

I WRITE MINES

PRODUCER

MEMBERSHIP GUIDE

Run the room, the budget and the paperwork like a professional.

You will leave able to take a project from a pitch to a delivered package: scheduled, budgeted, papered, credited and clipped.

How to use your membership, the software, the terms and the process.

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Welcome to the room

You will leave able to take a project from a pitch to a delivered package: scheduled, budgeted, papered, credited and clipped.

This membership exists because a producer does not work the way anybody else here works. Your week, your tools, your vocabulary and the thing you are trying to finish are all different, so your membership is different. Nothing in this guide is generic advice borrowed from another discipline.

This is for you if

- You make things happen but the paperwork is always three weeks behind.
- You have run sessions and never once written a call sheet.
- You produce records and still settle splits by text message.
- You want the operational spine, not vibes.
- You are the person everyone calls when it goes wrong.

The house rule

We never produce the record for you. You get the map, the checklist and the honest ear — the calls, the budget and the credits stay yours.

What your membership includes

- Writers Room hosting with consent, moderation and recaps
- Live splits sheets and PRO registration walkthroughs
- Concept film minutes and storyboard PDF exports
- Industry desk with major-label and studio norms
- Slate dashboard across every active project
- Document vault with versioning and export bundles

Working rhythm

Two operations blocks and one session a week. Roughly six hours.

The software, room by room

These are the rooms your membership opens. Everything else on the site stays available, but these are the ones built for the work you do.

Writers Room	Host sessions with consent forms, warnings, recaps and a live splits sheet.
Concept Studio	Storyboard PDFs and concept films to sell an idea before it exists.
Industry Desk	Major-label and major-studio norms, deal shapes and who actually decides.
Rights Desk	Clearances, splits, work-for-hire, chain of title and credits.
Slate Board	Every project's state, blockers and next action in one place.

Every room autosaves as you work and syncs to your account, so a session started on a laptop continues on a phone. Exports are yours: PDFs, audio, video, documents and data all download without a watermark and without a licence claim from us.

New-age tools in this membership

Recording, clipping, analysis and delivery — the modern half of the job that most training ignores.

Session hosting

Live rooms with video, a shared page, consent forms, warnings and recap exports.

How to use it: Open a room, invite by email, everyone signs before they can contribute.

Live splits sheets

Percentages, PRO numbers, publishers and signatures captured while everyone is still in the room.

How to use it: Fill it during the session and export the signed PDF at the end.

Concept films and storyboards

Cinematic concept trailers and Hollywood-standard storyboard PDFs to sell a project.

How to use it: Approve the storyboard first, then render — no wasted minutes.

Content clipping

Behind-the-scenes and teaser cutdowns with captions, ready for socials and investor updates.

How to use it: Mark the moments, export vertical and wide with subtitles.

Slate dashboard

Every project, its state, its blocker and its next action.

How to use it: Projects update themselves as you work; you read one board.

Industry playbook

How major labels, publishers and studios actually greenlight, and who signs what.

How to use it: Read the desk, then map your project onto the real decision path.

The process, end to end

Run these in order. Every stage has an output you can hold; a stage without its output is not finished, however good it felt.

01 Define the package

What is actually being sold: the material, the talent attached, the format, the runtime and the audience.

Proof: A one-page package definition anyone can read in a lift.

02 Chain of title

Prove who owns what before a single dollar moves. Options, assignments, work-for-hire, samples, likeness.

Proof: A chain of title folder with no gaps.

03 Schedule backwards

Start from the delivery date and walk backwards to today. The gaps are your real risks.

Proof: A dated schedule with named owners on every milestone.

04 Budget honestly

Above the line, below the line, post, contingency. If contingency is under ten percent it is a wish, not a budget.

Proof: A budget with a contingency line you can defend.

05 Crew and consent

Everyone in the room signs before the room starts: consent, recording, confidentiality, credit.

Proof: Signed consent and waiver forms on file for every participant.

06 Run the sessions

Call sheets out the night before, one decision-maker per decision, notes and owners captured live.

Proof: A session recap with decisions and owners, sent same day.

07 Deliver the package

Masters, stems, documents, credits, metadata and the storyboard or concept film that sells it.

Proof: A delivery bundle with a manifest.

08 Close the books

Splits registered, invoices paid, credits filed, and a post-mortem written while it still stings.

Proof: A closed project file and a written post-mortem.

Your twelve weeks of structured activity

Four phases. Each activity is something you physically do, with a receipt at the end of it. Do not move on because time passed — move on because the proof exists.

Phase 1 · Operational spine — Weeks 1–3

Build the documents you will reuse on every project for the rest of your career.

01 Template build (120 min)

Create your call sheet, session recap, consent form and splits sheet templates once, properly.

Proof: Four reusable templates in your vault.

02 Chain of title audit (90 min)

Take a live project and find every ownership gap. Samples, co-writers, likeness, artwork.

Proof: A gap list with a fix and a date beside each item.

03 Backwards schedule (60 min)

Schedule one real project from delivery date back to today.

Proof: A dated schedule with named owners.

Phase 2 · Running rooms — Weeks 4–6

A room you run badly costs money and relationships.

01 Host a papered session (120 min)

Run a Writers Room session with consent signed up front and a recap sent within the hour.

Proof: Signed consents plus a same-day recap.

02 Decision log (30 min)

Log every decision made in a session with who made it and when it is reversible until.

Proof: A decision log with owners.

03 Conflict drill (45 min)

Practise the four hard conversations: credit, money, replacement and lateness.

Proof: Scripted opening lines for each, written in your own words.

Phase 3 · Selling the idea — Weeks 7–9

Nobody funds a description. They fund something they can see.

01 Concept film (180 min)

Build a concept trailer with an approved storyboard before a frame is rendered.

Proof: An approved storyboard PDF and a rendered concept film.

02 One-pager (60 min)

Write the package on one page: logline, format, talent, comparables, ask.

Proof: A one-pager that survives being read aloud.

03 Comparables research (60 min)

Find five real comparables with cited numbers, not vibes.

Proof: A comparables table with sources.

Phase 4 · Delivery and close — Weeks 10–12

The job is not done when it is finished. It is done when it is delivered and paid.

01 Delivery manifest (90 min)

Build the manifest: masters, stems, artwork, metadata, credits, documents.

Proof: A manifest signed off by whoever receives it.

02 Splits and registration (60 min)

Register every split and file every credit before the release date, not after.

Proof: Registration confirmations in the vault.

03 Post-mortem (45 min)

Write what went wrong, what it cost, and the one process change for next time.

Proof: A written post-mortem with a single committed change.

Definitions you will hear

Nobody in a professional room stops to explain these. Learn them here so you are never the person nodding along.

Chain of title	The unbroken paper trail proving who owns the underlying rights. No chain, no deal.
Above the line	Creative costs — writer, director, producer, principal talent. Negotiated, not scheduled.
Below the line	Everything technical and physical: crew, gear, locations, post.
Contingency	The percentage of the budget reserved for things going wrong. Ten percent is the floor.
Work for hire	An arrangement where the commissioner owns the work from creation. Must be in writing, signed before delivery.
Deliverables	The exact list of files, documents and formats owed at the end. Vague deliverables end in lawsuits.
Clearance	Written permission to use something you did not create: samples, footage, music, likeness, trademarks.
Call sheet	The document telling everyone where to be, when, and what happens. Out the night before or you are late already.
Split sheet	The signed document naming every writer's percentage, publisher and PRO.
Recoupment	The advance being paid back out of income before anybody sees a royalty.

Milestones that count

Progress is not hours logged. It is these, finished and provable.

- A reusable template set: call sheet, recap, consent, splits
- A project with zero gaps in chain of title
- Three sessions hosted with same-day recaps

- An approved storyboard and a delivered concept film
- A delivery manifest signed off by the recipient
- A written post-mortem on every closed project

Your rights and your work

You are the sole owner of everything you make here. We claim no ownership of your lyrics, manuscripts, scripts, recordings, takes, covers, storyboards or films, and we do not license your work to anybody. We store it so you can reach it from any device, and you can export or delete all of it at any time.

Where the work is collaborative, paper it the day it is made. Split sheets, consent forms, waivers and credit records all live in your account and export as signed PDFs. Agreements made by text message are the single most common way creative people lose money.

Coaching, never ghostwriting

We never produce the record for you. You get the map, the checklist and the honest ear — the calls, the budget and the credits stay yours. That limit is the point of the membership: nobody can build a career on work somebody else made for them.

Getting help

Mr AP	The coach in every room. Ask him anything about your own work — he diagnoses, he does not deliver finished material.
Live tutor	Real-time coaching sessions when you are stuck and need a conversation rather than a note.
Support desk	Account, billing and technical questions, answered in your account under Support.
Member guide	This document. It updates as the membership does — download the current version any time from your membership page.