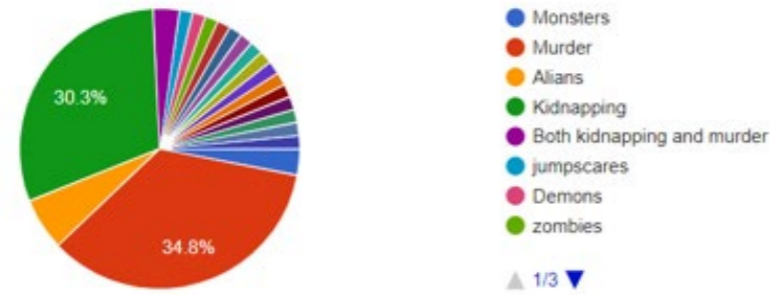


What do you find scariest ?

66 responses



Our target audience is yr 9-13, So to make our horror film appeal to them we created surveys to gather information about what our audience wants to see. Our surveys ask questions that will help us better appeal to our audience. When asked **“What do you find scariest”** or **“What sort of things scare you”** the majority of people on both surveys responded with “murder”, “slasher”. From this it would make sense to have some sort of, murder in our short film. When students were asked **“Who do you want to win?”** over 50% of people wanted the bad guy to win. The 2nd most popular was neither. This is telling us that in our horror film we should have the bad guy achieve their goal of killing, scaring etc. People wanted to see jump scares, blood, murder, death, suspense, etc. This means that we should try and include these elements in our film. Yr 9 - 13 students also want to see a dark, abandoned place when we asked, **“What setting do you find scary”**. The setting in a horror film is an important part of setting the atmosphere which means that we should have our horror film set in a dark place with no other people in/around it. Other feedback we were given was on what not to do in our horror film. This feedback included not to have an unrealistic storyline, having bad actors. We want to give our target audience a

Initial Concept:

Our initial concept is about a young person who is in their room playing a video game called ###. Our main character will be alone playing animals crossing New Horizons in their room. Their room will be dark and not lit well. While the person is playing the game, they are doing normal stuff like turning on lights, opening draws etc. While doing this she hears noises of objects moving around. She finds that what she does in the game happens in real life as well. At first she is amazed by this and we get a close up of her face. She then noticed a shadowy figure who was covered in blood and holding an axe. The person is confused by this. (we will cut from her face to the game screen back to her face.) She is confused and looks up at her doorway and sees nothing. They then hear a sound and put the game down. They then hide behind bed and then turn on the light. They then hear sounds of people walking around and axes scraping against the ground. They are scared by this. We will have shots of the room and of the person's face. The game then makes the message sound as a message has appeared. (the other sounds stop.) Gets a creepy message on screen saying “###”. Lights go crazy. Try the game again to turn the light off. It doesn't work. They are relieved and breath out. Camera then cuts to the scanning room and in front of the person is a bloody scary person with an axe. That person rushes forward. Credits. Then just before the end we see the game with a blood spot of floor and in game.

In our concept we used the information given to us by a survey that was presented to a target audience of yr 9-13 students. These students said horror films should have the bad guy/evil being win so in films we have followed what they wanted and have decided the bad guy is going to win. We also followed the instruction of wanting to see death so we have incorporated this into the film by killing off the main character. This also allows for the bad guy to win and some murder. For our scenery it was a tie between dark scenery and an abandoned location. We have decided we are going to make a film in a dark scenery/with low lighting. We will have the character be all alone to try and make it seem abandoned. When asked what people would expect to see in a horror film there was an abundance of answers but we have sieved through and picked out the answers said most commonly which were jumpscare, blood, death so we are incorporating all these suggestions into the film in hope of installing fear into our audience. We have incorporated all these ideas into our film to appeal to our audience so that they enjoy our film.

Conventions we will use:

1. Blood

Horror is a genre designed for those who have a liking for adrenaline to experience a rush whilst sitting down. It is designed to scare those easily scared and to try to scare those not easily scared. We will use blood in our short horror film near the end. The suspense created through slow calm music and build up to heart racing, edge of seat music and creeping, streaming and overall quiet sounds, this murder will be the scare waiting for the audience. The main character will get brutally murdered with a sharp axe to emphasize the fear and panic of the

2. Death

Death is a big part of life. But being killed by a maniac with a knife and then buried is mostly the stuff of imagination. Horror lets us experience death in a way we as an individual will probably never experience. Horror allows us to see these gory things, Brutal deaths from the safety of our seat. Death is used in a horror film to either bring the story to a conclusion or to help further explain the story and incite fear as the suspense usually leads up to death as tension builds. We're using it for both these reasons. For the audience watching the film we will only be using death once in our film in the climax of the narrative, as the element of surprise is a big part of horror. Fear is created in horror because the audience expect it as it's a convention. The ever-present threat of death will be implied throughout the first two acts of the story. The audience expect it but can't see it coming. So that people won't see it coming we will only use death at the end when we will have our main character get brutally slashed with an axe by a bad guy to bring the film to an end. Our audience will appreciate the death in our film as horrors usually have a murder which helps with the plot or just to give a good scare. Our murder will happen after a jump scare so it will excite the audience. We'll use low key lighting at key points in the story, so the audience associate their growing feeling of tension with those scenes. When the murder happens, the jump scare and lighting will make it really terrifying for our audience.

3. Weapon

A weapon is an object used to conflict pain, blood and suffering upon the victim. We have decided that our murder weapon will be an axe. We have decided this because axes are menacing and we will have easy access to an axe. The weapon used in a slasher movie is meant to incite fear into an audience as half the time these are weapons that everybody can easily get their hands on making the situation seem more realistic and possible to actually happen in their life time we will be using an axe in are film as it is a large easy to know what it is weapon

4. Jump scares:

Horror is a genre that involves mystery, suspense and fear. We will use jump scares in our film to help create an atmosphere of mystery and fear leading up. This will make the viewer sit on the edge of their seat. Since jump scares are used to scare the mass audience we need to try and make ours unpredictable. We will use our jumps care at the end of our film when the victim thinks it's all over. We will film their faces as they take a sigh of relief. then cut to looking around the room. As we are looking around the music stops, and we see the murderer. We only see them for a second then they move forward fast and quick. We then cut to a black screen and her screaming and slashing. For jump scares to be effective the audience can't see them coming so we will only use this one at the end so that wow our jump scares should become very effective. to help build up the jumps care we will pair it with one quiet, abrupt music. Jump scares are a must in horror movies as that is the whole point of

5. Low key lighting

Lighting is a key factor in all films, however certain types of lighting help create genre and therefore give the audience certain expectations. It sets the mood. Low key lighting is especially important in horror films as a dark setting invites fear and mystery in the viewer. The dim hues and shadows and low lighting creates tension in horror films due to its mysterious and dark atmosphere. Low key lighting also helps control what the character sees by only lighting small parts of the room close to them. We will use low key lighting in our film to help create the mood of anxiety for our character and audience. We will use lamps or tv strategically. These are common objects that can light lots and a little. These objects will create enough light to see our characters' fearful faces and project their emotions onto the audience but also conceal what's happening around her which will make the film all the more frightening. Low key lighting will help set the mood and tone for our audience. Since tone and mood is essential in horror films since they tell us what we should be feeling and how we should be feeling it, this convention should appeal to our audience by giving the audience that information so they better enjoy and are scared by our film.

Style - Atmosphere:

6 The atmosphere in the film needs to be dark and creepy. The reason behind being a dark atmosphere will create a fear of the unknown as anything could happen, especially if u can't see it. People who see horror films don't want to see sunshine and lollipops. They want it to be dark, mystical, suspenseful. They want to be scared or be thrilled by an adrenaline rush by the film. This is why we plan to film in a dark setting with the main source of light being the light coming from the screen of the video game being played and other low light sources. This should give us a creepy shadow effect whilst only showing what we want the audience to see. By showing the audience what we want them to see it will allow us to sneak stuff up on them that they weren't expecting. The dark atmosphere and low lighting will also make certain facial expressions be better expressed. This allows the audience to connect more with a character and to see whether or not they are scared, nervous, happy, relieved etc.

Tone:

The tone of the film is going to be tense. The tone is going to strike fear and suspense in our audience until the end. The audience isn't going to know what the end outcome is going to be. As we hope to have our audience anxious and on the edge of their seat. Our main character is going to be in her own wee happy world and within seconds it's going to change from happy to frightened. The emotions the main character will feel should then be shadowed onto our audience, making them feel the same fear and suspense being portrayed in the film. The music and sound will also play a huge role in this as having slow music playing and spiking and ramping up to a jump scare always gets all the audience's hearts beating. Since everyone in this day and age has some sort of technology or at least has the bare basic knowledge of what it is. This should help them connect and better express the tone as being tense as it should make some people question their technology and the capability it has.

Stylistic Approach:

We have decided to set our film in the current year with our main focus on gaming. As technology is advancing day by day and getting more and more popular, especially with teens. We will have more of an impact on the audience by using a creepy twist on the games they love. This film will be seeing a cute, low key, role playing game called Animal Crossing: New Horizons be turned upside down with having a killer. This game should affect the audience as it was one of the most popular games last year. This game helped lots of people through the pandemic. The target audience is between yr 9-13 so that's an age range from 13-18 year olds. People are always playing games whether they be mobile, on the field or with a console. People also love films. One of Hollywood's biggest rivals is videogames so incorporating a film with both should really catch our audiences' eye, as it will have the best of both worlds. We think our audience will favour our idea as it relates to what they do on a daily basis.

Script

Person 1 = Main character (name to be decided)
Person 2 = The killer(badguy)

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OLD SCRIPT: Person 1 is sitting on the couch playing their video game being happy, enjoying themselves with a big grin.*the game will be animal crossing*
They will be moving the game character around having fun sitting on a couch in the game. Person 1 will snigger whilst playing.*their character did something funny*
The game avatar moves around and opens a set of draws in the game. (Creek, Shuffle). Person 1 looks around with confusion on his face. As they scan the room, they see that their draws have been left open. They look at the screen in confusion and try shutting the draws in game. This mirrors the real world. Person 1 tries opening the draws in game again and this time watches her own draws with an eager/confused glance. When person

NEW SCRIPT: WITH CHANGES

The victim walks down stairs to play video games all happy. She sees the case with the switch in it and sees a note. The note reads "DO NOT TOUCH". She is confused by this and ignores the note. She opens the case to find another note saying "I'M WARNING YOU". She is frustrated at this point and ignores that note and takes the switch out of the case to play anyway. She then is sitting on the couch playing their video game being happy, enjoying themselves with a big grin. *the game will be animal crossing*
They will be moving the game character around having fun sitting on a couch in the game. The Victim will giggle whilst playing. *their character did something funny*
The game avatar moves around and opens a set of draws in the game. (Creek, Shuffle). Person 1 looks around with confusion on his face. As they scan the room, they see that their draws have been left open. They look at

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LOCATIONS

We will use [redacted] garage for all our scenes. We will be using it for all scenes because our film takes place and follows our main character as she eventually gets killed. We will use this location as it will provide a darker, airier atmosphere. Using the garage will make it look darker than a normal living room as it is below the house. This location allows us to better meet our target audience as from our survey we found that the majority wanted dark and abandoned settings. By using the garage, it is easier to get darker lighting and will make it feel more abandoned for our viewers. Since it is darker, we can control our light more, this means we can light only what we want the audience to see. Using this location, once it is tidied, we will not have to worry too much about staining anything with fake blood as the owner has said if it stains the concrete etc. it would be fine. This will give us the freedom to have blood in the way we want it for our target audience.

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CAST

[redacted] Friend): We have chosen [redacted] our killer/bad guy in our film because she has a passion for dark and creepy. She would love the chance to be a part of the film and to practice her acting skills. She will also relate to the audience by being in the target audience. [redacted] and our target age group is yr 9 - yr 13s. As [redacted] guy actor, we're hoping that having a female villain will intrigue the audience as most common based horror films relate the victim as a female and majority of the time a male as the villain. Whereas hoping having a female as our villain will intrigue the audience as it's not seen often in our society for a female to be a villain.

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[See copy of casting shots here](#) – our first choice of actor for the victim had to change as she wasn't free when we needed her. Here's all the people we thought about using.

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COSTUMES

PERSON 1(VICTIM)

We want the actor to relate to the audience to help better engage your audience as the clothing she will be wearing will be common clothing and will make her look like a common vulnerable female. In Horror the females are often portrayed as weak and vulnerable. Because of this portrayal the audience is tricked into feeling sorry and frightened for the character as they know her death is around the corner. By getting our actor to wear normal clothes that our everyday audience would wear every day. This helps the audience relate and understand the

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PROPS

8 **Axe:** we are using an axe in our film as our murder we open as an axe is an everyday item that will be found in most people's sheds. We are using the axe to make our film a slasher and instead of using a knife we're using the axe as it is bigger, easier to see and should hopefully make the audience get a better understanding of what's happening in our film and how the victim is murdered. We made the axe safe by in our film the axe never gets swung and never goes towards anyone else in the room.

Blood: we are using fake blood in our film to emphasis the pain and fear in are victim as she is brutally slaughtered by are villain actor we plan to cover our victim in this kacke blood around her neck area as to make it

MUSIC

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When we open and playing the game happily:

<https://www.purple-planet.com/new-search> - New Beginnings

New beginnings are upbeat pieces of music. We will use it at the beginning to provide a happy feeling. Our main character will be looking happy as they are playing their game. This upbeat happy feeling music will reflect on the audience and make them feel happy too. Since music can tell an audience what's happening or what's about to happen. This music will tell them that nothing is wrong and everything is all good and happy.

When things start to go wrong:

<https://www.purple-planet.com/new-search> - Deep Space Exploration

<https://www.purple-planet.com/new-search> - New Beginnings

(overlap the new beginnings with the deepspace exploration when things start going wrong for our actor. AKA merge from good to bad)

When things start to go wrong in our film and our main character starts getting scared we will add deep space

Climax music to jump scare:

<https://www.youtube.com/watch?v=MS6dhZc6uac> -

We shall play this music when we are building up to our climax. At our climax we will see our main character killed. This climax music will make the audience heat race with anticipation. As the music continues to climb the audience get tenser and tenser. We want them on the edge of their seat. By having built up music to climax it makes the audience know something is coming but they don't know what. With this we hope to scare them as they will know by this music that something bad will happen to the character they have hopefully gotten attached to, this music will help build up the opportunity to scare people.

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When Person 1 gets killed:

Scream - <https://www.youtube.com/watch?v=8nXEPiQj0EM&list=PL634EA6C284405875&index=760>

Blood Splatter -

https://www.youtube.com/watch?v=0XKq_o1Yftg&list=PL634EA6C284405875&index=46

Bone Crack - <https://www.youtube.com/watch?v=k3EUprslmyw&list=PL634EA6C284405875&index=47>

We will play these three sounds close to one another for full effect when our main character is murdered. After the end of the climax music These sounds will play, a scream, blood splat and bone cracking. These sounds will force the audience to visualize themselves what has happened to the poor character. These sounds also create an atmosphere of uncomfot and death. This will be the end of our film after the screen goes black. By not showing the murder happen we invite mystery in the audience by leaving them wondering.

Darkest child:

The darkest child is a piece of music where it helps set the mood of unknown and bad things coming. It makes you wonder what's happening. By going up and down in its notes. This will help set the mood for our viewers as we will play it when weird things start happening to our victim. By playing this sound and having out victim being confused it helps our audience also feel confused and the music helps the audience know that no good can come from it.

Creeping death: This sound of purple planet helps the mood when weird things are happening along with the darkest child. This music is like a step up and down. This will have the vibe of the darkest child and help create a mood and atmosphere for the audience. It will also tell the audience that nothing good is happening at the time they play.

(*We changed the music for when things start to get creepy and weird because the original music we had didn't fit and didn't set the right mood we were after. The new music gives us the mood, tone and creates the atmosphere we were looking for and helps the audience feel scared and creeped out about what's happening. *)

Intro Music: from i movie

Ding Sound: <https://www.youtube.com/watch?v=qZC5gtOw3DU> Ryan Carvalho

Draw sound: [Siimon Sounds https://www.youtube.com/watch?v=8kRTOXJ9KcE](https://www.youtube.com/watch?v=8kRTOXJ9KcE)

Light Flicker: <https://www.fesliyanstudios.com/royalty-free-sound-effects-download/light-switch-24>

Light Switch On Off 02 Sound Effect

Outro Music: from i movie

Foot steps : <https://www.youtube.com/watch?v=t5PMmKS8Ug4> GamingSoundEffects

By using these sound effects we are able to bring the objects to life more in the film. By bringing them more to life it makes it more interesting for the audience. The sound effects for objects can also help set the mood and tone for the film. By having footsteps along with some silence after a build up it helps set the mood for the audience to fear the person walking towards them and to feel sympathy to the victim.

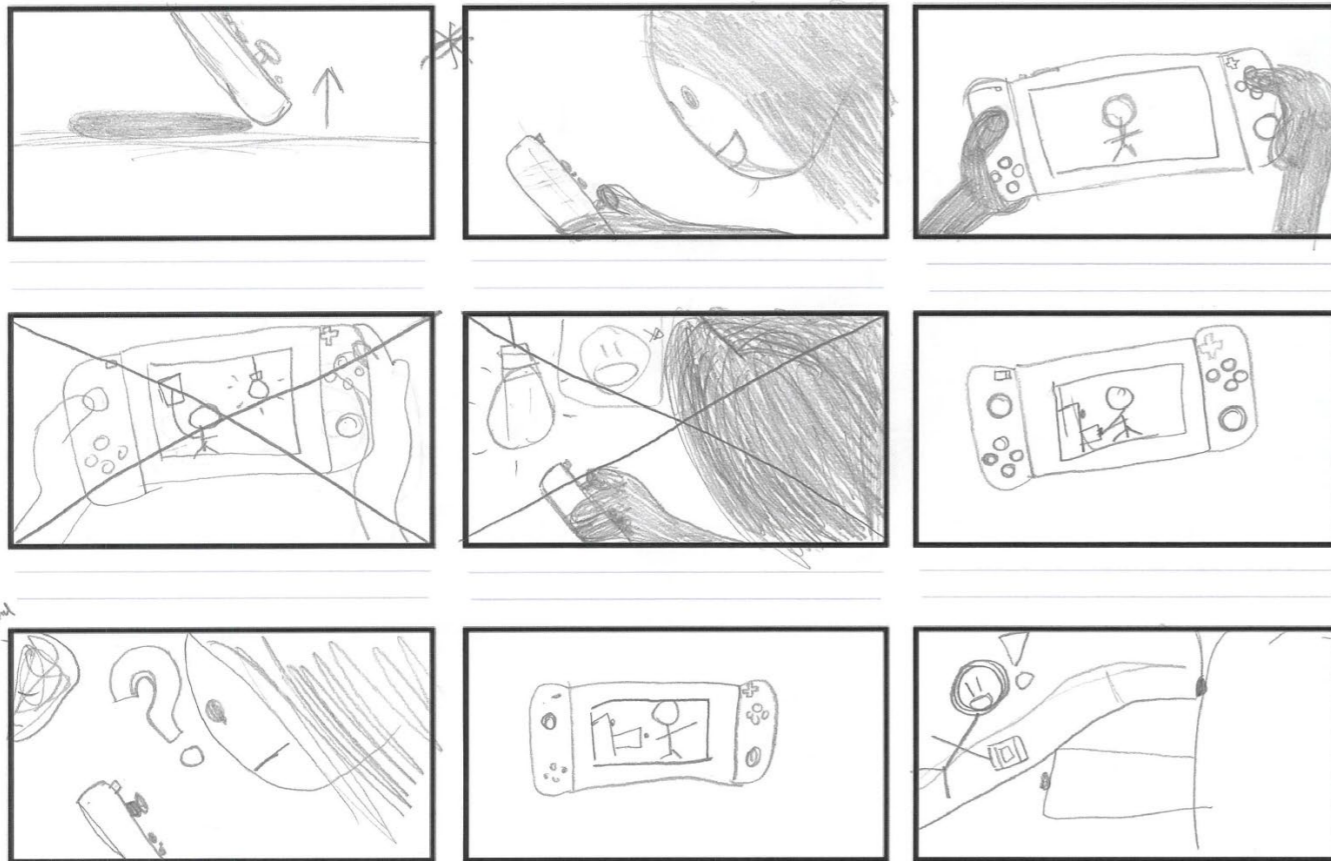
| | |
|----------|--|
| 23/04/21 | Today I also shot some scenes and finished off filming. Today we needed to film in the morning rather than in the afternoon to suit one of our actors. |
| 03/05/21 | Today I looked at 2.5 plans to make sure everything is in order. |
| 04/05/21 | Today I continued to edit the 2.5 film plans. I edited the costumes and added our other actor |
| 05/05/21 | Today I put scenes into the film timeline. I also wrote down all the scenes we needed to refill. |
| 06/05/21 | Today I continued editing and putting shots into our film. |
| 10/05/21 | Today I started writing up the music for our film plan. |
| 13/05/21 | Today I edited the final scenes into the film on the computer. While looking at putting scenes together. Matthew and I decided to change up a few shots from our storyboard because it looked better or felt better in the film than what we had initially planned. |
| 17/05/21 | Today I edited the transitions into the film. |
| 19/05/21 | Today I started adding music to the film. (was sick.) |
| 24/05/21 | Today I Read through the plan doc and added image and location release to google drive. |
| 26/05/21 | Today I edited the film and started adding black screens with text for where to add the scenes that still need to be filmed. We have decided to add scenes that we didn't initially plan to add some more sense and to help the movie be more clear of what's happening. |

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| | | | | | |
|----------|------------|------------|---|------------------------|--|
| 4/5/2021 | Home Shots | [Redacted] | Camera, and Tripod. Lighting rig, extension cords Axe | Christina, Este, Anrie | We are going to film in the garage, rain most likely will be a problem because it is loud though we have a few scenes inside so we'll focus on those. If it doesn't stop raining we will film on a different day. I also plan to film the murder scene. We will take safety precautions while using the axe, as making sure not to get the blade too close to [Redacted] |
| 9/5/2021 | Home Shots | [Redacted] | Camera, and Tripod. Lighting rig, extension cords Axe | Christina, Este, Anrie | Need to make sure parents/sister isn't home and the car is out and the floor is dry. We'll need more time for setting things up today as we need more furniture in the garage. |

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Film: Switch Scene: 1 Page: 1



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LOCATION RELEASE for [Redacted]

Date and Time: [Redacted]
I, [Redacted] being the owner of the property listed above give permission for cast and crew of the school production to use the aforementioned location on the above mentioned time(s) and date(s)

Signed: [Redacted]
Witness: [Redacted]
Dated: [Redacted]
Please tell [Redacted] in owner

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Film: Switch Scene: _____ Page: 4



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IMAGE RELEASE

I, [Redacted] give permission to allow the following people: [Redacted] to use my image for a film/video production associated with my achievement Standard 91252/91253 (2.5/2.6) in NCEA Level 2 Media Studies. I accept that my work in this media product can and will be viewed in classes and may be uploaded to a video sharing website to be used as an exemplar. I also accept that the product may be subject to public viewings for school purposes.

Signed: [Redacted]
Witness: [Redacted]
Date: [Redacted]

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