Working Title:

Black Out

Target Audience:

The target audience will be people between the ages of 15 and 25. We chose this age range because younger viewers are typically more excited by thrills compared to older demographics. Our film will also be more targeted towards males as males stereotypically enjoy watching thrilling violence movies more than females. Will be displayed at upcoming film festivals: [   ] (15 October) and [   ] Festival (early November).

Basic Concept:

A slasher killer is on the loose. He has already killed a man and is on the run. Jack is walking to his friend Alfred's, home and while walking he is attacked and dragged into a bush. Alfred wonders where Jack is

so he goes out to investigate. He discovers Jacks phone on the ground with a video of Jack running away from the killer playing. Alfred sees some broken bushes and follows a blood trail into the woods. As he is following the trail, he gets snared by a trap and is lifted into the air. Jack runs out of the bushes to try free Alfred but gets stabbed by the killer as he attempts this. The killer then runs away and Alfred escapes leaving Jack dead.

Changed concept:

A slasher killer is on the loose. Alfred is at home waiting for his friend, Jack, to arrive. Jack is walking through town and while walking Alfred calls him and talks about the killer in town. Jack keeps walking then gets jumped by the killer. Alfred then goes out to investigate and finds Jacks body.

Iterations to Story:

- We are altering our narrative slightly to make filming easier within our time constraints.

We are getting rid of the scene in which Jack goes into a bush to investigate a noise and is then captured by the killer by being lifted into a tree. We thought this was unrealistic for us to film, so we decided to change it and change it to Jack walking through an alleyway and investigating a noise and is then confronted by the killer and then Alfred finds Jack's phone and is also confronted by the killer, similar to the first narrative, but altered to make filming and acting easier. We also thought that filming in an alleyway in town would have better lighting than attempting to light a dark wooded area. We found that after filming even with a lit-up area the footage comes out darker than it should, so this was a wise decision on our behalf.

Other than this change it is similar to what we had at the start, with shots of Alfred at home, a phone call scene, and walking shots of both Alfred and Jack.

Duration:

5 minutes – General length of opening sequence, enough time to introduce characters and premise
(Alfred = main character and killer who kills Jack is main problem).

Initial Script Planning:

Script is done (Physical Copy)

Second iterations to story

We've realised that a killer coming out of nowhere and just killing Jack doesn't make sense. His character needs a backstory or motivation for it to make sense. We're using a three-act structure. His Act 1 and 3 will be about Jack and Alfred, but the second act will be about the killers backstory to show why he's attacking random people like Jack

Act 1 – set up Beginning	Slasher character roaming the streets – looks basically normal
Inciting incident	Jack's walking home for dinner, video chatting with Al and goes into the alleyway near his house, hears a noise.
Second thoughts	Slasher is confronted by Jack. He's crazy, wants to react violently but pauses
Act 2 – confronting Obstacle	Slasher's youth – sees himself in Jack (flashback young/innocent walking alone/tormented by other popular kids/violent upbringing)
The twist	Slasher sees recent events (flashback him killing other person)
Crisis	Slashers in crisis – what should he do because he's been seen by Jack
Climax	Slasher attacks Jack. The Jack problem is fixed.
Act 3 – resolution Climax	Al sees and hears all of this on the video call, and starts to run out to the alley.
	Jack and Al's friendship flashes before Al's eyes (flashback)
Ending - denouement	Slasher is far away in the street running. Al gets to Jack, realises that he hasn't been killed, just knocked out. Killers face is seen, looking desolate as he turns back to look at the two friends.

Connventions – horror/thriller and short film (medium)

Serious/tense atmosphere

Develop narrative arc for limited number of characters (Al & killer)

Cold tones (lighting, editing, colour grading)

Eerie sounds and silence to emphasise isolation of characters + setting

Slasher horror films often have an unknown masked killer who is usually a man. This killer likes to torment people and kill a lot of people by using a bladed weapon (generally). The killer is usually out to kill due to a wrongful action in the past. This wrongful action generally caused great trauma and the killer is re-activated to kill after an anniversary.

Uses gore and blood to scare the audience as well as jump scares and other techniques that are generally used in horror/slasher films. Examples are over the top gore, jumps scares, the victim being vulnerable, telling the audience things that the characters don't. These add tension and make the audience want to keep watching.

The locations used are often dark, claustrophobic or very spacious which can act upon phobias such as claustrophobia and agoraphobia. Night is an often-used trope in horror as it represents death and concealment which has been solidified by the genre over the decades.

Visual treatment

1. Explain in detail the kind of atmosphere/tone you will create **visually** and how you intend to use equipment and conventions to create this style. For example, in an action film, rapid shot transitions will convey a tense atmosphere to the audience.

We want to set a serious and tense atmosphere in the introduction, so the audience wants to find out more about what happens next. This will be done with camera shots such as POV which 1. will allow the audience to put themselves in the characters shoes and 2. create a tense atmosphere because the audience won't be able to see everything (the introduction isn't purely POV). We will use lighting (lights provided by teacher) to create an eerie atmosphere by not entirely lighting an area so parts of the shot are in shadow and due to our scene not taking place in lit areas for the most part some shots will rely more on sound rather than visual techniques. All scenes will be lit however to allow the audience to understand what is happening. We will use a variety of angles and shots to add variety to the film, so it doesn't become repetitive. We will edit in post some effects such as lights flickering etc.. As well as audio techniques to aid the film, so it seems more realistic to add to the tension and reality of the film. Extended shots in collaboration with audio will add tension to some scenes which will engage the audience and make them want to know what happens next. These techniques will create a tense and eerie atmosphere which will cause the audience to want to know what happens next.

Our visual techniques apply to our target audience (class, family, staff, friends) because most horror movies use tension to engage the audience so we are making use of this technique to aid in the audience's interest and engagement in the film. This appeals to the audience because with tension the audience will want to know what happens next. Use dim lighting to add effect – tension, camera angles, add effect over camera shots to reinforce? (blur, fog effect, etc.) Add effects in post to add tension. Flickering lights? Noises in background (audio added in post).

Camera

We will use focus to blur out the backgrounds of characters. This will create more focus on the characters, so they stand out from the surroundings and are payed attention to more than if the background was completely in focus. However, we don't want the background to be too out of focus otherwise it might become distracting how blurred it is so we would need to find a focus setting that isn't too blurred.

We will film some shots using a tripod and some by hand depending on what suits the shot we are trying to accomplish. We are also going to film some POV shots to immerse the audience and make them feel like they could be in that situation and put themselves in the characters shoes. The POV shots will be filmed by hand and by holding the camera up at eye level.

Editing

We will use editing to cleanly transition between shots so that the story of our introduction sequence flows smoothly and makes sense because if cut or transitioned badly the story will seem disjointed and won't flow like it is all one scene.

We may adjust the light or darkness of some shots so that it flows more – this would only be used if when filming the light drastically changes quickly so that it seems that the scene is all at the same time instead of being split up by different lighting. Another solution would be to have a backup filming date to take shots that don't seem like they fit, however this could also be affected by weather or different conditions that would also split up our shots and make the scene seem disjointed.

We will also use some basic editing techniques such as making a light flicker (a streetlight) to add effect to the scenes subtly but won't stand out to be too unrealistic.

Another editing technique we may use is an overlay of color such as a blue tint outside which is commonly used in horror to add effect and cause the audience to feel different about a scene, for example a yellow hue would seem happy compared to a blue tint that would be sadder. (Research above that discusses this).

We may incorporate an eyelid shutting effect in a POV shot to add effect, but if we don't we will just use an instant cut to black or a fade to black (This is at the end of the opening when Alfred – the main character - passes out).

Iteration: We decided to not use an eyelid shutting effect as we changed the film so that Alfred does not blackout.

Sound

We want to use ambience in a majority of scenes to add an eerie effect to our opening sequence. We think it would be a good addition and would cancel out any shots that don'ts suit having no background sound. Some shots will employ using mute sound or no sound at all to add tension to the scene, this is seen in most horror movies before a jump scare or important moment to add effect the scene/shot because the tense and quiet atmosphere makes it seem that the quiet is important and that it is foreshadowing something that is about to happen.

We will likely add small audio effects such as a crackling electricity sound when the streetlight flickers (if we decide to do this) and the sound of a kettle boiling whether the kettle we use for this shot is loud enough to be heard when we film it - we decided not to do this shot. The majority of sounds won't be artificial, but we may use some artificial sounds if it is necessary. This will engage the audience more because it will seem more realistic if we find believable sounds that makes sense in the shot/scene.

Songs: We may use songs as background noise in some scenes such as the kitchen scene with Alfred's mother because it would make sense that she might be listening to something in the background. Another is that when Jack is walking outside, he might be using headphones so we might use dull sound in this scene to show that he is listening to music. In the kitchen scene the mother might be listening to older music whereas Jack would be listening to rap or something similar.

Audio Treatment:

We will use horror ambience in some scenes such as the walking scenes when Alfred and Jack both walk through town. We are also implementing sound effects such as a baby sound effect when Jack is walking through an alleyway to show that he is distracted and gives him a reason to investigate which ultimately results in his death. Throughout the film we will also implement sound effects such as violin strings for jump scares and to add effect to some important scenes.

We will also use raw audio which was create a tense atmosphere because it would just be the audience and the footage which could be considered similar to found footage films which don't incorporate outside audio and relies on audio in the footage to add depth to the film.

We showed our treatment to other groups in the class, and talked about our conventions and their conventions and how they would be used in the film. The survey from term one on horror genre and then the research for genre external about thrillers has meant that we're using the right kind of conventions to make and keep our audience interested.

Production Schedule:
Physical Copy

Crew:

⑨ Camera:

Editor:

Sound:

Actors:

Obstacles:
Possible obstacles towards filming:

Weather – Can't film in rain so if it is raining during our scheduled, we will have a backup time to overcome this obstacle.

Equipment failure – Backup time or use phone to film.

Footage corruption - We will save and backup all our footage to ensure we still have our footage if it becomes corrupted during editing. We will also use two cameras so if one fails

⑨ Illness / physical hindrance – If one of us become ill or an unable to film when we are meant to be shooting, we will have a backup time to overcome this. We will also have backup actors.

Background noises - If background noises are present, we will wait till the noises are gone. We will also record the audio with our phone as a microphone so we can hear if the mic is picking up any unwanted background audio. There is also the obstacle that the camera mic won't pick up the sound to a high quality so we will use a mic on the camera to get the highest quality audio.

Lighting – Could be too dark if we are filming at night. To overcome this, we will research techniques for filming at night and if it's still too dark we will use artificial lighting.

Font Choices:
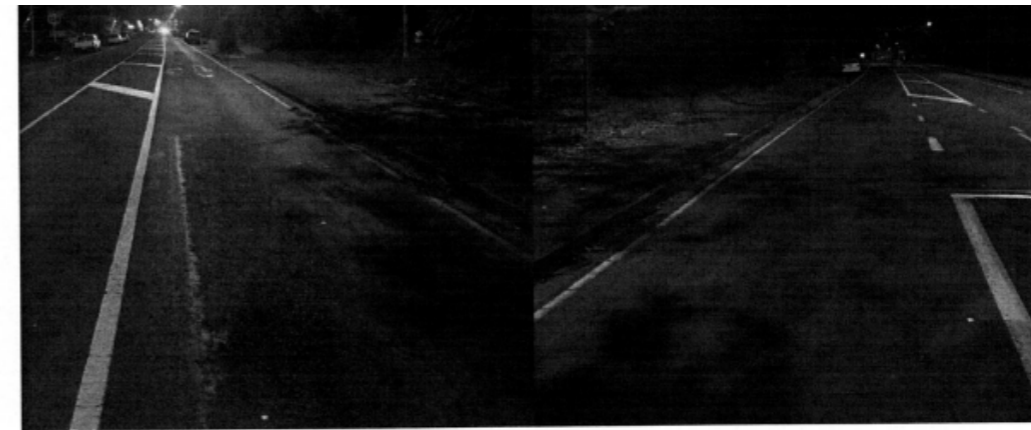For Title

TRUE LIES

⑥ # FEAST OF FLESH

KILLING

WHO ASKS SATAN

Iterations to Filming Locations:
Location Scouting:

Possible location for street filming: Victory, Nelson - near park

Location offers streetlights, small bush area with trees and park near by which could be used for film tree scene, however it is unlikely that it would be sufficient due to lack of bushes/trees that would work for what we need to achieve. Doesn't have many rural houses as opposed to somewhere like the Botanics in The Wood, which also offers the option of filming at a group member's house for indoor scenes so multiple areas could be filmed in in one night (Group member's house and Botanics Park). Victory area is next to a road which could affect the sound quality due to cars or other interferences.

We decided to use a different location for the street filming (The Wood) as it is closer to our other filming locations (House in the Wood and Botanics) and doesn't have a large area for street filming, and is a more busy location due to traffic, pedestrians and noise which would result in and sound quality an interference during filming. Filming in the Wood also offers a flow between locations instead of a jump in location which may be noticed by some audience members. The Wood offers a better shooting location and would make editing easier and seem more seamless.

⑪

Iterations to Filming locations:

- Although we decided to use some shots for street filming from the Wood, Nelson, we also decided to incorporate some shots from town in Nelson to provide variation in setting and it fits better with our new narrative which doesn't include filming at the Botanics, and rather in an alley way in town. The walking shots we used from in town are taken in a variety of locations to show the passing of time due to the characters being in different places.
- We decided to cut out the scene with someone being pulled up into a tree and instead film a scene in an alleyway in town located next to Kiwi Bank. This location provided atmospheric lighting and allowed us to film more easily than if we were to film in the Botanics due to a higher amount of light, being able to find more suitable filming locations easier and allowing us to change our 'horror' scene because our original idea was unrealistic for us to achieve.
- We are still using [ ] ouse for the inside filming scenes because it doesn't make any change to the [ ] narrative of our film and is a good setting for the main character to be in at the start of the film.

Media Studies Department

I, _____ agree to allow video footage, s...
recordings taken of me by production crew associated with the below ...
be used in a student documentary about:

I understand that the documentary may be shown to media students a...
a public audience at th_____ Festival

I also understand that the Media Department will store the documenta...
future school screenings.

Signed _____
Date _____

Black Out

Based on a true story...

'SECOND DRAFT (unfinished due which allow e... interesting stor...)

Project Name	
Title	
Date	
Camera Shot	LS
Description	Ext shot of house, pans ket... version
Camera Shot	MS

Decided to remove kettle scene and rotten apple shots as had no meaning / symbolism in our film.

MS
alfred apple
CU
sand in
kettle boiling 2 sec
house ve 4 sec
MS
kettle boiling

|| FINAL DRAFT

Project Name	Black Out
Title	
Date	
Camera Shot	LS LS
Description	pan down of house, title on. shot of h... bush.
Camera Shot	LS MS