

Jan 8 2019 Armaan

actors must be rehearsed

↳ lack of dialogue in screenplay = facial emotions shown
→ drama student?
↳ acting background
↳ characters are nameless
→ no dialogue?

depict as weak?

↳ not necessarily
↳ girl can be portrayed as strong
↳ against conventions in narrative
↳ can incorporate in narrative
→ loud chime
→ crash/bang
→ deep, distorted voice

Jump scare
↳ seen by the protagonist
↳ audio?

necessity to show the monster
→ no

follow Aristotle's unities

Locations

- outdoor at night (streetlights?)
- indoor? abandoned building? where?
following horror genre conventions
- is more recognizable

Style of dyesis

Enigma - what is following the girl?
Binary opposition - between man/monster and teenage girl

Characters

victim → girl (15,16)
victimizer → supernatural being
shy, sunken eyes
Asian - for audience?
older

Supernatural horror

Equilibrium

↳ walking home late at night, alone
↳ late at night, alone

Disequilibrium

↳ strange growling noises
↳ " tactile experiences? (wind? touch?)
↳ running away, can't escape
↳ equilibrium is attacked
↳ attacked
↳ lifted up to the audience (did she die?)

New

needs to attack victim at personal level

conforming to short horror film conventions

dark palette, blue hues
reflectors (show face)

Production

- supernatural element
↳ growling noises
↳ whines and cries
high levels of diegetic sound
warped, distorted voices
- separate voice audio recorded for distortion
2 point lighting?
↳ filming at night
↳ indoor or outdoor

Sound layering

↳ diegetic sound
↳ little nondiegetic (score)
↳ animal noises
↳ Foley
↳ record sound?
↳ download sound?
↳ audio software
↳ emphasis on the chase/running
↳ cliffhangers?
↳ no jump scares
↳ focus on narrative

Supernatural element?

↳ masculine monster
↳ deep, growling noises
↳ human element
↳ voice, distorted
↳ detached from character
↳ unknown howls
↳ shrieks