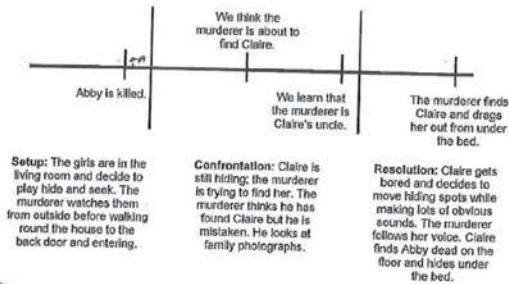


#	#	Size	Location	Description
1	1	MS	Outside the house	The trees are swaying back and forth in the wind
1	2	CU	Outside the house	The outside light is dull and flickering
1	3	MS	Outside the house	The clothes including some socks are fluttering on the washing line in the wind
1	4	LS	Outside the house	From the murderers POV he is looking through the window of the house with obstructing branches/leaves. The murderer is watching the girls decided to play hide and seek.
2	5	LS	In the lounge	The girls are sitting on the couch, Claire is switching from channel to channel on the TV
2	6	MS	In the lounge	Abby suggests to Claire that they play hide and seek
2	7	MS	In the lounge	Claire agrees with Abby
2	8	CU	In the lounge	Abby says she wants to hide first

3 Act Structure Graph: Here I Come



EVENT ANALYSIS SHEET

SCENE NUMBER: 6

DESCRIPTION OF SCENE- what happens in the scene, including what characters are in it.

During this scene, the murderer kills Abby. The girls begin playing hide and seek when the murderer enters the house through the back door. Abby has started her search for Claire however Abby has no idea that someone else is in the house let alone someone who is trying to kill her. The murderer approaches Abby from behind while she is looking for Claire in the bedroom. The murderer kills Abby with his weapon - a rock in a sock. He leaves her dead on the bedroom floor and goes in search of Claire.

THE EXTERNAL EVENT IN THE SCENE- what happens in the scene that is a definitive movement of plot.

A definitive movement of plot is that the murderer kills Abby. This indicates to the audience that the person entering the house is actually a murderer and they are succeeding in killing people. The audience can now partially understand the motive of the person entering the house.

THE INTERNAL EVENT IN THE SCENE- what happens in the scene that is a definitive movement of character- in relation to each character in the scene.

It reflects a negative relationship between Abby and the murderer because obviously she is killed by him. It creates more tension between Claire and the murderer's relationship as now Claire is going to be killed by him. Claire does not know who the murderer is let alone that it is her uncle. Claire's friend is killed and she has no idea until she trips over her later on therefore it creates sadness in their relationship.

WHAT THE ACTION MEANS FOR THE SCREENWRITER- what is happening in the story: what emotional response are you hoping to evoke?

This event is aiming to create tension, suspense and fear for the audience. By killing one of the girls right away at the beginning it creates shock but also makes the audience fear for the other girl and be in suspense while they wait out to see what will happen.

WHAT THE EVENT MEANS FOR THE AUDIENCE or viewer or reader- in terms of information, understanding AND emotional response

The audience gains information and understanding about what the murderer's goal is; to kill both of the girls. The audience are left emotionally shocked at how soon something horrific happened however it leads them to feel more suspense and be suspicious of what will happen next.

4

Production List

Cast	<p>██████████ - Claire</p> <p>██████████ - Abby</p> <p>██████████ - Murderer</p>
Crew	<p>██████████</p> <p>██████████</p> <p>██████████</p>
Costumes	<p>Claire - Black tracksuit pants, white t-shirt and bare feet. The actor ██████████ will be responsible for providing her own costume, as she already has these clothes.</p> <p>Abby - Sports leggings, a grey hoodie and bare feet. The actor ██████████ will also be responsible for providing her own costume, as she also already has these clothes.</p> <p>Murderer - Ring on the pinky finger, which we see when he is washing his hands and in the family photo. (We will not see anything else of what the murderer is wearing as it is from a POV shot. However if we were to see he would be wearing dark jeans, a long sleeved black top and black shoes).</p>
Props	<p>Socks - To be pinned up on the washing line (There will be one specific sock chosen by the murderer)</p> <p>Rocks - Under the washing line (There will be one specific rock chosen by the murderer)</p> <p>Knife - The murderer will get a large, sharp knife out of the knife holder</p> <p>Photo frames - There is one photo frame that has a family photo of Claire, her parents and a random man and another that has a wedding photo of the parents.</p> <p>Phone - This will be an iPhone, which Claire uses to film herself (make video diaries), play on and take silly pictures</p> <p>Fake blood - This will be used on ██████████ when she is dead on the ground and when Claire trips over ██████████ and gets some blood on her leg</p>
Locations	<p>██████████ house - There will only be one location used throughout our film as the whole thing happens within the outside and inside of a house. This house will be ██████████ house, which is in Remuera, Auckland and has a good set up for our film.</p>

1 - Night-time. Murderer point of view. Looking into house at girls through window. Scanning. Muffled speaking as well as general night noises.

2 - Watching girls start to play hide and seek; Murderer begins to walk around house. Collects sock and rock. Murderer point of view the whole time.

3 - Claire is moving into hiding spot, Abby yells: "Ready or not here I come". Claire clicks phone and we see the time. Murderer point of view walking down hall, Abby walks across path, murderer follows. Murderer walks into new room - we see swinging sock and rock.

4

4 - Cuts between Claire hiding and murderer approaching Abby. Suspenseful music. Murderer swings weapon at Abby. Claire hears loud thump but brushes it off. Silence before she brushes it off. Murderer point of view, with loud breathing as he checks if Abby is alive before leaving the room.

5 - Murderer point of view walking through house. Washes blood off hands; Cut to Claire filming herself on iPhone while waiting. Cut to murderer point of view looking at family photo's. Touches mothers face.

Murderer cuts a bright film scene light.

Murderer goes into kitchen.

6 - Murderer starts looking for Claire. Changes between Claire being bored in her hiding spot and murderer point of view looking for her. Murderer thinks he has found Claire hiding behind a curtain but he is mistaken.

7 - Claire moves around out of her hiding spot, trying to make herself obvious to find and she trips over dead Abby. She screams and scrambles under the bed when she hears someone coming.

8 - Her phone is still filming her. She is in extreme distress. She is shaking and doesn't know what to do.

9 - As we see Claire on her phone, we can also see the murderers feet in the background. She is then grabbed by her ankles and dragged out from under the bed. She gasps/screams and drops the phone. Cut to black.

Feedback	Our response
<ul style="list-style-type: none"> Good thinking about the types of shots you will use etc. great detail You will have a lot of time to think about it - you should make this someone's main job Overall, a good concept - I like it 	<p>We agree that somebody will need to be someone's main job as there will need to be a lot of work and effort put into it. Because dialogue is limited, the sound will need to be working very hard to create the mood and enhance the thoughts we are trying to portray the characters to be having.</p>
<ul style="list-style-type: none"> Love idea of being shot through the murderer's eyes Fascinating and thrilling Maybe have close aerial that girl is hiding in to that audience sees and isn't reacting... 	<p>The idea of having close aerial for the girl sparked another idea where the girl and murderer create paths to view the crime scenes without the girl reacting. For example, she will be walking into another room when the murderer is just next door. She is oblivious that there is a murderer looking for her or even in her house. We also show through the world that her friend's body is in the house to add to the fact that her friend has died and to therefore very suspenseful before she steps over it.</p>
<ul style="list-style-type: none"> I like maximum point of view and this and that Some really good shots 	<p>Finding that the idea of murderer's point of view is quite well liked by most of the audience!</p>
<ul style="list-style-type: none"> Love the murderer perspective idea Will be easy to make it really scary for the audience as it's a very scary idea It may be a very long game of hide and seek - make every moment exactly what you're doing throughout Keep the suspense throughout 	<p>To make sure the audience knows the game isn't actually very long we will show the first on the girls phone a couple of times just to show that only a short time has passed. We will also try to keep the film shorter rather than longer because we want to sustain the suspense.</p> <p>We considered the idea of having suspense throughout and realised we needed to add a bit to the middle of when the first girl is killed so when the second girl is killed. Because of this we decided that the Claire would move hiding spots and therefore create more suspense as to whether she would be found or not. This therefore creates a height of suspense and tension in the middle of the film as well as at the beginning and end.</p> <p>Suspense will also be maintained as we will be exploring the idea of 'hide and seek' by having the murderer looking in lots of places and the audience not knowing where Claire is hiding through in every time he looks somewhere under the audience or the murderer knows of it is going to bring there or not. To keep up suspense we will use lots of montage shots as well as continuity, focusing between Claire hiding and the murderer as that is the main situation.</p>
<ul style="list-style-type: none"> How will you show someone being murdered? How will you show murder, won't the other hear anything? 	<p>We thought showing Abby being murdered from above to be very hard and so we do not have the skills to do this so we will probably not be looking that direction we have decided to show her just before she is killed and when she is dead. The murderer will appear her from behind, catching her unprepared and before it could contact with her head the shot will cut to Claire in her hiding spot. It will then go back to Abby where</p>

A detailed description of your chosen genre and research evidence of influences from texts of this genre.

The purpose of horror films are to play on the audiences fears and anxieties in order to evoke emotions of terror and unrest. They do this by creating suspicion throughout the film while also making the audience react to unexpected moments. Horror films often involve themes, ideas and characters from the 'dark side' of life that can be stereotypical yet are often what people fear and what make them vulnerable. For example, in the film *Halloween* made in 1978, the young boy murders babysitters. The idea of a *murderer* is a common fear and is used in almost every horror film as it involves people being killed. The idea of a *babysitter* is also a popular horror character as it is usually a young girl in a house alone making her vulnerable to all sorts of murderers. In the opening scene of this film the young boy murders a teenage girl while wearing a clown costume. A clown is another well-known fear and therefore the combination of the girl, murderer and clown costume creates a stereotypical idea of fear yet it is still uncomfortable and hard for the audience to watch. When the murderer picks up the knife it's obvious what his intentions are yet it's still shocking when he actually begins to kill the girl. This shows how the genre plays upon common phobias to generate disturbed emotions. Another film that involves a young girl home alone is *Scream 1* made in 1996. She receives a phone call from an unknown man who seems friendly at first but becomes angry, scary and threatens violence. The unknown voice creates panic for the girl and the audience and therefore the film builds up a lot of tension and suspense. This shows how the horror genre needs to involve suspense before shocking the audience in unexpected ways. This needs to be done in order to engage and entertain the audience in the way they want when deciding to watch a horror film.

Our film will be a horror because it will include teenage girls, a murderer and a simple idea of hide and seek that will create the stereotypical mood for a horror. Suspense, unrest and tension will be created as a young vulnerable girl is unaware of an unidentified murderer looking for her in her house. We will use the film technique of a point of view shot to create suspense as instead of watching the murderer, you are moving with the murderer therefore you can never identify who he is however clues are left along the way to help the audience create what they think could be the potential motive behind the murderer. Unrest is caused by the constant cross cutting between the murderer's point of view shot and the girl hiding and filming herself on her iPhone. By doing this, the audience is left wondering what one is doing while watching the other. Tension is created in the same way but is enhanced by the effect of the girl personally filming herself on her iPhone. Because of the relaxed way she will behave and film it shows how naive and unaware she is,

Purpose (message, themes, intended effect on audience)

The purpose of this short film is to create a lot of emotion between the targeted audience of 17 year old girls and the film. These will consist of emotions involving tension, frightfulness, panic and more. The short film will play with the audience's fears, thus revealing these emotions. While creating these emotions we also want the film to be very captivating and engaging, the audience wanting more while at the same time wanting these emotions they are feeling to disappear. The purpose is to have the audience on the edge of their seats, excited but also fearful of what's to come. We want to create a very gloomy and dark theme. Being in the same category as our targeted audience of 17 year old girls I understand what they will want to see in a film and what will appeal to them. I think our film will appeal to our targeted audience greatly as it plays with their emotions a lot, and when this happens the targeted audience will want to keep watching for more, as because of our main purpose they will be on the edge of their seats. Parts of our film are also very relatable and could almost feel like the audience is in the film themselves. This is because one main component of our film is that one of the girls, Claire will be videoing herself on her iPhone. This makes it feel more like the audience is their with her and they can relate because many teens have iPhones now, who video themselves and things on it.

We found once it was dark that it was quite hard for the camera to focus or for it to pick up much of it's surroundings. To fix this we used extra hand held lighting so that more could be seen while still making it obvious that it was being shot at night. We found that this actually created a shadow of the murderer which we liked because it made it more scary. If too much light has been added in parts or not enough, we will edit it later. We also found in on particular scene that we couldn't create a enough light - instead we turned the sensor lights on and adapted our storyline so that the murderer gets a slight fright but continues on walking down the side of the house anyway.

Dark voyeur

One convention used throughout our film is the film technique dark voyeur. This is seen all throughout the film from the beginning till the end, as we never see the murderer just his point of view. This technique of dark voyeur is used to evoke the feelings of Claire and Abby who are being watched by the murderer throughout the film, and is also used to create a very suspenseful and unsure atmosphere for the audience watching. By not giving the audience the information of who's this point of view is we are creating a more exciting and thrilling film. The inspiration for this convention was from the film *Halloween*, as in the opening scene the technique of dark voyeur is used to do the same thing we are wanting to portray, and to create a suspicious atmosphere. At the beginning of the film we see this use of convention when the murderer is watching Claire and Abby from outside through a window. There are a few bushes and leaves obstructing the window. By using the dark voyeur straight away we are giving the audience a first impression that someone is watching them, but doesn't want to be seen. When the murderer is walking down the hallway following Abby, he swings the rock in the sock around and around in front of the camera. We then see the use of parallel scene when later on in the film, when he is looking for Claire he swings the knife back and fought again in front of the camera. This parallel scene through the use of dark voyeur tells the audience that he is looking for Claire to kill her just like he did to Abby, however without giving too much away. This convention will work well throughout our film because it will add to the very dark, mysterious and frightening atmosphere by framing the characters of Claire and Abby, and everything the murderer is doing around the house.

Looking back to last years media project we had a few failures, mainly because we were not organised enough, and hadn't thought some things through. Not being organised meant that our actors were waiting around some of the time while we figured out what we were doing next etc. Therefore wanting their time and our time. This shows us that this year we want to be much more organised and have everything planned out before filming. This will mean we will get it done faster and without as much stress. However there were also a few successes, for example taking many different shots of one thing therefore meaning we had many to choose from and generally didn't have to go back another time and re-film. This was a great help and therefore we will try our best to take many shots in the time we have, so we have this success again. Not only did our last year media film have influences on our film this year, but the film *Halloween* has also had many influences as well. This is because our genre is horror and so is the film *Halloween*, and throughout *Halloween* they use a dark voyeur film technique. We really liked this use of dark voyeur in a horror film as it created a very suspenseful atmosphere therefore we have decided to add this technique into our film. In order to appeal to our targeted audience we hope to create a very intense and suspenseful atmosphere where they are on the edge of their seats wanting more. We also wish to have the targeted audience feel like they are in the film with the characters, by creating a realistic feeling. This realistic feeling will be done through camera techniques because Claire films herself on her iPhone. Through costume we are also creating this realistic feeling, as the girls are wearing slouchy clothing, including track pants and hoodies. The targeted audience of 17 year old girls wear slouchy clothing when just lying around home, as seen in our film. Therefore the audience will relate, making the film appeal to them. Our two main characters throughout the film will be *Abby* and *Claire*. We feel comfortable working with *Abby* and *Claire* because *Abby* was an actor in our film last year. This means we know we can rely on her and she knows her acting ability. *Claire* was chosen to play *Abby* as she was already in the group, therefore making it easier because I understand what our group wants and I will cooperate.

EXT. OUTSIDE HOUSE - EVENING

It is late at night, the MURDERER (psychopath, CLAIRE's distant uncle) is outside CLAIRE's family home trying to find an entrance to get in and peering through a window at ABBY (16, blonde, outgoing) and CLAIRE (14, Brunette, relaxed) who are watching T.V.

INT. LIVING ROOM - EVENING

ABBY and CLAIRE are sitting on the couch watching a movie.

ABBY
I'd rather play hide and seek than watch this.

CLAIRE
No too I'm sick of watching this. Do we have to play hide and seek though?

ABBY
Why not? We always used to play that when we were little!
(beat)
I wanna hide first.

CLAIRE
No I'm going to!

ABBY
No way I said it first.

CLAIRE
Paper scissors rock?

Claire holds out her fist to start a game of rock paper scissors and Abby joins her fist reluctantly.

EXT. OUTSIDE HOUSE - NIGHT

The murderer walks around the side of the house. He's walking calmly and looks slowly around the garden. The voices of the girls fade out

BOTH (VOICE OVER)
(chanting)
Paper, scissors, rock...

CLAIRE (VOICE OVER)
YUS! I'm hiding first!! Close