

Shadows

Location scouting

North Park

Time of day: night

Cost: none

Contact: none required



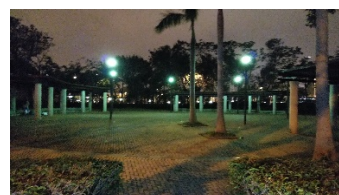
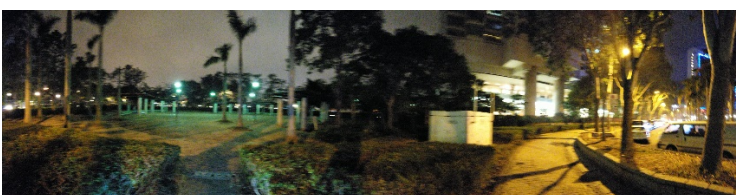
Story	Sight	Sound	Surroundings	Weather
<p>Story: the circular nature of the location, paired with the high elevation can accentuate the sense of isolation experienced by the protagonist. However, the chase scenes in Act 2 may be difficult to film due to land slope and area constraints.</p> <p>Anachronisms: the modern setting fits the time period.</p>	<p>Lighting: this location is sufficiently lit but with permanent diegetic lighting which could prove difficult to control. On the other hand, the lighting is not overpowering and, with the correct camera settings and specific additional lighting, the shots could come out as desired.</p> <p>Wide shot test: mid wide shots fit in the frame with little negative space, but the same cannot be said with extreme wide shots.</p> <p>Problematic directions: the entrance and exit may look out of place and ruin the isolated feel of the location.</p> <p>Props: a bench all around the encompassing wall. Spotlights at regular intervals at protagonist's eye level.</p>	<p>Ambience: crickets, occasional vehicle noise, children playing, trains passing by every 4 minutes.</p> <p>Unwanted noise: crickets, occasional vehicle noise, children playing</p> <p>Dialogue: relatively clear, no wind</p> <p>Reverberation: very little with sufficient echo dampening material already in place, such as plants and soil.</p>	<p>Location: on top of a very small man-made hill in a children's park. Next to residential estate. Nearest hospital is North Lantau with easy ambulance accessibility.</p> <p>Distance: well within the urban area that is the residential estate.</p> <p>Roads and traffic: well away from road in terms of elevation.</p> <p>Power accessibility: none.</p> <p>Facilities: toilet, water fountain, security guard, convenience stores.</p> <p>Transport: MTR station is a 10-minute walk or bus ride. Bus station is less than a minute's walk away and well connected to the city. Last bus and train around midnight, however filming should end by 9:30 PM.</p>	<p>Temperature: cool during winter nights, normally around 24 degrees.</p> <p>Humidity: moderate, but the floor is sometimes slippery.</p> <p>Outlook: temperatures falling to 19 degrees. Jackets may be required. Low humidity. No rain expected.</p> <p>Control: area is under cover and protected from rain.</p> <p>Safety: wear high-grip shoes to prevent slipping and falling.</p>

Circular multipurpose space (chosen for partial filming)

Time of day: night

Cost: none

Contact: none required



Story	Sight	Sound	Surroundings	Weather
-------	-------	-------	--------------	---------

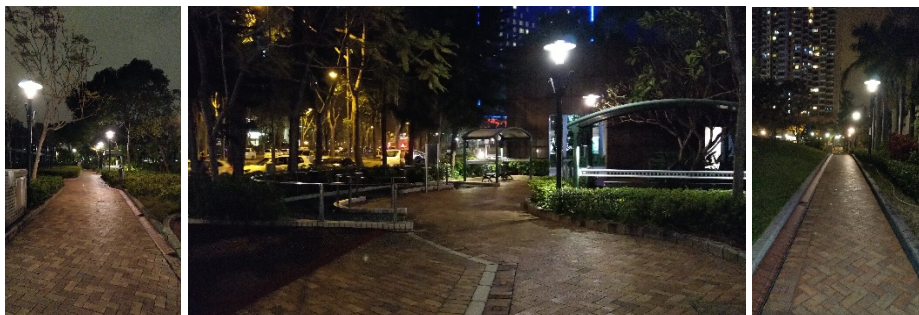
<p>Story: the circular nature of the location will highlight the sense of isolation experienced by the protagonist. However, the well-lit estate behind the foliage may prove to be difficult to film around as it may impair the theme of detachment in the film.</p> <p>Anachronisms: the modern setting fits the time period.</p>	<p>Lighting: this location is sufficiently lit but with permanent diegetic lighting which could prove difficult to control. The streetlights in the middle of the circular space are positioned almost perfectly for the protagonist to rest her hand on it, and can be good subjects for the lens flare effects to be added to. Luckily the lighting is not overpowering and can be worked with.</p> <p>Wide shot test: passed. There is sufficient clearance for a wide shot to be shot without excessive mundanity.</p> <p>Problematic directions: where the red brick of the circular space meet the brownish-yellow brick of the sidewalk could cause flaws in continuity. Also, the lighting here is different as the streets are being illuminated by yellow light instead of white.</p> <p>Props: pillars all around, as well as inconspicuous seating arrangements around the circumference of the area.</p>	<p>Ambience: chatter from restaurants nearby, occasional buzz from an insect.</p> <p>Unwanted noise: clink of metal and glass from restaurants nearby, airplanes passing ahead.</p> <p>Reverberation: very little with sufficient echo dampening material already in place, such as plants and soil.</p> <p>Dialogue: extremely clear, with no wind, but very difficult with. The microphone will have to be shielded from the direction of the wind, either by the protagonist herself or by someone else's body.</p>	<p>Location: perpendicular to the main road and parallel to the seaside. Minutes away from a residential estate. A very short walk away from a large mall and the MTR train station.</p> <p>Distance: well within the urban area that is the residential estate.</p> <p>Roads and traffic: very close to the main road at its beginning, but deeper in meets a scarcely used road that is relatively quiet.</p> <p>Power accessibility: restaurants nearby, if absolutely necessary.</p> <p>Facilities: toilet nearby, restaurants within half a minute's walk. Seating areas.</p> <p>Transport: Bus stop is a couple minutes' walk away and well connected to the city. MTR station is a 10-minute walk. Last bus and train around midnight, however filming should end by 9:30 PM.</p>	<p>Temperature: cool during winter nights, normally around 22 degrees because of proximity to seaside.</p> <p>Humidity: Very dry. No danger of slipping.</p> <p>Outlook: temperatures falling to 18 degrees. Jackets may be required. Low humidity. No rain expected.</p> <p>Control: areas under cover for protected from rain nearby.</p> <p>Safety: Due to the dim lighting and bare illumination offered by the streetlights, flashlights may be required to see properly and walk safely. The utilization of a phone flash was required during location scouting.</p>
--	---	--	--	---

Man Tung Road Park

Time of day: night

Cost: none

Contact: (possibly) Man Tung Road Park security (for after-hours filming)



Story	Sight	Sound	Surroundings	Weather
<p>Story: the long, dark and isolated paths are ideal for the chase scene and allow ample space for the crew to film beside the actress. However, the proximity to a children's playground could disjoint the story a little,</p>	<p>Lighting: well-lit with permanent white light fixtures, which could prove ideal for the protagonist to rest her hand on for one of the shots. However, there is a mix of colours from different lights in certain locations, and</p>	<p>Ambience: very still. Occasional hum of the MTR train passing by. Distant beeping of trucks reversing.</p> <p>Unwanted noise: airplanes passing ahead.</p> <p>Reverberation: through observation, this is occasional</p>	<p>Location: next to the main vehicle entrance of a hotel and opposite to a sidewalk. Adjacent to a football pitch and perpendicular to a basketball court.</p>	<p>Temperature: Slightly cool, usually around 24 degrees during winter nights.</p> <p>Humidity: Dry on the paths, slightly wet and slippery on the grass.</p> <p>Outlook:</p>

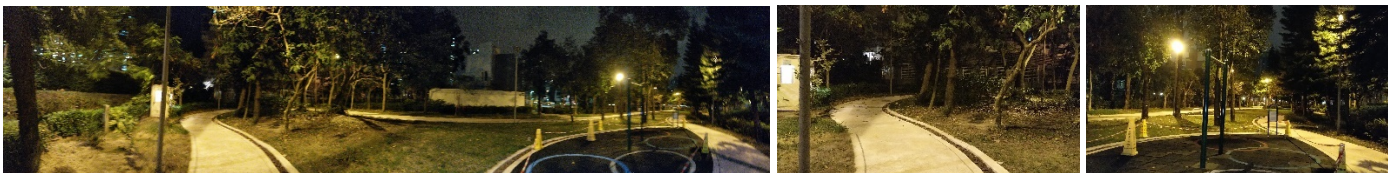
<p>drawing viewers' attention away from the plot.</p> <p>Anachronisms: the modern setting fits the time period.</p>	<p>this could mar the visual aesthetic and controlled colour palette during the shoot.</p> <p>Wide shot test: passed with difficulty. There are only a few locations where the camera can be placed so that the playground does not come into view.</p> <p>Problematic directions: to the left of the entrance, where a hotel is situated. There is also a road running parallel along the north side of the area that could spoil the look of the film.</p> <p>Props: streetlights all around. Small grass-covered mound in the centre. Children's playground off to the right. Trees lining the paths on left and right.</p>	<p>depending on the proximity to trees.</p> <p>Dialogue: difficult to record due to the multidirectional crosswinds during the evening. Proper shielding will be required.</p>	<p>Distance: well within the urban area that is the residential estate.</p> <p>Transport: Bus stop is a couple minutes' walk away and well connected to the city. MTR station is a 6-minute walk. Last bus and train around midnight, however filming should end by 9:30 PM.</p> <p>Roads and traffic: very close to a scarcely used road that is relatively quiet.</p> <p>Power accessibility: none.</p> <p>Facilities: toilet, water fountain, security stand, football pitch, basketball court, vending machine.</p>	<p>temperatures falling to 20 degrees. Windcheater jackets may be required for protection against wind. No rain expected.</p> <p>Control: Indoor areas protected from rain nearby.</p> <p>Safety: A few uphill paths will require a good sense of footing, and dim illumination from streetlights may make difference in levels along the paths difficult to distinguish.</p>
--	---	---	--	---

Seaview Crescent Park

Time of day: night

Cost: none

Contact: none required



Story	Sight	Sound	Surroundings	Weather
<p>Story: A variety of winding, long and dark paths are ideal for the chase scene. However, this location does not fit the setting described in the screenplay, as it is not logical to be walking through a park to get to a party – or, at least, it is not as effective in conveying the fear experienced by the protagonist.</p> <p>Anachronisms: the abundance of greenery may soil the feel of urban isolation in the film.</p>	<p>Lighting: dimly lit. The permanent yellow light fixtures could prove ideal for the protagonist to rest her hand on for one of the shots, but due to the placement she would have to go out of her way to do so; as such, this is not ideal.</p> <p>Wide shot test: passed but not visually interesting or relevant from any attempted angle.</p> <p>Problematic directions: the children's playground opposite the park could get into frame.</p> <p>Props: streetlights, grass in the middle with paths encompassing.</p>	<p>Ambience: rustle of leaves, crickets, distant chatter of children playing.</p> <p>Unwanted noise: cricket noises.</p> <p>Reverberation: none, due to the high density of foliage encompassing the park.</p> <p>Dialogue: clear, with little wind disturbance and very little echo. Retakes may be required because of the occasional scream or giggle from the children playing nearby, but this should no longer be a problem after 7 PM.</p>	<p>Location: perpendicular to the main road running along the seaside. Entrance along a sidewalk that originates from a residential estate.</p> <p>Distance: well within the urban area.</p> <p>Transport: Bus stop is a 5-minute walk away and well connected to the city. MTR station is a 15-minute walk. Last bus and train around midnight, however filming should end by 9:30 PM.</p> <p>Roads and traffic: right next to a main road, but with little noise carrying over.</p> <p>Power accessibility: none.</p> <p>Facilities: benches, security booth.</p>	<p>Temperature: Slightly cool, usually around 24 degrees during winter nights.</p> <p>Humidity: Dry on the paths, slightly wet and slippery on the grass.</p> <p>Outlook: Temperatures falling to 20 degrees. No rain expected.</p> <p>Control: Sheltered areas nearby, but not suitable for filming near.</p> <p>Safety: Dim illumination from streetlights may make running along winding paths dangerous. Actress and crew will have to be rehearsed to practice movement.</p>

Empty expanse (chosen for partial filming)

Time of day: night

Cost: none

Contact: none required



Story	Sight	Sound	Surroundings	Weather
<p>Story: dark, isolated and spacious, this location provides both a coherent setting to the equilibrium and disequilibrium of the narrative and an aesthetically pleasing background to shots. There is sufficient space for the chase scene, and the dense foliage allows for effective use of shadows, lighting, and props.</p> <p>Anachronisms: the modern feel of this location pairs well with the urban setting described in the storyboard and referenced in the screenplay.</p>	<p>Lighting: dimly lit with white light, but in such a way that lighting can be very well controlled. The permanent light fixtures also illuminate the background a little so as to ground the viewer in the setting.</p> <p>Wide shot test: passed, but may be difficult to shoot at night due to the low-light conditions; the shot may come out very noisy.</p> <p>Problematic directions: virtually none, apart from a short clearance along the left side of the area where a little light can seep through. This area, however, can be avoided while filming.</p> <p>Props: streetlights, trees.</p>	<p>Ambience: chatter from restaurants nearby, occasional buzz from an insect. The deeper in you go, the less obvious both these noises become.</p> <p>Unwanted noise: Airplanes passing ahead.</p> <p>Reverberation: virtually none, due to the high density of foliage along the perimeter of the expanse.</p> <p>Dialogue: clear, but occasional sudden bursts of wind may impair competent recording. Aircraft passing overhead are drowning so retakes will be required in scenes with dialogue.</p>	<p>Location: connected to circular multipurpose space and perpendicular to the main road running along the seaside.</p> <p>Distance: well within the urban area.</p> <p>Transport: Both the MTR train and bus are a 10-minute walk away, and both are well connected with the city. Last bus and train around midnight, however filming should end by 9:30 PM.</p> <p>Roads and traffic: despite being perpendicular to the main road, vehicle noise does not carry over. Only the sporadic noise of loud motorcycle exhausts can be heard.</p> <p>Power accessibility: none.</p> <p>Facilities: seating, restaurants.</p>	<p>Temperature: Warm during the evening but dips to about 20 degrees at night.</p> <p>Humidity: Fairly dry.</p> <p>Outlook: Temperatures to fall slightly but with no drastic effect on shoot. No rain expected.</p> <p>Control: Indoor restaurants nearby in case of rain, but not suitable as alternative filming locations.</p> <p>Safety: Dim illumination from streetlights may make running along paths dangerous. A difference in levels, enough to be a tripping hazard, was also observed midway through the expanse. Actress and crew will have to be rehearsed to practice movement.</p>