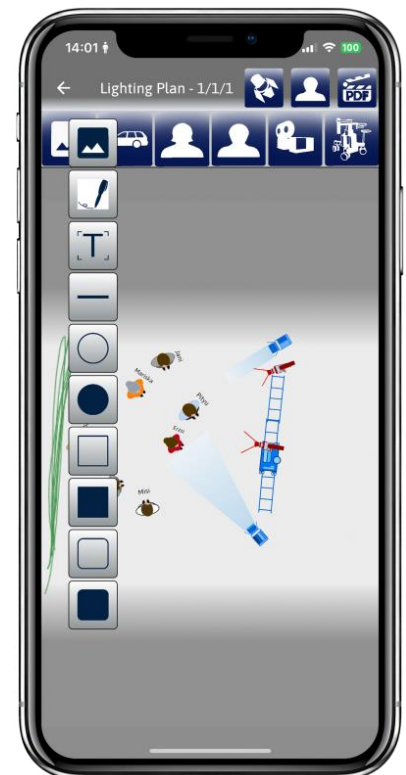
The LIGHTING PLAN function, which you create for the script page, greatly speeds up filming. After all, if the crew receives the specific page and the plan before the day of the shooting, the lighting and camera team will know from the picture what to set and where for the given shot. The actors will see how they will be lit, where they will stand during the recording of the given scene, where the lights will be, where the camera will move, etc.

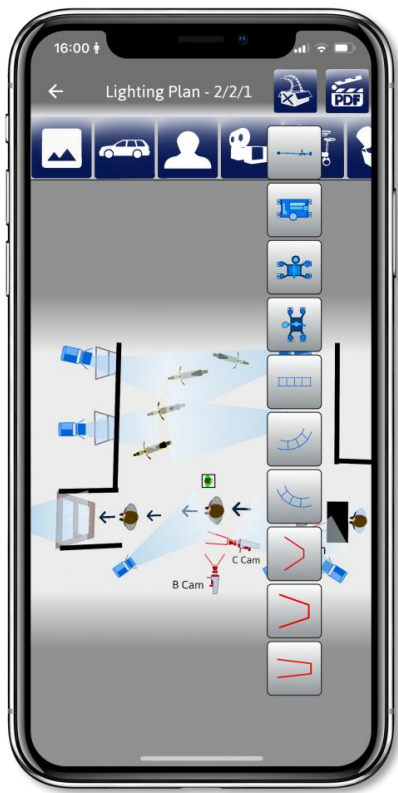
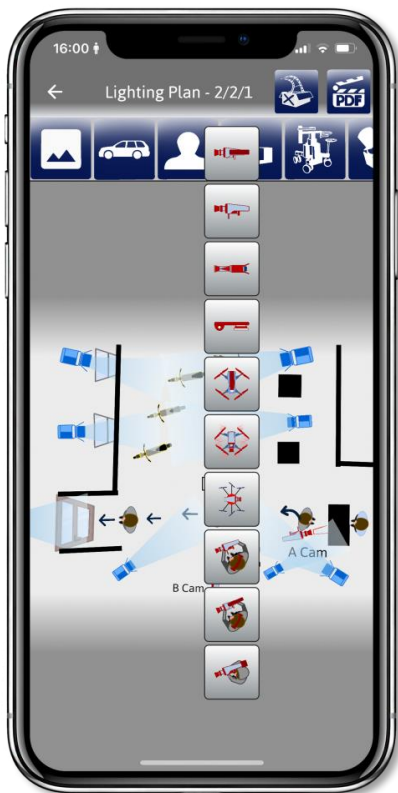
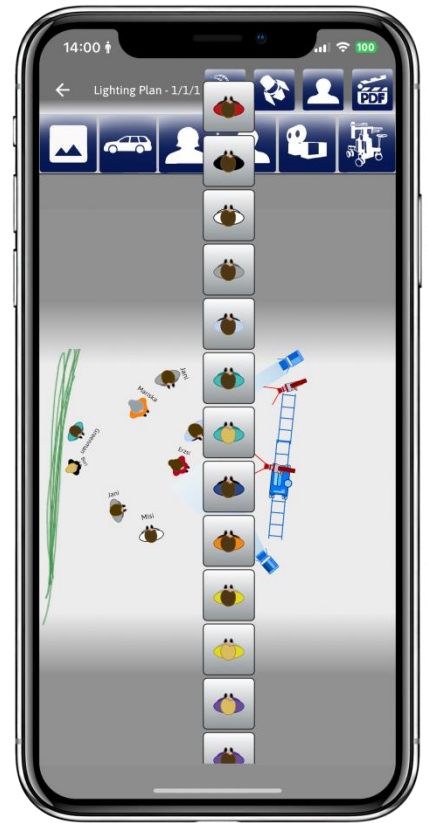
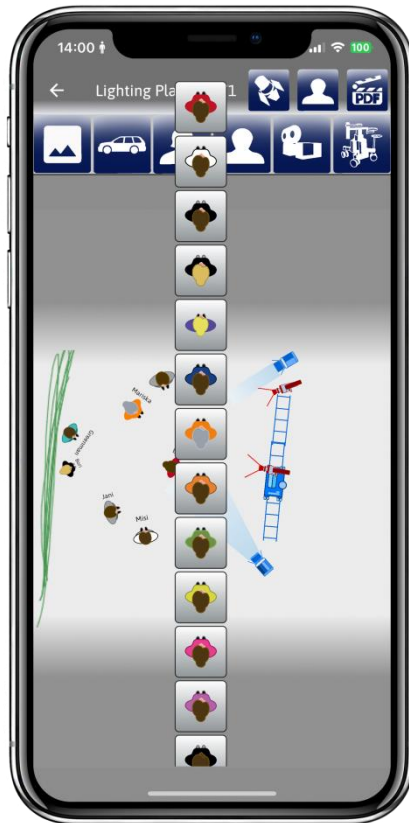
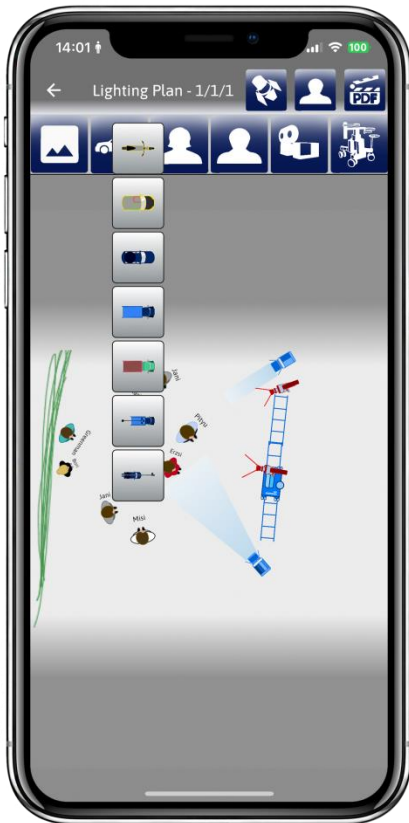
The given Lighting Plan can be exported in PDF format by clicking the PDF icon at the top of the page. Click on the DRAWINGS icons shown above to open the ICON lines. The selected ICON, which appears in a black picture frame when selected, can be rotated and enlarged to its exact location in the lighting plan with two fingers.

The order of the ICONS is as follows in the photo on the page: Among the drop-down ICONS, you will find the image import at the top. For example, if you have a site plan or a technical drawing of the interior of an apartment, you can take a photo of it or import it from the gallery into the background as a photo. You can put the lights and light directions on it, you can prepare the lighting plan. So the image import can give a photo background.

With the Draw function, you can, for example, draw a Green background or add a drawing to the lighting plan.

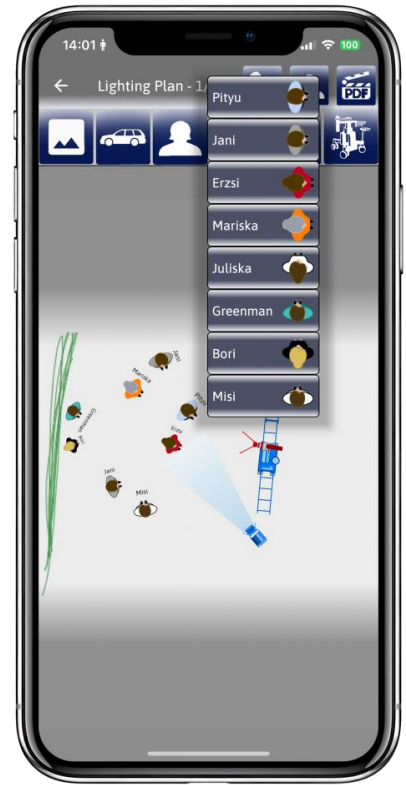
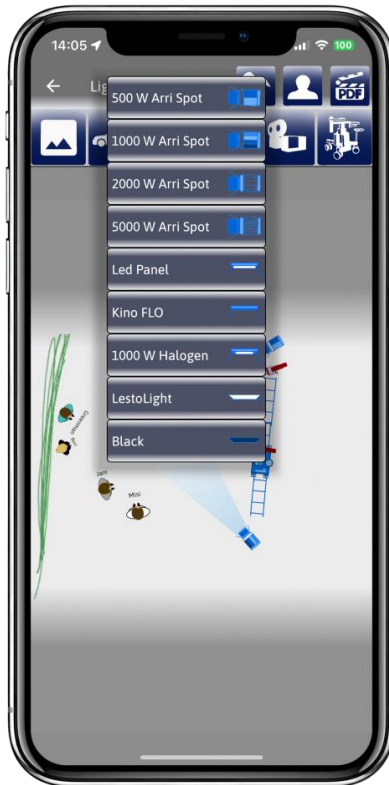
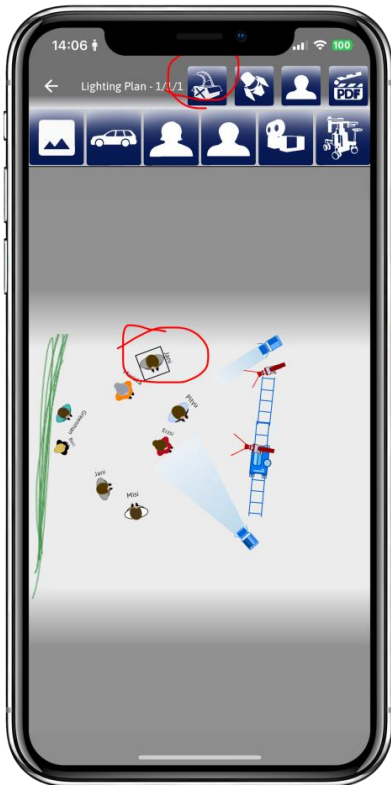
With the text input option, users can enter any textual information in the Lighting Plan window. For example, they can add markings such as "A cam," "B cam," and "C cam" next to the cameras to indicate the camera angle in the red, green, and blue Camera Plan windows, respectively, based on the image sequence. Under the Text option there are shapes, line, filled and empty circle and square, and filled and empty area with rounded corners. These figures can be walls or tables, chairs or any object or obstacle that complements the site plan.





In the next row of icons, you will find the cameras. The film camera, then the digital camera, and below that is the TV studio camera. Below it is a telephone or still camera, followed by three types of Drone cameras. Then the Digital and Film Steadycam camera with an cameraman and a handheld cameraman. The next ICON ROW is for the camera moving tools. The very first is a JIB, which can be indicated by its size as 4 or 9 meters. Chapman Dolly and two types of Panther carriages with rails and two types of curves. The bottom three icons are the camera angles. 24mm, 50mm, and 120mm.

Characters are available in multiple colors so blocking and role assignment can be read quickly in the plan. Lighting icons cover several practical categories, including LED units, HMI-type sources, Kino Flo, soft sources, modifiers, and directional light symbols. The blue and yellow color coding helps distinguish daylight and tungsten references.



To place an icon, select it from the open icon row and position it on the plan using touch gestures. Selected icons can be resized, rotated, or deleted. Character and light names can be managed in Project Settings and then reused inside the Lighting Plan. This makes repeated setups faster and keeps terminology consistent across the project.

The SCREENPLAY WINDOW on the SCRIPT page is a viewing and marking area, not a writing page. Users can open the visible screenplay section and mark text in red, green, and blue to connect screenplay moments with the three CAMERA PLAN windows.



Red, green, and blue markings may be used more than once. Repeated colors can indicate multi-camera coverage or continuation onto additional Cinematography Card pages linked to the same scene.

IMPORTANT! The screenplay text cannot be fully rewritten in this window. It is intended for marking, underlining, highlighting, and associating text with planned images.

The **SOUND STAGE** and **SOUND DESCRIPTION** windows, as well as the **SPECIAL EFFECT** WINDOWS, are windows suitable for entering text. Only plain text can be entered here. As you can see in the photo, the character counter ensures that the text to be written out reaches the window. It is opened at the bottom of the **SCRIPT** page if you click on the white **SOUND STAGE** field.

The **SPECIAL EFFECT** can be marked as to whether it will be used or not. This will turn red when selected. If so, then we have the option to indicate with a few words, for example, **GREEN** screen or **CGI** effect. But you can enter here if it is raining, or if there is a fire or an explosion in the picture. **SOUND STAGE** denotes the shooting location. It can be a studio or a street address.

The **SOUND DESCRIPTION** gives the sound mixer an indication of what recording option you want from him/her. This is always decided by the sound mixer, but you can indicate what you think. The exact planning of the sound will be the task of the sound mixer.



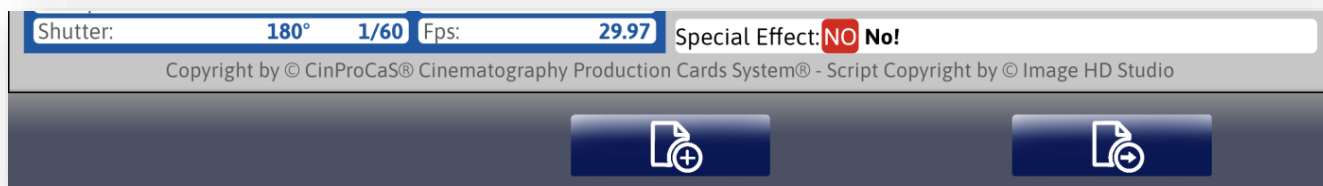
PLUS PAGE AND NEXT PAGE BUTTONS



The bottom navigation and page buttons allow the user to move between **SCRIPT** pages and to create new pages efficiently.

The Add function creates a new blank **SCRIPT** page. The middle + **PAGE** button duplicates the current page structure and data for continued scene planning, while leaving **CAMERA PLAN** photos empty for new visual references.

LEGAL NOTICE AND DATA ENCRYPTION AND SECURITY



This distinction is shown on each page and on exported PDFs to identify both the protected software format and the authorship of the project content.

Users should therefore keep their displayed ownership information accurate and readable inside Settings, especially when PDF exports are shared for production, archive, or legal reference purposes. Copyright by© CinProCaS® Cinematography Production Cards System® - Script Copyright by© (subscriber name or email address).

The CinProCaS® format, page structure, and application design are protected intellectual property of CinProCaS® Cinematography Production Cards System®. The screenplay, notes, and technical content entered by the subscriber remain the subscriber's own content.

DATA ENCRYPTION AND DATA SYNCHRONIZATION

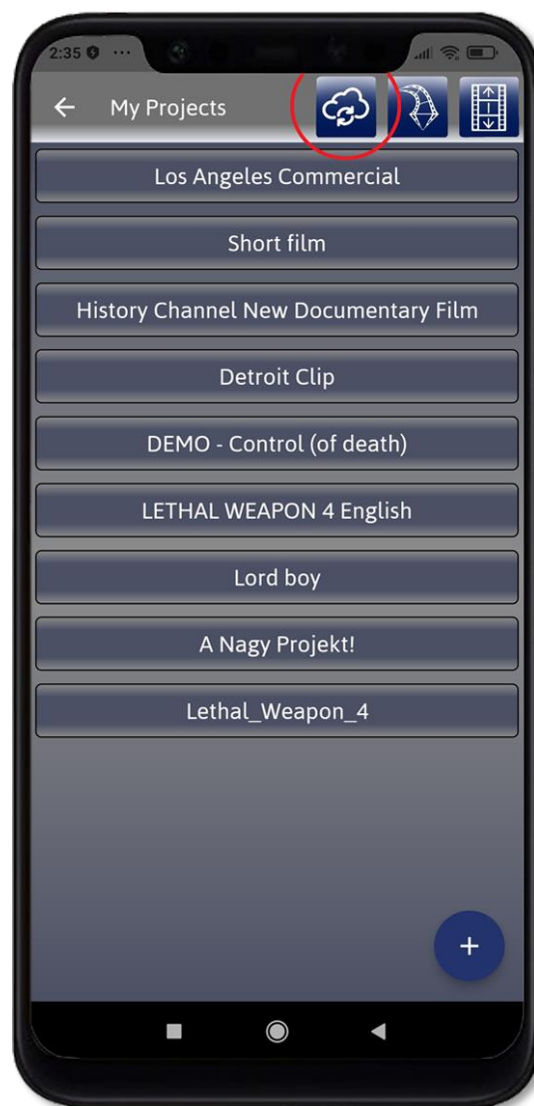
Project data in CinProCaS® is encrypted and can be synchronized between devices linked to the same user account.

Synchronization is optional if the project is used on a single device only. However, an internet connection is required at sign-in so that the application can validate the current subscription. When working on multiple devices, always synchronize the latest changes before switching devices so that the current version of the project remains consistent.

The user PIN is stored only on the mobile device and is not uploaded to CinProCaS® servers. Fingerprint or Face ID can simplify access, but the system may still request the PIN for security reasons.

Each project stored in the cloud has its own generated project ID. If a synchronized project is deleted accidentally, support can attempt restoration for a limited period after deletion. Restoration requires the subscriber email address and the deleted project reference.

Please read the legal information and the current online Terms of Service and Privacy Policy carefully, as they contain important information about the use of the application.



CINEMATOGRAPHY CARD SCRIPT PAGE STRUCTURE - DIFFERENCES

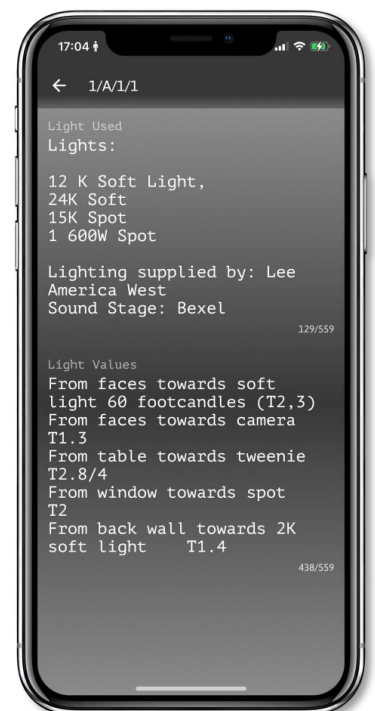
CINEMATOGRAPHY CARD pages are intended for detailed technical planning. They are especially useful for music videos, commercials, short-form projects, or any production where detailed technical breakdown is needed even without a full screenplay.



THE CINEMATOGRAPHY CARD - LIGHT USED AND LIGHT VALUES

The Light Used and Light Values sections allow the cinematographer to list the exact lighting units required for the scene and to record the intended or measured exposure values for actors, objects, and the set environment.

The data listed in this window is equally important to the Grip team, the gaffer, and the film production manager.



THE CINEMATOGRAPHY CARD - PROCESSING AND WORKPRINT



SPECIAL EFFECT: with marking and description, the cinematographer can indicate here what effects he/she wants to use in the scene. It can be fire, water, rain, green or blue screen, or CGI effects, etc. you can enter here.

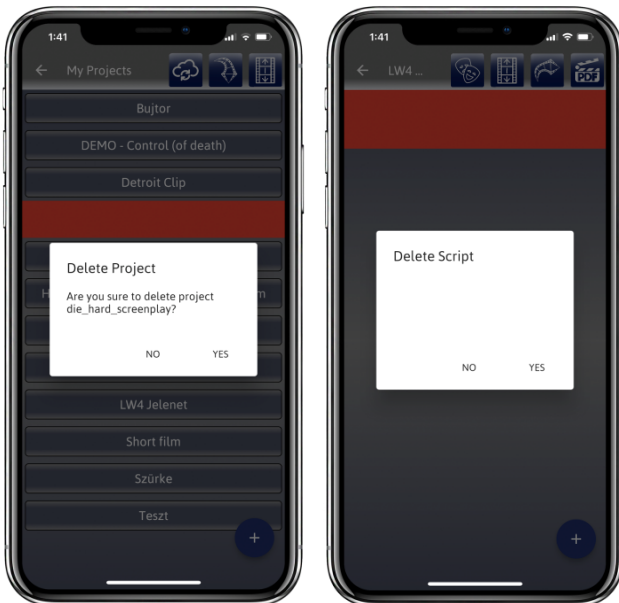
The Processing and Workprint area is used to define post-production or laboratory-related information. For film workflows this may include development notes. For digital workflows it can include color, contrast, gamma, and grading instructions for editorial or finishing.

SORTING - REPLACEMENT OF SCRIPT PAGES

SCRIPT pages can be rearranged manually by pressing and holding a page, then moving it to a new position. This is useful for non-linear planning workflows, though it should be used carefully on imported screenplay projects. When the page is moved, its **SCRIPT No.** updates automatically to reflect the new order.



PROJECT DELETE AND RESET - SCRIPT PAGE DELETE



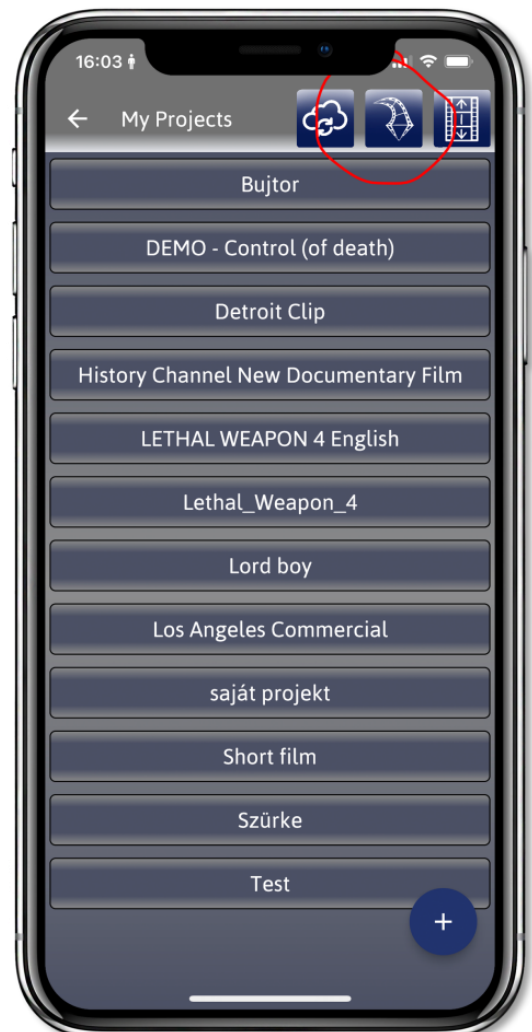
Projects and SCRIPT pages can be deleted by swiping left. Deleted pages cannot be restored. Deleted synchronized projects may be recoverable for a limited period if they were previously synchronized to the cloud.

If a project was never synchronized, it exists only on the local device and cannot be restored after deletion.

THE PROJECT IMPORT FUNCTION

IMPORTANT! We strongly advise all users to export their projects once they have finished working on them and save them to their own Google Drive or Dropbox account in a dedicated CinProCaS® Projects folder, or to their computer or mobile phone. In all cases, the saved file is stored with the project title and the .cinprocas file extension. Furthermore, please note that the saved project can only be imported by the owner of the project and with knowledge of the PIN code. Without the PIN code, the project import will not be successful.

PROJECT IMPORT allows previously exported project files to be imported again so work can continue later. CinProCaS® can also import compatible FilmProCaS project exports where supported.

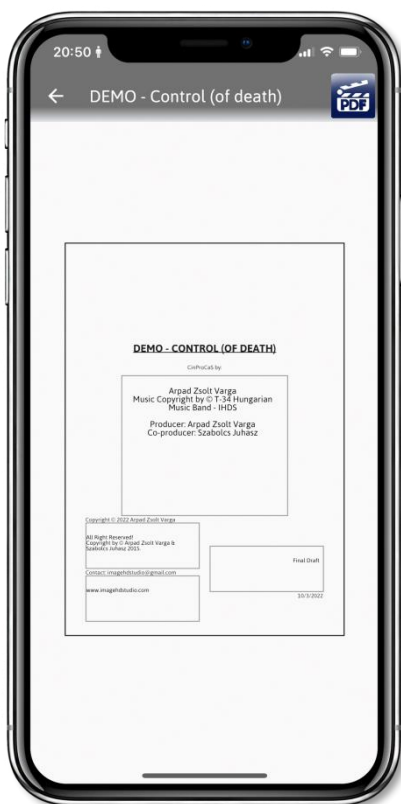


PROJECT EXPORT AND PDF EXPORT FUNCTIONS

Project Export and PDF Export can be performed for the entire project or for selected SCRIPT pages only.

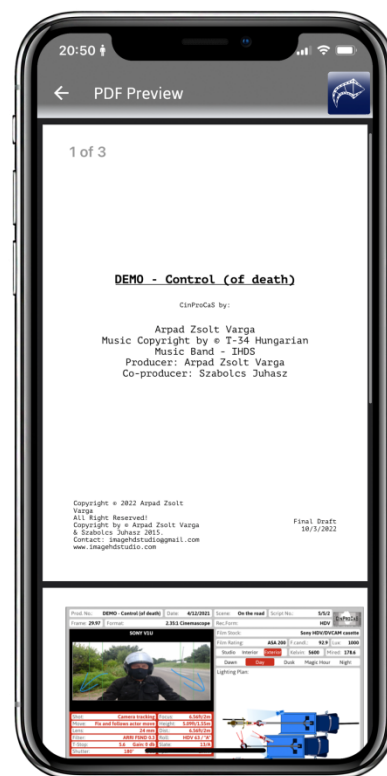
Users can export a full project file, a selected set of SCRIPT pages, or a PDF version of the same content. Sorting options make it possible to export pages by SCRIPT No. or by date. LIGHTNING PLAN pages can also be exported separately as PDFs.

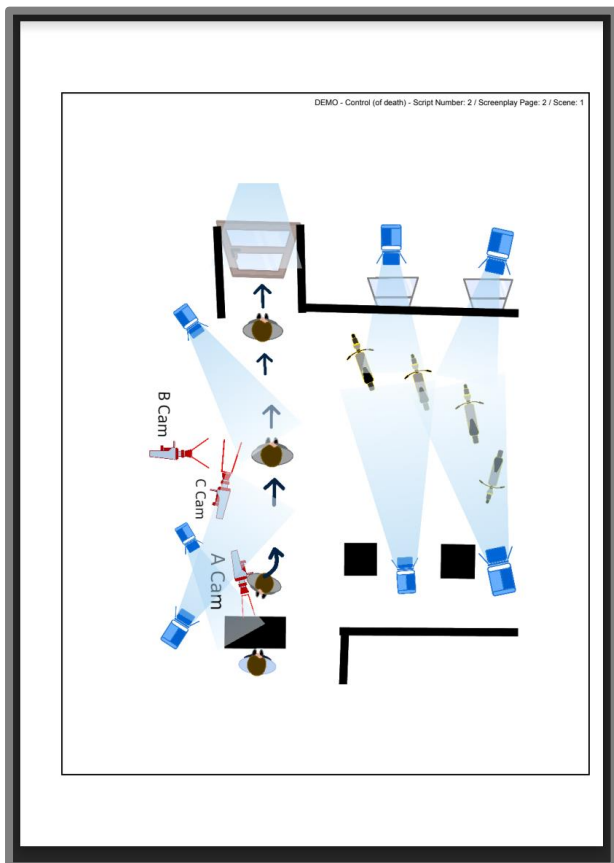
The PDF cover page includes project identification information such as title, author, contact details, version label, and date. The project title used on the cover is taken from Project Settings.



In PDF Export, a "cover page" will appear (on the left) which will be the first page of your script. This page is not numbered but it is important to fill it out! The title of your movie in the PDF export will be the same as the title of your project and cannot be changed during PDF Export in version 2.0.0. If you want to change the title, you have to go to the "Project Settings" menu and make the changes there.

Underneath, "CinProCaS® by:" indicates that the person who reads it will not only see a standard script but a CinProCaS® film plan, which is much more detailed than any other script he has ever held.





IMPORTANT! The time it takes to create a PDF export varies. It depends on the device, the number of pages, the quality, and quantity of photos, etc. Therefore, if you export more than 10 pages, the application will display a warning sign indicating that the PDF export may take some time, do you want to work on it? It is therefore advisable to start PDF Export when your device has time to work on it. Exporting a 120-page CinProCaS® scenario fully filled out and full of photos can take 20-25 minutes. Therefore, in the case of PDF Export, always think about when you start it.

LIGHTING PLAN PDF Export is much faster as you only need to create a single page, so it's done in seconds. It displays our LIGHTING PLAN drawing rotated in A4 size. It also displays the data of the SCRIPT page at the top so that you can identify which scene it belongs to.

USER DELETE AND THE CANCEL SUBSCRIPTION FUNCTION



On the main page, you will find the menu button located at the top right corner. Clicking on this button will allow you to review our Terms of Service and Privacy Policy, as well as to contact us, the creators, via email. You can also change your monthly subscription to an annual subscription from this menu. To cancel your subscription, you can navigate to the "Settings" menu, and you will have 30 days from the last subscription to do so. Your subscription will renew automatically, and you will be notified by Google Play or the Apple Store. If your subscription has been deducted but 30 days have not yet passed, you can still use the application for the remaining days. After 30 days, the system will alert you for three additional days (31, 32, and 33), and then switch to Demo mode. In Demo mode, you can still view your projects for an additional 14 days, but you will not be able to make changes to them unless you subscribe again. If 14 days pass without renewing your subscription, your projects will be removed from your devices. However, if you have synchronized your projects with the cloud, they will remain there for an additional 6 months. If you do not renew your subscription within 6 months, your projects and user account will be permanently deleted.

Legal Notice

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Document Version: 3.0

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