FINAL YEAR PROJECT REPORT

Direction and Cinematography with Post-Production in Film and Media

By

Imaruzzaman Ovi

ID: 201-40-678

This Report Presented in Partial Fulfillment of the Requirements for the Degree of Bachelor of Science in Multimedia and Creative Technology

Supervised By

Dr. Md. Samaun Hasan
Assistant Professor

Department of Multimedia and Creative Technology
Daffodil International University

DAFFODIL INTERNATIONAL UNIVERSITY
DHAKA, BANGLADESH
19 August, 2023

APPROVAL

This Project titled **"Direction and Cinematography with Post-Production in Film and Media"**, submitted by **Imaruzzaman Ovi, ID: 201-40-678** to the Department of Multimedia and Creative Technology, Daffodil International University, has been acceptedas satisfactory for the partial fulfillment of the requirements for the degree of B.Sc. in Multimedia and Creative Technology and approved as to its style and contents. The presentation has been held on 19th August 2023.

BOARD OF EXAMINERS

_____

Mr. Md. Salah Uddin   **Chairman**
Assistant Professor & Head (In-charge)
Department of Multimedia and Creative Technology
Faculty of Science & Information Technology
Daffodil International University

_____

Mizanur Rahman   **Internal Examiner**
Assistant Professor
Department of Multimedia and Creative Technology
Faculty of Science & Information Technology
Daffodil International University

_____

Dr. Md. Samaun Hasan   **Internal Examiner**
Assistant Professor
Department of Multimedia and Creative Technology
Faculty of Science & Information Technology
Daffodil International University

_____

Dr. Mohammad Zahidur Rahman   **External Examiner**
Professor
Department of Computer Science and Engineering
Jahangirnagar University

DECLARATION

I hereby declare that this project has been done by Imaruzzaman Ovi, ID: 201-40-678 under the supervision of **Dr. Md. Samaun Hasan, Assistant Professor** Department of Multimedia and Creative Technology Daffodil International University. I also declare that neither this project nor any part of this project has been submitted elsewhere forward of any degree or diploma.
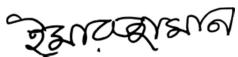
Supervised by:

(signature)

_____

Dr. Md. Samaun Hasan

Assistant Professor

Department of Multimedia and Creative Technology

Daffodil International University

Submitted by:

(signature)

_____

Imaruzzaman Ovi

ID: 201-40-678

Department of Multimedia & Creative Technology

Daffodil International University

ACKNOWLEDGEMENT

First I express my heartiest thanks and gratefulness to almighty God for His divine blessing makes us possible to complete the final year project/internship successfully.

I am really grateful and wish my profound indebtedness to **Dr. Md. Samaun Hasan, Assistant Professor,** Department of MCT Daffodil International University, Dhaka. Deep Knowledge & keen interest of our supervisor in the field of "*Film and Media*" to carry out this project. His endless patience, scholarly guidance, continual encouragement, constant and energetic supervision, constructive criticism, valuable advice, reading many inferior drafts and correcting them at all stage have made it possible to complete this project.

I would also like to express my heartiest gratitude to my team members, my batch mates, our honorable teachers who has always supported us Dr. Shaikh Muhammad Allayear, Mizanur Rahman, Mr. Arif Ahmed and Finally our honorable Head**,** Department of MCT, Mr. Md. Salah Uddin for his kind help to finish our project and also to other faculty members and the staff of MCT department of Daffodil International University.

Finally, I must acknowledge with due respect the constant support and patients of my parents.

ABSTRACT

Horror movies and television shows are films designed to frighten or disgust viewers. It may be fictional stories or essays based on true events. Horror movies and television shows have been around for decades and are still very popular today. Some argue that the evil side of human nature can be explored in ways that other genres cannot, making horror one of the most important genres Conventional entertainment known as horror in film and television are programs usually equipped with sequences meant to scare or surprise viewers, horror, shock factor and so on. Some of the most popular horror films and television shows include slashers, zombie apocalypse stories, monster features, and psychological thrillers, but there's a lot more to expect as a horror film and television show market is expected to grow at a CAGR of 5.5% from 2022 to 2030.[1] Market Types, applications and geographical regions are used for segmentation. Our final project is a horror short film. There are numerous areas to investigate in the enormous horror film business. Nowadays, horror-themed short films are very usual, yet they can be challenging to execute properly. We must first comprehend what the audience demands in order to create a wonderful movie that they will like. Understanding the audience's thinking is crucial. So we conducted research and discovered what the public preferred. We must come up with a name for our short film that completely describes it if we want to make it memorable. This title will serve as our short film's identify. Since our film is centered on dreams and features supernatural events, we selected the name of **"স্বপ্নঘোর".** For our final project, I picked the horror genre from "Film and Media" because it provides a unique platform for investigating human psychology and emotions. This genre, in my opinion, provides a tremendous canvas for conveying complex concepts and emotions, compelling viewers to confront their darkest anxieties. It also necessitates originality in storyline, cinematography, and sound design, making it a fantastic learning experience. Making a horror short film allowed me to experiment with tension-building tactics, narrative twists, and visual symbolism while engaging my audience on a primitive, visceral level unrivaled by any other genre. The short film we made depicts a doubting van puller whose life unravels after being enmeshed in rural legend. An old woman tells him not to tell anybody about his horrific experience, but he ridiculously ignores her advice. After confiding in a friend, a terrifying chain of events occurs, this permanently affects and overturned his life.

TABLE OF CONTENTS

Contents: **Page**

TABLE OF FIGURES

CHAPTER 1

INTRODUCTION

1.1 Introduction

There were several disciplines from which we could pick as Multimedia and Creative Technology students at Daffodil International University. We were offered a variety of content selections to pick from in our department. Illustration, 2D animation, 3D animation, 3D modeling, product design and visualization, motion graphics, game design and development, user interface and user experience design, film and media, visual effects, and many more topics are taught in this department. I had the option of picking any of them for my final project, but I ultimately went with film and media. I have developed my talents and learnt a lot from my department since the beginning. I have had some incredible experiences in the clubs that shaped who I am as a person and strengthened my leadership skills. All of the abilities I acquired while attending varsity have brought me to this point. I've always been a huge lover of horror and paranormal stories, even as a little child. I've always wanted to direct my own horror movie, and now I get to as my final project. This horror short film is based on a Bengali village folklore which will simply entertain our audiences and will give them the true taste of a rural haunted story.

1.2 Problem Statement and Solution

The horror movie business is currently quite large and flourishing. The public is becoming more interested in horror-based movies as a result of the enormous popularity of OTT platform content. Here, the pandemic was also helpful. People were lured to digital entertainment because they couldn't go outside since they were indoors, and horror is a fantastic way to make our imaginations come to life online. The audience has been intrigued by all of these fantastic horror films. Sadly, despite this enormous achievement, our nation was unable to seize this opportunity.

Despite the fact that Bangladeshis watch a lot of horror movies, not a lot of high-quality horror films are produced here.

It doesn't feel like we lack talented individuals for high-caliber horror film adaptation. We have a lot of people that are extremely talented at this, but there aren't many quality horror genre projects, so they don't have the chance to shine. Our media landscape is not adapting as expected. We continue to produce the same kind of material. This vast plain of horror is empty. Nobody wants to venture out and take a chance.

There were several horror-themed movies, but their production wasn't ideal because the creators had any prior expertise. After their disastrous attempts, nobody made more scary movies. The quality of the lighting and environment wasn't great. The sound effects used in those movies were hilarious rather than scary. Even the jump scare wasn't up to the mark. They lacked the sense of lighting and shading in the horror movies which suffered them most. Because lighting and shading is the main thing that makes difference in a horror studio.[2] Moreover choosing location randomly was another biggest fault of prior film makers.

We received in-depth instruction in filmmaking methods and camera perspectives while we were students in the Multimedia and Creative Technology department. From the experts, we learnt how to shoot full-production commercial movies and advertising. The most crucial step in this process is planning. Here success of film relies on its public acceptance and cinematography and aesthetic photo capture makes it more fascinating for the tasteful audiences. A thriller story only can engage audiences for a certain period of time but a well cinematographed footage can hold the attention of audiences for a long time. As a student of this department we found ourselves privileged enough to understand these important topics and carried out through our projects.

1.3 Goals

As I've already stated, I've always wanted to direct a horror movie. I made a wonderful buddy after entering this department who had the same ambition with me. We've known from our first year that our ultimate effort will be a horror short. As part of our course final project, we previously created a straightforward and brief horror movie. We learnt a lot while creating that.

2

We made a lot of errors and discovered how to correct them. We developed our abilities and became ready for the big assignment. Our industry is not making any films in this genre. We want to change this through our project. Our goal is to create a terrifying short film with eye-catching cinematography. However, creating a successful short film won't be possible with just outstanding cinematography. We have thus worked on our story. The plot is straightforward and has only one consequence. The primary problem with short horror movies is that they don't really communicate the plot very well.[3] In order for the viewers to understand each narrative and be able to connect with the characters, we have detailed everything in detail. Our fundamental objective is to transform the film business. Our short film's popularity will draw in more viewers, and as a consequence, more creators will step forward to produce material in this genre.

Figure 1.1: Leading horror film production house

Dark Castle Entertainment is now considered as the leading horror movie production house in the world. They are producing a huge number of successful commercial movies in horror genre.[4]

CHAPTER 2
RESEARCH AND ANALYSIS

2.1 Similar Project Work Research and Analysis:

There are immense amount of film media that is viewed by billions of people worldwide. So, we had to comprehend film media in order to adequately communicate our message through our project. Because we are unable to create a suitable short film that would accurately illustrate our desired visual effects without a thorough grasp of film media. We have to complete our studies in order to comprehend cinematic media. As I mentioned before, I have always been a lover of horror films and have been viewing them since I was a little child. I was simply watching such movies for fun at the time. Because I lacked a lot of filming expertise. But it didn't stop me from seeing the many shot divisions that really improved the scenario. Although I could not fully get the reasoning behind those shot divisions, I am aware that each shot division has a distinct significance. After enrolling in the Multimedia and Creative Technology program, I got the chance to study filmmaking with professionals from the sector. My first introduction to filmmaking was through Suman Paul Sir's "Film Studies and Appreciation" course. I learnt about the various shot divisions in this course and why they are utilized for various purposes. I was struck by all of those details. After understanding them, I began to view some of my earlier films again. With that understanding, I saw the movies differently this time. I began to discuss the reasons the director chose these shot breaks for that scenario. Why did he film this scenario in this shot division? What was he attempting to convey? I began to wonder everything I was seeing. I used to question my professors about the decision to use that specific shot division in that scene. Was there another shot division that may have better captured the scene? by asking questions and gaining answers from my professors, my friends, or occasionally the internet. My understanding of filmmaking has grown. After that, I enrolled in Dr. Shaikh Muhammad Allayear Sir's creative writing course. We learned to be creative in this course. We had to choose a typical case, give some thought about it and consider it from a different angle.

He had a side that I admired. I began to view everything differently after carefully hearing his message. I began to realize that different people may see the same thing from various perspectives. This kind of thinking may add intrigue to a simple narrative. A few little adjustments may give a straightforward scenario a unique spin. After taking this course, I became more aware and I began to view movie plots differently.

After finishing these classes, I saw a significant shift in how I thought and observed. Even when viewing a movie, an animated picture, or reading a comic book, my subconscious mind began to consider the tale plot and the various shot divisions. In order to complete this final endeavor, my ultimate ambition, there had to be a significant and much-needed adjustment. I began to build a list of films, cartoons, or comics to revisit in order to learn from them and incorporate those lessons into our movie because we were certain to produce a horror film.

Hollywood Movies: Evil Dead Rise, The Pope's Exorcist, Haunted Mansion, Hereditary, It, The Evil Dead, The Conjuring, A Quiet Place, Prey for the Devil, Dawn of the Dead, The Witch, The Cabin in the Woods, Orphan, Insidious: The Red Door, You Should Have Left, Talk to Me, Evil Dead II, Saw, Bram Stoker's Dracula, It Chapter Two, The Crow, Possession, The Invitation, Constantine, A Haunting in Venice, The Invisible Man.[5]

Figure 2.1: Insidious: The Last Key

Lin Shaye reprises her role as the unassuming yet truly heroic ghost buster Elise Rainier in "Insidious: The Last Key", providing a few nice shocks and another terrific performance.[6]

5

Hollywood Movies: Antichrist, Speak No Evil, Play Dead, The Last House on the Left, The Nun, Wrong Turn, Lights Out, Don't Breathe, The Ritual, Ghost Ship, Cannibal Holocaust, Drag Me to Hell, The Autopsy of Jane Doe.[7]

Figure 2.2: Lights Out

Looking for a terrifying, entertaining horror film to watch? Lights Out, with its old-school creeps and shocks, certainly meets the description.[8]

Series: Stranger Things, The Walking Dead, The Vampire Diaries, Hannibal, Hemlock Grove, Supernatural, American Horror Story.

Figure 2.3: Stranger Things

"Stranger Things" is an engrossing sci-fi series that combines '80s nostalgia with otherworldly mystery, following a group of adolescents as they encounter strange happenings in their tiny town, uncovering government secrets and parallel realms. It's an exciting excursion into the unknown that's both nostalgic and forward-thinking.[9]

6

Animations: Five Nights at Freddy's 4, Where the Dead Go to Die, Midori, Mad God, The Wolf House, Resident Evil: Damnation, Magnetic Rose.

Figure 2.4: The Wolf House

"The Wolf House" is a strange and unsettling animated short film that uses sophisticated stop-motion animation to portray a gloomy fairy tale. Its distinct visual style and spooky storyline combine to produce an unpleasant yet captivating movie experience.[10]
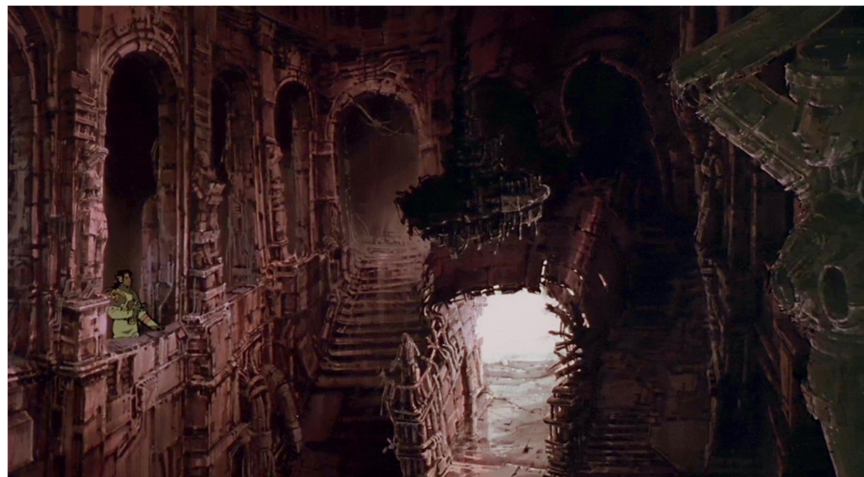
Figure 2.5: Magnetic rose

"Magnetic Rose" is a visually stunning animated short film that's part of the anthology "Memories." It explores the intersection of memory, reality, and illusion.[11]

2.2 Motivation

I also watched several Bangladeshi contents. Recently some new talent juvenile film makers are entering in the field and surely they are making differences. Right now the era is of OTT platforms and these directors are taking the chance of showing their talents in these platforms. Among them Nuhash Humayuns "Moshari" and "Pett Kata Shaw" were one of the contents that I would really admire.[12]

Figure 2.6: Moshari

The color grading and cinematography of this film was mesmerizing compared to the stereotype horror contents. The combination of aesthetic cinematography and location earned this simple story film some worldwide recognition. . So regarding this we have noted out the differences and scarcities in both industry and tried implies those things accordingly in our short film.

CHAPTER 3

DEVELOPMENT AND WORKFLOW

3.1 Project Pipeline:

After much brainstorming and day night thinking we developed a story for our movie. As we both were interested to make a short film on horror genre from the very first moment of our varsity life we got ourselves some free time. We prioritized everything we needed to perform for this research. We conducted extensive study, viewed similar films, and conducted extensive analysis. All of the steps we took are listed here.

Stages of Production:

- Pre-production

- Production

- Post-production

3.2 Pre-Production

Research and Development

Working as closely as you can during pre-production is crucial before starting any film project. In order for the audience to continue their conversation after seeing the movie, we needed to develop a fresh concept during pre-production that would appeal to them. And in order to form such an intriguing perspective, we had to see a number of comparative films. We are aware that short horror films are essentially works of fiction, but in order to give the image a more genuine sense, we had to bear in mind that presenting the audience with anything bizarre or stupid would be a mistake.

9

Gantt chart:

Task Name	JAN23	FEB23	MAR23	APR23	MAY23	JUN23
Story Write	■					
Script		■				
Budget			■			
Storyboard			■			
Cast & Location			■			
Costume				■		
Production				■		
Post-Production					■	■

Figure 3.1: Screenshot of Gantt chart

So we developed a Gantt Chart that almost keeps track of our each work sessions and depicts our work timeline. It helped us in filmmaking serves to schedule and co-ordinate various production tasks, such as script development, shooting, editing, and post-production, ensuring they occur in the right sequence.

Story concept:

Manik is a poor juvenile van puller. He has to work hard all day to make both ends meet. As like all the young fellows he hardly believes any kind of rural folklores he used to listen as kids. He used to laugh on them and ridicule people for their believes. One day when he went on a local tea stall late night he was alerted by the vendor that its not wise enough to roam around at this hour of night. Manik laughed of him and made fun of him. Later that night when Manik went on a sleep he saw his own corpse on his van in the dream. Later he wanted to discuss the matter with his granny

10

but she said it is wise if you keep remain your bad dream untold. She also added Maniks grandfather was also got lost by sharing his bad dream publicly. But Manik could not get out the dream of his head and tells his bosom friend elaborately when insists on telling the dream. Manik after sharing his friend about the dream felt lightheaded but when he entered the mill collect his bags at that night he saw 3 same corpse standing front of him. Scared manik rushed out of the mill and got fainted in the street. Later he discovered himself in a new place where his lost grandfather took him to a unknown land.

Screenplay:

Scene 1

রাতের শেষে চায়ের দোকানদার দোকান বন্ধ করতে ব্যস্ত, তখন মানিক দোকানের সামনে ভ্যান রেখে এসে -

মানিক: চাচা এক কাপ চা দেন ।

দোকানদার : (কিছুটা বিরক্ত হয়ে) এখন চা হবে না, দেখছো না আমি দোকান বন্ধ করছি।

মানিক: আরে চাচা একটা চাইতো দেন।

দোকানদার : আচ্ছা ঠিক আছে আমি দিতেছি। কিন্তু তুমি খেয়ে তাড়াতাড়ি বাসায় চলে যাও। রাতের এই সময়টা বেশি ভালো না।

মানিক: চাচা আমি তো এতদিন হলো রাতে ভ্যান চালাই। আমি তো কখনো কিছু দেখলাম না।

দোকানদার : আল্লাহকে বিশ্বাস করলে আল্লাহর সৃষ্টি কেও বিশ্বাস করতে হবে।

এরপর দোকানদার ধীরে ধীরে দোকান বন্ধ করতে থাকবে।

Scene 2

অন্ধকার ফুরিয়ে একটি ট্রাক চলে যাবে এবং দেখা যাবে মানিক মিলে প্রবেশ করছে। মানিক মিলে গিয়ে মিলের দরজা ধাক্কাবে এবং দেখবে মিল বন্ধ এরপর মানিক যেই পিছনে ঘুরে তাকাবে দেখবে কোরডর এর সব লাইট অফ হয়ে আছে। মানিক ভয় পেয়ে তাড়াতাড়ি বাইরে চলে আসবে এবং মিলের মালিক কে কল দেবে -

মানিক: চাচা আপনি মিলে আসতে বললেন কিন্তু যেয়ে দেখি মিল তো বন্ধ।

মিল মালিক: কিসের মিল বন্ধ। তাড়াতাড়ি আয় আমি তোর জন্য বসে আছি

মানিক: মানিক পিছনে ঘুরতেই দেখবে মিল পুরোপুরি চালু।

মানিক হতভম্ব হয়ে মিলে প্রবেশ করবে কিন্তু কাউকে বুঝতে দেবে না। এরপর মানিক বস্তা কাঁধে নিয়ে মিল থেকে

11

বের হয়ে আসবে।

Scene 3

মানিক সারা দিনের কাজ শেষ করে ভ্যান তার বাসার সামনে রেখে দরজা খুলে ঘরে প্রবেশ করবে। ক্লান্ত মানিক পানি পান করে বিছানায় শুয়ে পড়বে। ঘুমোতেই স্বপ্নে দেখবে মানিক একটি নির্জন জায়গা দিয়ে ভ্যান চালিয়ে যাচ্ছে। কিছুক্ষণ পর মানিকের ভ্যান থেকে একটি বস্তা রাস্তায় পড়ে যাবে। মানিক ভ্যান থেকে নেমে বস্তাটি তুলে নিয়ে যেই পিছনে ফিরে তাকাবে দেখতে পারবে ভ্যানে একটি লাশ শুয়ে আছে। সে ভয়ে বস্তাটি হাত থেকে ফেলে দেবে এবং শীতল চোখ নিয়ে যেই লাশের কাপড়টি খুলবে দেখতে পারবে তার নিজেরই মুখ। মানিকের চোখ ভয়ে বড় হয়ে যাবে। তখনই তার চোখে একটি আলো এসে পড়বে এবং তার ঘুম ভেঙে যাবে। মানিকের টুটুল কাকা তাকে নামাজের জন্য ডাকতে আসবে এবং সেই তার মুখে লাইট মারবে । মানিক জামাকাপড় পড়ে নামাজের জন্য বের হয়ে পড়বে।

Scene 4

মসজিদের সামনে টুটুল চাচা টিউবওয়েল চাপতে থাকবে এবং ওজু করতে থাকবে।

টুটুল চাচা : তুই প্রতিদিন তো তাড়াতাড়ি আসিস। আজকে এত দেরি করলি কেন?

মানিক: কিছু না এমনি।

এরপর তারা ওযু শেষ করে মসজিদে প্রবেশ করবে এবং নামাজ শেষ করে মসজিদ থেকে বের হয়ে আসবে।

Scene 5

নামাজ শেষে বাড়িতে এসে মানিক ভ্যান নিয়ে কাজের উদ্দেশ্যে বের হবে। বের হওয়ার সময় সে দেখবে তার প্রতিবেশী বুড়ি বারান্দায় কাথা সেলাই করছে। মানিক বুড়ির সাথে গিয়ে কিছুক্ষণ আলাপ করবে।

মানিক : কি দাদি আজকে তো দেখছি সকাল সকাল কাঁথা সেলাই করতে বসেছ।

বুড়ি : আমি তো সকালে প্রতিদিনই বসি তুমি আজকে দেখলে।

মানিক : দাদি, দাদা নাকি একটা খারাপ স্বপ্ন দেখার পর হারিয়ে গিয়েছিল?

বুড়ি : তোর দাদা খারাপ স্বপ্ন দেখার জন্য হারায় নাই, মানুষকে বলে বেড়ানোর জন্য হারাইছে।

মানিক : কালকে তো আমিও একটা খারাপ স্বপ্ন দেখছি তারপর থেকে কেমন যেন লাগতেছে।

বুড়ি : কারো কাছে বলিস না। খারাপ স্বপ্নের কথা কারো কাছে বললে তোর পরিণতিও তোর দাদার মতই হবে।

মানিক : (বিরক্তির সরে) ধুর তোমার শুধু আবোল তাবোল কথা। যাই আমি কাজে যাই।

Scene 6

পরের দৃশ্যে মানিক ভ্যান নিয়ে মিলের উদ্দেশ্যে রওনা দেবে। এ সময় বাজার এবং প্রকৃতির কিছু ছবি দেখানো হবে। তারপর মানিক মিলে গিয়ে বস্তা সংগ্রহ করবে এবং সেগুলো নিয়ে বাজারের উদ্দেশ্যে রওনা দেবে এবং দোকানে দোকানে বস্তা পৌঁছে দেবে।

Scene 7

মানিক প্রতিদিন গ্রামে গ্রামে মাল বিক্রি শেষে তার বন্ধুর সাথে বসে একটি বট গাছের নিচে আড্ডা দেয়। সে প্রতিদিনের তুলনায় আজকে একটু আগে এসে বন্ধুর জন্য অপেক্ষা করতে থাকে। এ সময় বন্ধু আসার পর তাদের কথোপকথন

বন্ধু : কিরে মানিক এমন উদাস হয়ে বসে আছিস কেন?

মানিক : আর বলিস না বন্ধু একটা বাজে স্বপ্ন দেখছি তারপর দিনটাই খারাপ হয়ে গেছে।

বন্ধু : কি স্বপ্ন দেখছিস?

মানিক : নারে বন্ধু দাদি বলল খারাপ স্বপ্ন নাকি কারো কাছে বলা যায় না বললে স্বপ্ন সত্যি হয়ে যায়।

বন্ধু : আরে ব্যাটা দাদি তো সেই ছোটকাল থেকে আমাদের বলে এই বট গাছের নিচে জিন আছে। কোনদিন কি কিছু দেখেছিস। কি স্বপ্ন দেখেছিস এবার বল।

এরপর মানিক তার বন্ধুকে সামনের দিকে হাঁটতে হাঁটতে তার স্বপ্ন বর্ণনা করতে থাকে। এ সময় তাদের হেঁটে যাওয়ার দৃশ্য এবং বট গাছের নান্দনিক দৃশ্য দেখানো হয়।

Scene 8

মানিক ভ্যান নিয়ে বাজারের উদ্দেশ্যে রওনা হবে এবং এ সময় গ্রামের কিছু দৃশ্য দেখানো হবে । তারপর সে মিলের উদ্দেশ্যে যাত্রা করবে।

Scene 9

মানিক বস্তা নিয়ে মিলে প্রবেশ করবে কিন্তু মিলের শাটার লাগানো অবস্থায় থাকবে। তখন মানিক কিছুটা অবাক হয়ে নিজেই শাটার খুলে মিলে ঢুকবে। এরপর মানিক বস্তা রেখে ঘুরে দাঁড়াতেই হঠাৎ সব আলো বন্ধ হয়ে যাবে এবং মানিক তার চোখের সামনে কয়েকটি সাদা লাশের মত অবয়ব দেখতে পারবে। মানিক দৌড়ে মিল থেকে বের হয়ে আসবে এবং প্রাণপনে ছুটতে থাকবে। কিন্তু হঠাৎ সে হোঁচট খেয়ে মাটিতে পড়ে অজ্ঞান হয়ে যাবে।

13

Scene 10

জ্ঞান ফেরার পর মানিক নিজেকে সম্পূর্ণ নতুন একটি জায়গায় আবিষ্কার করবে এবং দেখতে পারবে তার হারিয়ে যাওয়ার দাদাকে। দাদা তাকে তুলে নিয়ে তার হাত ধরে সামনে দিকে অগ্রসর হতে হতে মানিককে বলবে-

দাদা : আমিও এই পথে হারিয়েছিলাম।

Storyboard:

Shot	Duration	Shot	Duration	Shot	Duration
Sc 1 Sh 1	00:25	Sc 1 Sh 2	00:11	Sc 1 Sh 3	00:24
Action notes:		Action notes:		Action notes:	
মানিক ভ্যান নিয়ে চায়ের দোকানে সামনে এসে থামবে।		সে বেঞ্চে বসে এক কাপ চা চাইবে।		চায়ের দোকানদারের সাথে কিছু কথা হবে।	
Camera: Environment shot		Camera: Mid shot		Camera: Close shot	

Figure 3.2: Screenshot of Storyboard

Explanation: In this scene Manik will arrive at the tea stall and have a little talk with the vendor about supernatural things.

Shot	Duration	Shot	Duration	Shot	Duration
Sc 2 Sh 1	00:10	Sc 2 Sh 2	00:15	Sc 2 Sh 3	00:22
Action notes: মানিক ভ্যান নিয়ে মিলার সামনে আসবে।		Action notes: সে মিলের দরজ্বায় ধাক্কাবে।		Action notes: মানিক মিলের বাইরে চাচার সাথ ফোনে কথা বলবে।	
Camera: Long shot		Camera: Long shot		Camera: Mid shot	

Figure 3.3: Screenshot of Storyboard

Explanation: Manik will go to the mill and talk with his uncle after finding the mill closed.
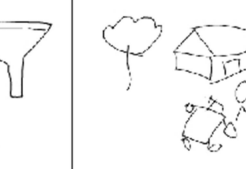
Shot	Duration	Shot	Duration	Shot	Duration
Sc 2 Sh 4	00:40	Sc 2 Sh 5	00:18	Sc 3 Sh 1	00:10
Action notes: চাচা ফোনে কথা বলতে থাকবে।		Action notes: মানিক বস্তা কাধে নিয়ে মিল থেকে বের হয়ে যাবে।		Action notes: মানিক তার ভ্যান বাসার সামনে এনে রাখবে।	
Camera: Mid shot		Camera: Over the shoulder shot		Camera: Pan shot	

Figure 3.4: Screenshot of Storyboard

Explanation: Manik will go to the mill and after taking some bag he will leave the mill for his home.
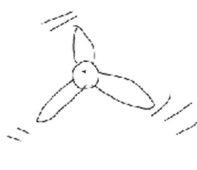
Shot	Duration	Shot	Duration	Shot	Duration
Sc 3 Sh 2	00:20	Sc 3 Sh 4	00:08	Sc 3 Sh 5	00:22

Action notes: সে পরনের জামা খুলে পানি খাবে।	Action notes: ফ্যান ঘোরার দৃশ্য।	Action notes: সে বিছানায় শুয়ে পড়বে।
Camera: Mid shot	Camera: Insert shot	Camera: Mid shot

Figure 3.5: Screenshot of Storyboard

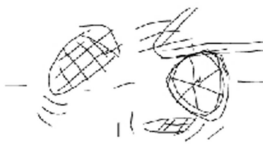**Explanation:** Manik will put off his clothes and lay flat on his bed for sleeping.

Shot	Duration	Shot	Duration	Shot	Duration
Sc 3 Sh 6	00:14	Sc 3 Sh 7	00:10	Sc 3 Sh 8	00:16

Action notes: মানিক মাঝরাতে রাস্তা দিয়ে ভ্যান নিয়ে জেতে থাকবে।	Action notes: বস্তা ভ্যান থেকে পড়ে যাবে।	Action notes: মানিক ভ্যান থেকে নেমে বস্তা তুলতে আসবে।
Camera: Environment shot	Camera: close shot	Camera: Mid shot

Figure 3.6: Screenshot of Storyboard

Explanation: Manik will be driving his van in the middle of the night and suddenly one of his bag will fall from van. He will came sown to bring the bag.

16

Shot	Duration	Shot	Duration	Shot	Duration
Sc 3 Sh 9	00:18	Sc 3 Sh 10	00:06	Sc 3 Sh 11	00:13

Action notes:	Action notes:	Action notes:
সে ভ্যানের দিকে ভয়ের চোখে তাকিয়ে থাকবে।	মানিকের ভয় পাওয়া মুখ।	সে লাশের চাদর উঠিয়ে দেখবে।
Camera: Mid shot	Camera: Extreme close shot	Camera: Over the shoulder shot

Figure 3.7: Screenshot of Storyboard

Explanation: Manik will look at his van with fear and slowly remove the sheet from the corpse.

Shot	Duration	Shot	Duration	Shot	Duration
Sc 3 Sh 12	00:12	Sc 3 Sh 13	00:16	Sc 4 Sh 01	00:17

Action notes:	Action notes:	Action notes:
তার চোখে মুখে আলো এসে পড়বে।	টুটুল জানলা দিয়ে মানিকের মুখে লাইট দিবে।	টুটুল কল চাপবে এবং মানিক অজু করবে।
Camera: Extreme close shot	Camera: Mid shot	Camera: Close shot

Figure 3.8: Screenshot of Storyboard

Explanation: A light will fall on his face. Tutul will through light in maniks face and after that both of them will be shown washing their bodys.
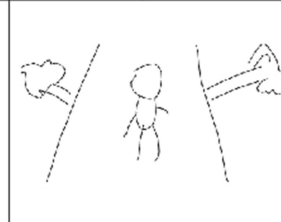
Shot	Duration	Shot	Duration	Shot	Duration
Sc 4 Sh 02	00:21	Sc 4 Sh 03	00:26	Sc 5 Sh 01	00:05

Action notes: তারা দুইজন মসজিদে প্রবেশ করবে।	Action notes: মসজিদে মানুষের নামাজরত দৃশ্য।	Action notes: মানিক মসজিদ থেকে বের হয়ে হাটা শুরু করবে।
Camera: Long shot	Camera: Mid shot	Camera: Over the shoulder shot

Figure 3.9: Screenshot of Storyboard

Explanation: Both of them will enter in the mosque. After praying Manik will start walking towards his house.

Shot	Duration	Shot	Duration	Shot	Duration
Sc 5 Sh 02	00:11	Sc 5 Sh 03	00:09	Sc 5 Sh 04	00:08

Action notes: মানিক উঠানে বসে বুড়ির সাথে গল্প শুরু করবে।	Action notes: বুড়ির কাথা সেলাই করার দৃশ্য।	Action notes: বুড়ির মুখের দৃশ্য।
Camera: Mid shot	Camera: Extreme close shot	Camera: close shot

Figure 3.10: Screenshot of Storyboard

Explanation: Manik will have a little talk with has granny while she will be stitching kantha.

Shot	Duration	Shot	Duration	Shot	Duration
Sc 5 Sh 05	00:11	Sc 6 Sh 01	00:12	Sc 6 Sh 02	00:08

Action notes:	Action notes:	Action notes:
মানিক বিরক্তি ভাব নিয়ে উঠান থেকে উঠে আসবে।	মানিক ভ্যান নিয়ে মিলে প্রবেশ করবে।	মানিক বাইরের দিকে তাকিয়ে আছে।
Camera: Mid shot	Camera: Mid shot	Camera: Environment shot

Figure 3.11: Screenshot of Storyboard

Explanation: Manik will leave with annoy and enter in the mill with his van. He will be staring outside.

Shot	Duration	Shot	Duration	Shot	Duration
Sc 6 Sh 03	00:25	Sc 6 Sh 04	00:51	Sc 6 Sh 05	00:16

Action notes:	Action notes:	Action notes:
মানিক বাজারে ভ্যানে করে মাল নিয়ে আসবে।	মানিক দোকানে মাল পৌঁছে দেবে।	মানিকের রাস্তায় ভ্যান চালানোর দৃশ্য।
Camera: Long shot	Camera: Mid shot	Camera: Pan shot

Figure 3.12: Screenshot of Storyboard

Explanation: He will go to market to provide good on shops and after that he will drive his van.

19

Shot	Duration	Shot	Duration	Shot	Duration
Sc 7 Sh 01	00:28	Sc 7 Sh 02	00:17	Sc 8 Sh 01	00:14

Action notes: মানিক ও তার বন্ধু পুকুরের পাশে বসে গল্প করবে।	**Action notes:** তারা দুইজন গল্প করতে করতে হাঁটতে থাকবে।	**Action notes:** মানিক মিলের শাটার তুলছে।
Camera: Environment shot	**Camera: Over the shoulder shot**	**Camera: Over the shoulder shot**

Figure 3.13: Screenshot of Storyboard

Explanation: Manik and his friend will gossip beside a pond and they will walk after that. Manik will be seen raising shutter.

Shot	Duration	Shot	Duration	Shot	Duration
Sc 8 Sh 02	00:21	Sc 8 Sh 03	00:10	Sc 8 Sh 04	00:15

Action notes: সে মিলের ভেতর বস্তা রাখবে।	**Action notes:** মানিক আতঙ্কিত চোখে মাথা ঘুরে তাকাবে।	**Action notes:** মানিকের সামনে তিনটি লাশের ন্যায় অবয়ব দাঁড়িয়ে থাকবে।
Camera: Mid shot	**Camera: Close shot**	**Camera: Over the shoulder shot**

Figure 3.14: Screenshot of Storyboard

Explanation: He will lay a bag in the floor and turn his head with fear. Three corpse will be standing before Manik.

Shot	Duration	Shot	Duration	Shot	Duration
Sc 8 Sh 05	00:09	Sc 8 Sh 06	00:23	Sc 8 Sh 07	00:13

Action notes:	Action notes:	Action notes:
মানিক পিছনে ঘুরে আরও একটি লাশ দেখে ভয় পেয়ে যাবে।	সে প্রাণপণে দৌড়ে মিল থেকে বের হয়ে আসবে।	সে রাস্তায় হোঁচট খেয়ে পড়ে অজ্ঞান হয়ে যাবে।
Camera: Close shot	Camera: Long shot	Camera: Frog eye view shot

Figure 3.15: Screenshot of Storyboard

Explanation: Manik will see another corpse when he turn back. He will run to save his life and get faint while stumble in his way.

Shot	Duration	Shot	Duration	Shot	Duration
Sc 9 Sh 01	00:08	Sc 9 Sh 02	00:12	Sc 9 Sh 03	00:10

Action notes:	Action notes:	Action notes:
মানিকের জ্ঞান ফিরলে সে নতুন জায়গায় দুইটি পা দেখতে পারবে।	মানিকের দাদা তাকে মাটি থেকে উঠাবে।	তোরা দুজন মিলে সামনে অন্ধকারের দিকে হেঁটে যাবে।
Camera: Extreme close shot	Camera: Mid shot	Camera: Long shot

Figure 3.16: Screenshot of Storyboard

Explanation: He will see two legs when he wakes up. His grandfather will raise him and both of them will start walking on the dark.

Budget and cost:

We had to decide our short film budget after finishing research and concept development. And for that, we had to keep a few factors in mind, which are as follows:

-Transportation

-Food and drinks

-Lighting and other equipment

-Props and costumes

-Higher rent

-In instance in emergency

Taking into account everything on the above list, we devised a budget, to which we contributed by dividing it in half because we are a two-person group. We attempted to save costs on a few items that we could manage ourselves, such as lighting and equipment, costumes, filming locations, casting automobiles, and so on. This greatly aided us in completing the shot quickly.

Location Scouting:

In movies, location creates the mood, establishes the setting, and lends reality to the narrative. It improves viewer immersion, supports the story, and contributes significantly to the entire cinematic experience. Searching and matching ideal sites with the screenplay for filming is the essence of location scouting.[13] This is also a crucial component of the pre-production phase. Shooting at several locations enhances the drama of the movie since if the entire thing were shot in just one or two places, viewers could become bored and stop watching. We had to travel to a lot of places to find the ideal sites. We even had to find sites that were really far from our house for several situations. For our main shooting spot we choose distant Pabna Sadar and Shahidnagar. The area we discovered for our film was convenient according to our story and it matched with the genre. Here is some footage from our shooting locations-

Figure 3.17: Location number 1

This location was set to show a chasing scene of our main character. The abandoned saw mill gave a spooky and haunted vibe to the audience.

Figure 3.18: Location number 2

This location was used for Manik's house premise. And this is also the place where he parks his van for the night.

Figure 3.19: Location number 3

We used this corurtyard to depict Manik's neighbour grannys scene. The background was set according to her financial condition.

Figure 3.20: Location number 4

The selected tea stall where the first scene of our story was set. The stall was located at the middle of a busy market so we had some noise problems during shoot.

24

Figure 3.21: Location number 5

We took some pretty scenes from this mosque to show the villagers prayer scene.

Figure 3.22: Location number 6

This bridge was chosen for some tracking shot of manik driving his van.

Figure 3.23: Location number 7

This eerie place was discovered by us to use in a night scene. The atmosphere was really mysterious in this place with some abandoned house and strange smells.
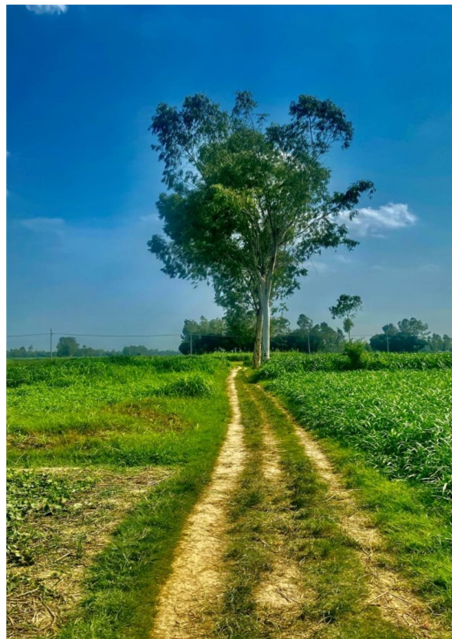
Figure 3.24: Location number 8

Our final scene was set in this place. We discovered this place in a remote area after a whole day of roaming here and there because it had to be perfect.

26

Figure 3.25: Location number 9

In this room we took the shoot of maniks resting. The room was almost perfect for a poor van puller.

Figure 3.26: Location number 10

Another gem of a place found by us was this amazing location. This area is situated in the midst of a remote village holding some mysteries on the background.

Figure 3.27: Location number 11

This shoot was taken on a busy street beside the local market. For a few seconds scene we had to maintain a local gathering.

Props and Costumes:

Props and costumes were crucial because our short film is in the horror genre and needed to make the characters seem more dynamic. Each member of the cast needed the ideal outfit that would accurately reflect their role in the screenplay. Selecting the appropriate color for the outfits was yet another crucial step. For example, throughout our film the location was set on a remote rural area so we had to set attire for our cast on their basis. The main character was stylized on a shady half sleeve shirt with lungi. There was no sign of aristocracy as he leads a poor life. One audience can really see the difference when the old fragile door of the characters was opened during the shot. [Fig 3.28]

28

Figure 3.28: Main characters attire

We were lucky enough to choose our main character according to our choice. His ability to adapt in environment, persistence and presence made our film more cheerful.

3.3 Production:

The majority of the shooting and activities linked to shooting is done during the production stage. The actual filming for a movie happens during the production phase. The actors, crew, and director work together to capture the scenes as the screenplay depicts them during this crucial stage. Principal photography, set design, wardrobe and makeup design, sound recording, and sometimes special effects are all included. In order to ensure that actor motions and camera angles are in sync, the director and cinematographer collaborate on blocking and staging. Daily wrap reports are produced, and safety and logistics are maintained. After production is over, the footage is edited and given any last-minute adjustments to create the finished product.

Figure 3.29: Getting ready for shooting

This was our first assembling as a team before our main shoot commences. Everybody was very much excited.

3.4 Post-Production:

Once the film is finished, production enters the post-production phase. Editing continues, as the video is put together and edited to create the final story. Adding bgm, sound effects and clipping improves the visual and aural aspects of the film. The visual and aural quality of the film is achieved through color grading and sound mixing. Before the finished product is shipped, it goes through quality control and knowledge. We used Adobe Premiere Pro to assemble all the cameras to create the final video. We used a lot of pictures. This software made it easy to insert clips and cut according to the script. Everything is well presented and easy to use. We used this software to colorize our typical images without special effects. [Fig 3.30]

30
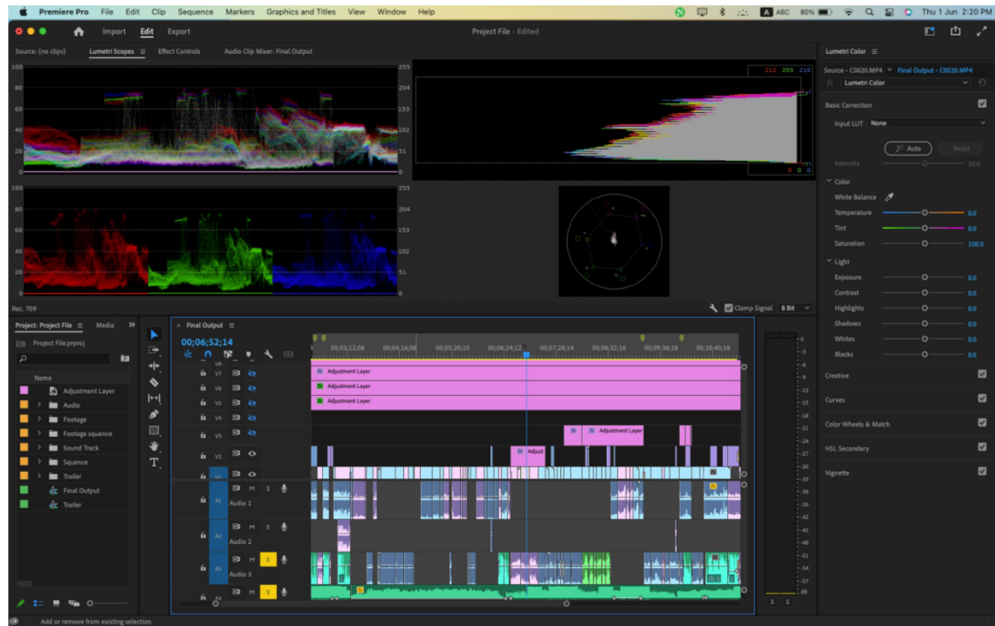
Figure 3.30: Color grading

We have used PluralEyes software to synchronize all of audios . PluralEyes is a handy software when it comes to the matter of for audio editing. We have used the free version of this software with loads of features loaded. The interface is pretty much easy to understand and easy to use. Removing noise using this software is like a blessing. Noise is one of the most horrible things in a video because it makes the audience experience worse.[14] Background noise removes the essences of the film. It becomes hard for the audience to feel the film. So we have removed every single bit of noise from the video if found. As we have captured audio from the actual scene and used natural sounds as sfx it was very difficult for us to remove noise from our video footages. We have find noises in almost all of our videos because of local publics gathering and unavoidable reasons. So we had to toil hard and observe sharply each and every seconds from our video because a single mistake could spoil a scene. But with the help of PluralEyes software we easily sort out this problem. [Fig 3.31]
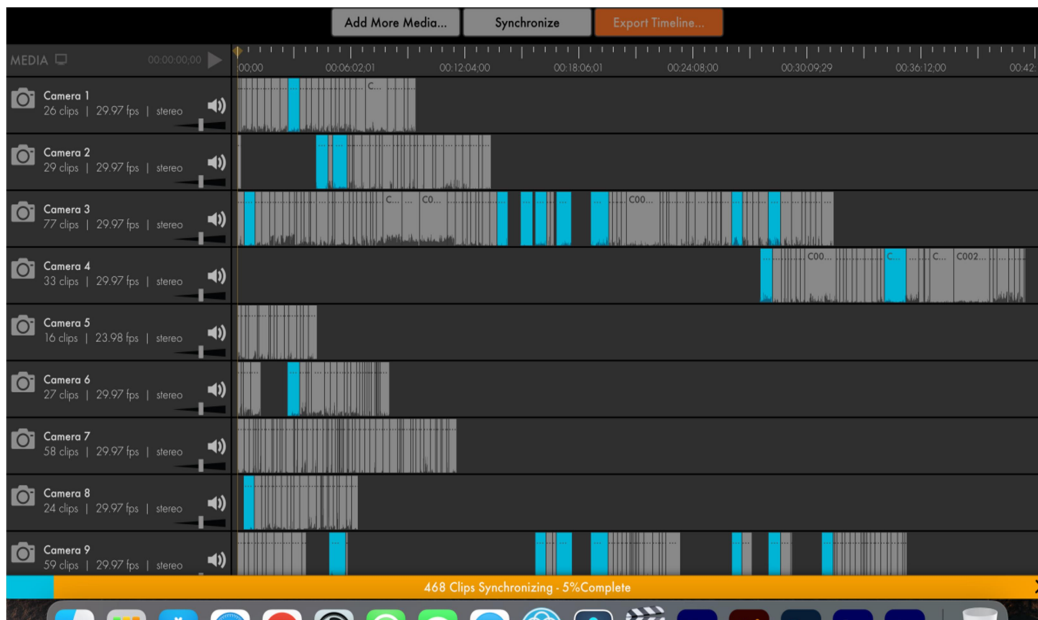
Figure 3.31: Working with sounds

The use of background music and sound effects greatly improves the overall cinematic experience of a movie. They provide a substantial contribution to the storytelling process by evoking feelings and enhancing the audience's response to the tale.[15] The correct musical soundtrack may deepen the connection with the characters and their journey by ratcheting up the tension, heightening the suspense, or evoking emotions like joy, grief, or terror. Additionally, sound effects enhance immersion and realism in the pictures by giving them a more real-world sense. the film's ambience and environment are established through background music and sound effects, which take viewers to other times or places. Additionally, they can direct the audience's focus by emphasizing significant story moments or subtly placed clues that could otherwise go overlooked. A movie becomes a compelling and deeply moving cinematic masterpiece when music and sound effects are incorporated into it without any noticeable interruption. So it was primary target to gather our valuable background music and sound effects to take our film to the next level and get a place in our audience's heart. [Fig 3.32]

Figure 3.32: Sound positioning

It is important to keeping sounds in its suitable place. Otherwise the vision would not match and which will cause irritation to the audiences. So we had to position our sound clips carefully.

CHAPTER 4
SOFTWARE USED

We came up with the story through research and discussion. After receiving the story, we establish plans about how to turn it into a movie. By carrying out the filming schedule, we receive the clips required for the movie. After obtaining all of these items, we go on to the editing stage of the production process. In this stage, all of our concepts and video clips are combined to create the finished product. We need to employ a variety of tools and plugins to create all of these aesthetically stunning visual effects. Software consists of programs created with a specific purpose in mind. Software was required to color correct all of the camera-captured video for our cinematic production to combine and edit all the various camera angles into a single movie. Sometimes the base program does not provide the functions we actually need, thus we must add some more features. Plugins are the source of this added functionality. These plugins add new functions to the core software; they are not standalone programs.

The tools and plugins that helped us design our final product exactly how we wanted are listed below.

Software:

- Adobe Photoshop

- Adobe Media Encoder

- Adobe Premiere Pro

-PluralEyes.

Plugins:

- Extreme Flicker

- Chromatic Aberration

- Motion Bro

- Mr Horse

- Luminous: Flare

- Luminous: Light Leak

- Premiere

- Bounce Roll

- Elastic Out

Figure 4.1: Plugin: Motion Bro

Motion Bro is a popular plugin suite designed for video editors and motion designers.

Below are explanations for every piece of software applied:

4.1 Adobe Photoshop: After enrolling in this department, the first piece of software we study is Adobe Photoshop. Our first semester of classes used this program. This program was utilized in a variety of circumstances from the first semester until the end of our academic careers. Photoshop is a feature-rich, adaptable piece of software.[16] Although this software's primary functions are digital sketching and picture editing or retouching, we used it extensively for our project. This program was used to create the movie poster and modify the scenery. [Fig 4.2]

35
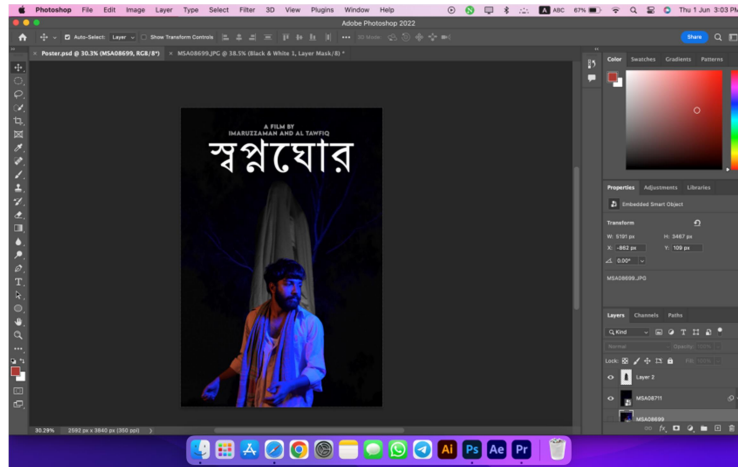
Figure 4.2: Film poster making in Photoshop

4.2 PluralEyes: PluralEyes is a software tool for recording and editing audio.[17] The program is fairly easy to use. We used this software to synchronize audio. [Fig 4.3]

Figure 4.3: PluralEyes

4.3 Adobe Premiere Pro: It was the main software we used for production so to say. We utilized this program to rough clip our film after receiving all the necessary material.[18] Using this program, we corrected the colors by adjusting the hue, saturation, light exposure, color tint, etc. Using this program, we added our voice-over and any necessary sound to the clips. [Fig 4.4]
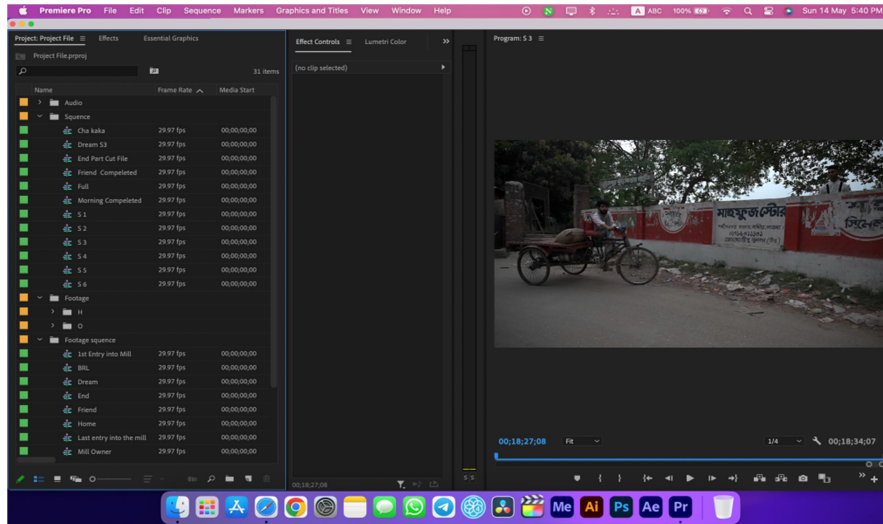
Figure 4.4: Editing in Adobe Premiere Pro

4.4 Adobe Media Encoder: The main function of Adobe Media encoder is rendering.[19] To achieve the finished product in a video format that others can see after editing, we must render our footage. With help of this software, we are able to produce the edited video in any manner we choose for use in any situation. Additionally, the file size is decreased while the quality is maintained. [Fig 4.5]
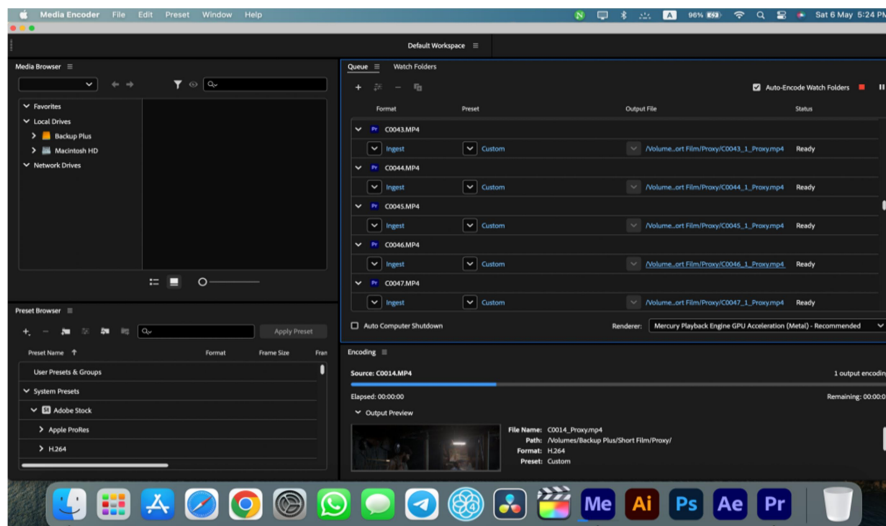
Figure 4.5: Rendering Footage using Adobe Media Encoder

These were the main pieces of software employed for our project. However, the software's standard version lacked several of the features we need. We therefore employed various plugins. To achieve the greatest results, some were native and some were extra plugins. The Adobe Premier Pro plugins are all included.

4.5 Motion Bro: Motion Bro is a popular plugin suite designed for video editors and motion designers. It provides a wide range of pre-made templates, presets, and effects to enhance and streamline the video editing process.[20] Motion Bro offers various packs, each specializing in different areas of video editing and motion graphics. [Fig 4.6]

We used this plugin quite a few times in our project because we have some running and chasing scenes which needed motion blurs to make the shot perfect. We utilized this plugin to make building complicated effects and animation easier by offering ready-to-use templates and transitions.

Figure 4.6: Working with MotionBro

CHAPTER 5

EXPLANATION OF PROJECT

5.1 Introduction:

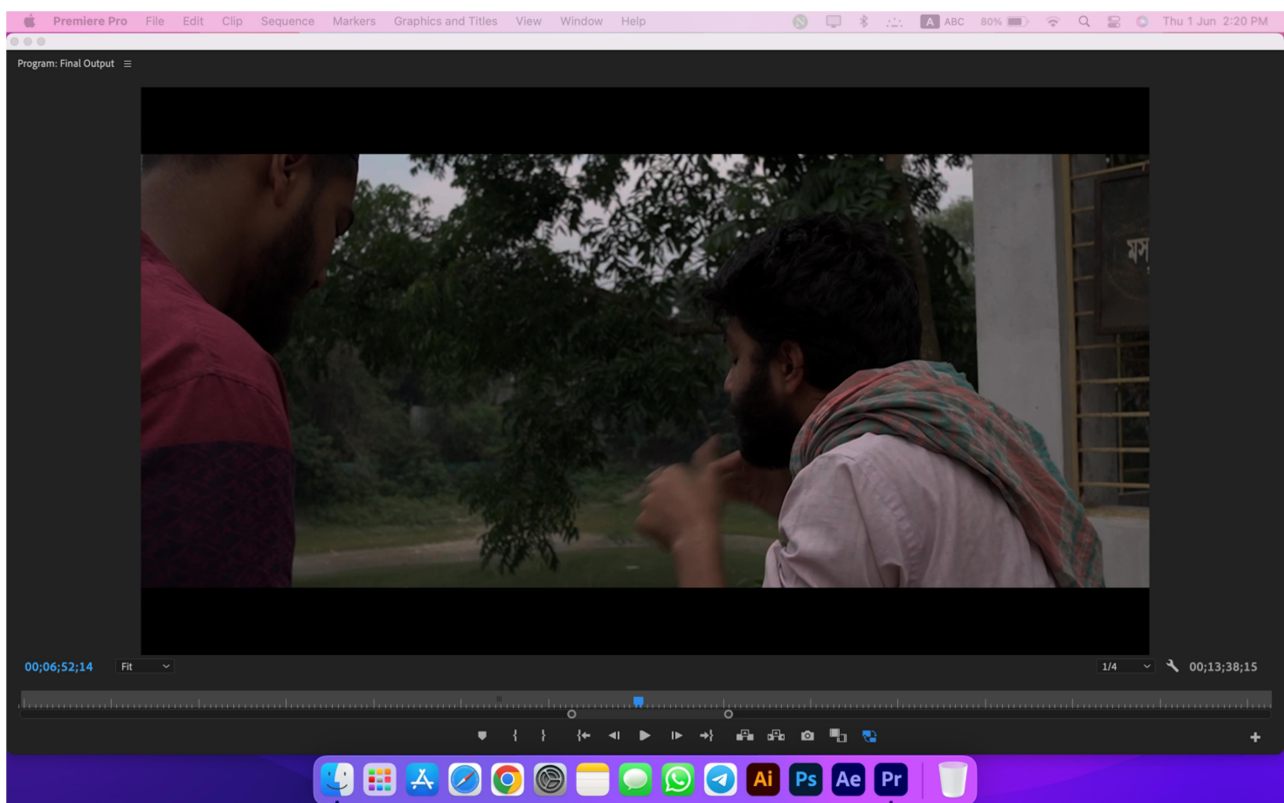Horror movies explore the darkest parts of our fears, delivering spine-chilling experiences that are thrilling and terrifying. Through masterful storytelling, haunting atmosphere and stunning visuals, they explore the human psyche and leave a lasting impression long after the glory has been created. This cinematic nightmare has a unique ability to pull back and seduce audiences, making it a timeless film in the world of filmmaking. And for this Cinematography is important in horror films because it sets the tone of fear, deepens the suspense, and heightens the dread. Expert use of lighting, framing and camerawork heighten the scares, creating a chilling atmosphere. The spectacle of horror becomes indispensable in the creation of a frightening cinematic experience.

So as a horror film editor I had some unique challenges. For instance, a mixture balance of suspense and pacing is important to keep tension up, while avoiding showing too much fear. The psychological effects of constant exposure to stressors can be overwhelming. The art of creating jump scares and scary sounds requires a certain amount of time. It's hard to find the right balance between reality and style. As I was in direction, my point of view while encouraging individual creativity was an easy task. Also, the pressure to deliver a compelling and consistent final product can be overwhelming. Despite these challenges, I had some great experience as a horror film editor to play a vital role in the impact of films on audiences, making it a rewarding and enjoyable project.

5.2 Work as a Director and Cinematographer

As a director and cinematographer in this movie, I was both excited and challenged by the opportunity to bring my creative vision to life. Being in charge of both areas enables seamless collaboration between visual aesthetics and storytelling. It's empowering to precisely create each shot, capturing the spirit of the cast of people and the mood of the storyThe path ahead is paved

39

with limitless creative options, and I was ready to set off on this trip in the hopes of making a remarkable and compelling movie that connects with viewers all around the world.

5.2.1 Cinematography

As the cinematographer of a horror film my role was to create a haunting visual experience that would immerse the audience in a world of terror and suspense. From the very first moment I knew this project was special, and I was determined to deliver an atmospheric and spine-chilling experience.

Figure 5.1: Taking night shots

To heighten the tension and keep the audience on edge throughout the whole movie, we made the decision to use dim lighting and long shadows. Practical effects and subdued visual clues were used to assist create a spooky atmosphere that persisted after the scenes were done. The historic mill that served as the focal point of the movie was one of the biggest problems. In order to create the ideal balance of decay and dread in each frame, I closely collaborated with the production designer. With its groaning appliances, flickering lights, and weird noises all of which were expertly recorded via the use of camera movements the home took on a life of its own.

40

While the actors were explored the night in smooth tracking shots, the audience was startled and surprised by unexpected jump cuts throughout the terrifying moments. In order to capture the characters faces and feelings in their most vulnerable stages and to have the audience feel their worries and concerns, I also experimented with extremely close-up shots. The ambiance of the movie was greatly influenced by the lighting.

Figure 5.2: Using light effect

I increased the tension and unpredictability in each scene by combining sensible lighting with thoughtful placement of creepy light sources. The evil entities that were hidden by the shadows and lurked just out of sight contributed significantly to the suspense and anxiety.

Figure 5.3: Looking for better angle

I used a variety of camera techniques during the production to heighten the horrors. Each shot was designed to arouse dread and suspense.

Figure 5.4: Moving with camera

It was a challenging duty, though, since I had to balance several duties and make sure that each one enhanced the cinematic experience as a whole.

5.2.2 Direction

As the movie's director, my main objective was to create an original and terrifying vision on screen. I engaged myself in the realm of horror from the very beginning of pre-production until the very end of editing to create a memorable cinematic experience. I extensively collaborated with the scriptwriter to build the story throughout pre-production, making sure that it had a solid basis with developed characters and an engaging premise. I concentrated on creating a friendly and cooperative environment on site once shooting got underway.[Fig 5.5]

For the actors involved, a horror movie can be emotionally and physically difficult, so I made sure they were protected and at ease while yet pushing them to give their best efforts. In order to capture real reactions and feelings during stressful sequences, I encouraged improvisation. As I was also the cinematographer, I developed a distinctive visual aesthetic that focused on uneasiness and tension. To intensify the feeling of fear and isolation throughout the whole movie, I employed imaginative camera angles, lighting setups, and atmospheric locations. The option to use actual effects rather than overly elaborate CGI gave the terrifying components more believability.

Figure 5.5: Giving Direction

5.2.3 Film Editing

As the film's editor, I attempted to improve the film's visual ambiance by color grading in Adobe Premiere Pro. The idea was to create a dark and frightening atmosphere that would immerse the spectator in the film's haunting environment.

Cool colors like blues and greens made up the majority of the color scheme in order to give the images a feeling of coldness and solitude. In order to ensure that the darkness added to the excitement without impairing the quality of the images, I paid additional attention to retaining the shadows and highlights for the night scenes. Additionally, I changed the black levels to provide dark, foreboding shadows that heightened the creepy atmosphere. Scenes in spooky settings, like the mill, called for a somewhat different strategy. To evoke unease, I subtly moved the color palette toward warmer tones. In several instances, flickering lights and brief bursts of vibrant color heightened the bizarre and paranormal elements of the narrative.
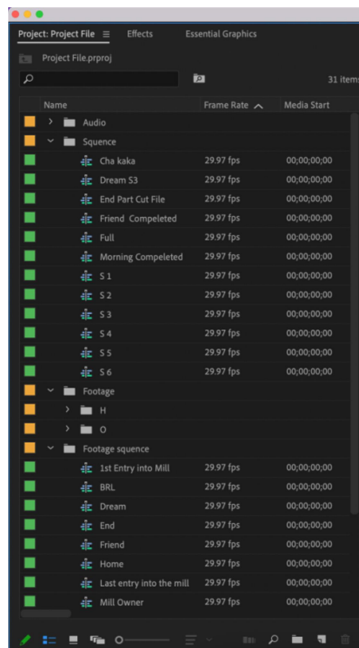

Figure 5.6: Maintaining sequence

I organized the footage and chose the crucial portions that needed color grading. I maintained open lines of communication with my group member in order to comprehend his perspective and the emotions present in each scene.
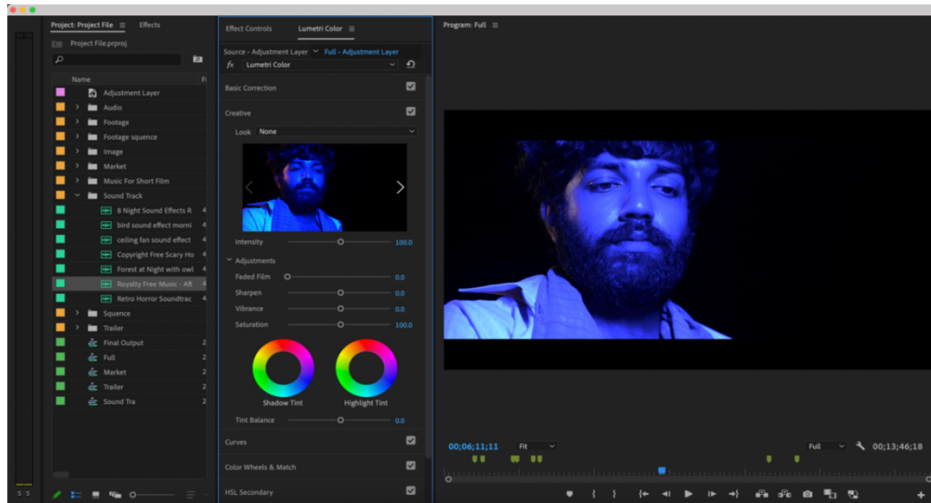
Figure 5.7: Color Grading

I applied color grading to control the audience's feelings all throughout the editing process. For instance, I used fast color shifts and tweaks to increase the intensity of the scenes during tight situations like jump scares. To make spiritual happenings seem airy and surprising I also included tiny color glows and glimmers.

Figure 5.8: Film timeline

I tried to maintain a unified aesthetic throughout the movie. I chose a dark base for the entire video to set the mood, which diminished some of the colors' intensity and brightness. This action contributed to creating a gloomy and ominous mood.

45

5.2.4 Sound Designing

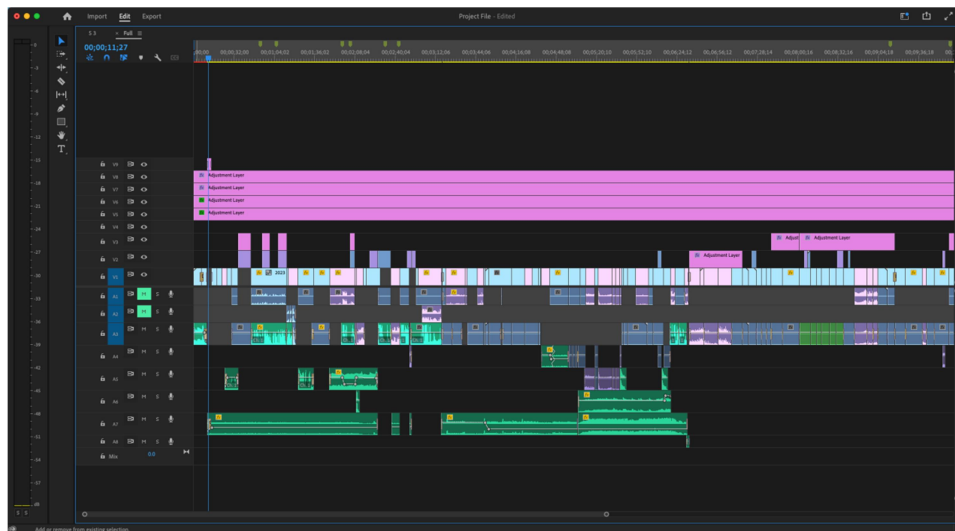I worked hard to provide the viewers a spine-tingling audio experience as the movie's sound designer. I carefully developed a soundtrack that amplified the movie's suspense, anxiety, and tension throughout. I started by working with my group mate to figure out the narrative's depths and pinpoint critical points that called for powerful sound effects. Then, for the movie, I recorded and accumulated a broad variety of sounds, ranging from scary shouts to ominous background noises.

Figure 5.9: Audio clipping

I wanted the audience to feel as though they were actually in the frightening world of the movie, so I placed sound cues carefully and used physical sound methods. While violent jarring noises and deep bass tones heightened jump scares and terrifying moments, soft whispers and far-off footsteps created a frightening feeling of presence. I put a lot of effort into balancing the sound aspects in post-production to make sure that the music, foley effects, and conversation blended well together. The end effect was a horrific soundscape that increased the movie's overall impact and had the audience on the edge of their seats throughout the whole movie.

5.2.5 Graphic Designing

The horror film poster I created in Adobe Photoshop is a haunting visual masterpiece that captures the essence of fear and intrigue. Our panicked main character with an ancient mysterious tree looming in the background, shrouded in mist. The central focal point is our lead actor in the foreground; his face is enlightened with mystical color, exuding an aura of malevolence. Bold, blood-red typography reveals the film's title. The poster draws viewers into a world of chilling terror, enticing them to experience the nightmares that wait within the film.[Fig 5.10]

Figure 5.10: Film poster making

5.3 Work Distribution

Name	ID	Participation of work
Abdullah Al Tawfiq	201-40-656	Script writing, Storyboard, Associate director, Production Management, Lighting and Set Design.
Imaruzzaman Ovi	201-40-678	Story writing, Director, Cinematography, Film Editor, BGM and Sound Designer, Graphic Designer.

CHAPTER 6

DISCUSSION

After undergoing an extensive program that encompassed diverse media courses and learning from industry experts for four challenging years, we embarked on our final project. The journey was anything but easy, as we had to navigate through beginner to professional level courses across various media fields. Ultimately, we opted for a horror Short Film as our final endeavor. While the course projects had offered some guidance from faculty and predefined topics, this time we had to chart our path independently. Although our supervisor provided valuable feedback, we were still apprehensive about achieving the desired outcome we envisioned from the outset. Filled with uncertainty, we courageously pressed on with our project, determined to give it our all. Our passion for the craft and our dedication to learning fueled our efforts as we poured our hearts into every aspect of the production, striving to attain the best possible result. But our own satisfaction was not quite enough for ourselves as we were determined about our final work. So we had to show some glimpse of this project to our respectable faculty members and to our friends to justify our works and they have almost showered us with enormous compliment. And I would really appreciate their compliments because we have some creative gem as our teacher so having some praiseworthy work will really boost up our performance and it will encourage us to make even bigger projects in future. Our joys knew no bounds when we came to hear that some of our friends are really looking up for this film to release in full version as there are some horror film enthusiasts.

Our supervisors provided excellent suggestions, which we gladly incorporated into our projects. The positive feedback significantly improved our project's quality, and receiving input from different perspectives proved invaluable.

CHAPTER 7

CONCLUSIONS

After completing the 4-year BSc in Multimedia and Creative Technology, I was excited to fulfill my long-standing aspiration of creating a horror Short Film as my final project. The thrill intensified when I met a like-minded individual who shared the same vision. With all courses completed, I eagerly moved to phase 1, anxious to present my idea for a horror Short Film to my supervisors. The presentation went well, and we received the much-awaited approval.

Determined to make a difference in the industry, we set clear goals and embarked on our ambitious journey. Our project aimed to inspire talented individuals with skills lying dormant due to the scarcity of projects like ours. The response we received from people filled us with immense joy, as our efforts had indeed kindled inspiration among our juniors, motivating them to pursue similar ventures in the future.

Throughout the process, we pushed our boundaries and did something uncommon in the media industry. Our meticulous attention to detail resulted in a compelling short film that skillfully conveyed the story, laced with intriguing twists. The satisfaction of achieving our desired outcome was unparalleled. As our project came to fruition, we looked ahead with hope for the horror film industry. Our endeavor was not merely about producing a film; it was a step towards bringing about change and fostering creativity within the genre. We embraced the challenge of making a meaningful impact, and the experience has left us optimistic about the future of horror filmmaking.

In conclusion, our 4-year journey culminated in a remarkable achievement, a horror Short Film that not only satisfied our passion but also ignited inspiration among aspiring filmmakers. Our commitment to storytelling and innovation has driven us to forge a path that we hope will contribute positively to the industry we deeply cherish.

REFERENCES

1. "Horror Film Market." Dataintelo, [Online]. Available: https://dataintelo.com/report/global-horror-film-and-tv-show-market/ [Accessed on 02.07.2023].

2. "Film Lighting."Masterclass, [Online]. Available: https://www.masterclass.com/articles/film-101- [Accessed on 05.07.2023]

3. "Film Genre." Wikipedia, [Online]. Available: https://en.wikipedia.org/wiki/Film_genre [Accessed on 06.07.2023]

4. "Best Production house" Screenrant, [Online] Available: https://screenrant.com/dark-castle-entertainment-ranked-best-worst/ [Accessed on 10.07.2023]

5. "The Babadook" Box Office Mojo, [Online]. Available: https://www.boxofficemojo.com/title/tt2321549/ [Accessed on 15.07.2023]

6. "Insidious: The Last Key" IGN, [Online] Available: https://www.ign.com/articles/2018/01/03/insidious-the-last-key-review [Accessed on 16.07.2023]

7. "Midsommar" Rotten Tomatoes, [Online]. Available: https://www.rottentomatoes.com/m/midsommar [Accessed on 19.07.2023]

8. "Lights Out" The Guardian, [Online] Available: https://www.theguardian.com/film/2016/jul/19/lights-out-review-david-sandberg-horror-film [Accessed on 23.07.2023]

9. "Stranger things series review" The Guardian, [Online] Available: https://www.theguardian.com/tv-and-radio/2022/may/27/stranger-things-4-review-bigger-better-and-more-gruesome-than-ever [Accessed on 27.07.2023]

10. "The Wolf House" Rogerebert, [Online] Available: https://www.rogerebert.com/reviews/the-wolf-house-2020 [Accessed on 27.07.2023]

11. "Magnetic Rose" Filmaffinity, [Online] Available: https://www.filmaffinity.com/en/film556231.html [Accessed on 02.08.2023]

12. "Moshari" Prothomalo, [Online] Available: https://www.prothomalo.com/entertainment [Accessed on 03.08.2023]

13. "Film Location" Medium, [Online]. Available: https://medium.com/@hdbuttercupvenues/importance-of-[Accessed on 07.08.2023]

14. "Color Grading" Fimsupply, [Online] Available: https://www.filmsupply.com/articles/cinematic-color-grading/ [Accessed on 08.08.2023]

15. "Sound Designing" Thefilmfund, [Online] Available: https://www.thefilmfund.co/sound-design-101-the-ultimate-guide-to-great-film-sound/ [Accessed on 09.08.2023]

16. "Adobe Photoshop" Britannica, [Online] Available: https://www.britannica.com/technology/Adobe-Photoshop [Accessed on 09.08.2023]

17. "Plural eyes" Teckers, [Online] Available: https://teckers.com/how-to-use-pluraleyes/ [Accessed on 11.08.2023]

18. "Adobe Premier Pro" Canon, [Online] Available: https://www.canon.com.au/get-inspired/how-to-edit-video-with-adobe-premiere-pro-for-beginners [Accessed on 12.08.2023]

19. "Adobe Media encoder" Schoolofmotion, [Online] Available:https://www.schoolofmotion.com/blog/render-after-effects-media-encoder [Accessed on 13.08.2023]

20. "Motion Bro"Videohive, [Online] Available: https://videohive.net/search/motion%20bro [Accessed on 13.08.2023]