

FINAL YEAR PROJECT REPORT

Director & Cinematographer in Short Film on Social Media Addictive Side Effect

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

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APPROVAL

This Project titled “Direction and Cinematography with Post-Production in Film and Media”, submitted by **Sakib Hossan Nilom, ID:201-40-650** to the Department of Multimedia and Creative Technology, Daffodil International University, has been accepted as 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 17th February, 2024.

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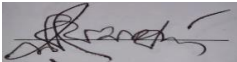
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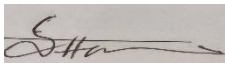
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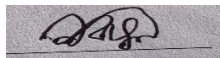
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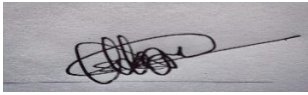
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DECLARATION

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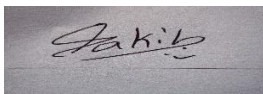
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First, I want to sincerely thank the Almighty God for making it possible for me to complete this short film production.

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I want to express my gratitude to every student at Daffodil International University who participated in this conversation while finishing their coursework.

Finally, I would like to express my gratitude to my parents for their patience and constant support.

.

ABSTRACT

In this present age we are surrounded by social media users. The magic of social media is everywhere. It originally came as our means of entertainment or communication.

But all of us may not be able to take it in a way. Some people have a terrible addiction to it. Many people have seen to end themselves in this addiction. We decided to make this film to show how terrible social media addiction can be. Here we have tried to show how a person gets addicted to social media and slowly drifts away from everyone as well as losses one of the most important parts of a human, that is facial expression.

This is a short film – **সর্বহত**, about Social Media Addictive Side Effect.

This short film tried to show what kind of problems can arise in real life from the addiction of social media. It was not as easy to do it because we had to research a lot of things. A lot of study has to be done about it.

We have tried to show how a person who losses facial expression ability as well as his personal and social relation.

In this project multiple software were used like Adobe Premiere Pro, Adobe After Effect, Adobe Illustrator, Adobe Photoshop, Adobe Media Encoder.

Many equipment was also used and combination of pre-production, production and post -production the production was completed.

We faced many problems to do this. We might not have been able to complete without our proper guideline. We have got the proper guideline in the advisor's glass. I have overcome the problem. Here our advisor has helped us a lot.

It is our tireless work to see this film so that we can all learn from its addiction so that we can take ourselves in the right way.

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Chapter 1

INTRODUCTION

1.1 Introduction

This is a short film. The idea is on how a person who uses social media starts to lose touch with their emotions and their ability to communicate them. impacting his or her relationships, both personal and societal. One may effortlessly connect to and comprehend this detrimental consequence as a social media user.

It is critical to comprehend the drawbacks of consuming and establishing dependency on social media content.

This is a short film with an important message. Don't Lose Yourself.

This idea has a lot of resonance. Anyone familiar with social media may relate, since many have either personally experienced or witnessed this detrimental influence negatively impacting others' lives.

In this short film production, the concept is the heart and soul. presenting the idea from a different angle to help the audience grasp it. The primary focus of the topic is the subject's altered behavior and the emotional harm caused by their compulsive content consumption and social media addiction.

Real emotion and the capacity to express it are also taken away by the constant use of response emojis in social media posts. That is the main focus of our study and one of the hidden negative effects of social media.

This short film project has been executed by a three man team. Coordination, teamwork, balance of work distribution, patience and implementation of skill and supervision has made this project possible

After studying many case studies on social media addiction and its effectiveness on a social media user's daily life, we came to the conclusion of our short films core concept. The concept is unique and relatable to the social media users.

Social media users consume lots of information everyday but instead of consuming the right information and using it they subconsciously ignore this fact causing negative addiction and habit.

Social media is the largest medium of communication and knowledge. Enormous number of people profited in every way and still growing and also becoming more common and many as the primary medium.

Concept leads to the plot, story, theme, environment and story. Script of the story maintaining the story telling vibe as well as keeping the viewers engaged.

Choosing the character and the role that has to be played is one of the important parts of a short film production.

The production phase required a lot of resource gathering and preparations. Follow-up of the timeline and the shots list according to the exact date time and place. Weather was the most

challenging fact in this production. Foggy weather causes disturbance of recording clips and taking shots. Shots taken in film making, technical and theoretical manner. After overcoming the obstacle of the production comes the editing part called the post production.

1.2 Case Study Overview

In today's social structure, everyone needs to maintain social awareness. There are several ways to be socially conscious. These days, everything is in our hands. Nowadays, social media addiction affects everyone, including teenagers. Without realizing it, they interact and post on social media frequently. They become unable to comprehend how they actually behave when they use this reaction. Emoji use on social media is making it harder to communicate emotions in person. We have to deal with a variety of issues as a result. Its effects include several psychiatric issues and possibly death.

Emojis influence emotional communication, social attributions, and information [1] processing

The paper found that emojis have a significant impact on emotional communication, with participants perceiving messages with positive emojis as more positive and messages with negative emojis as more negative.

Emojis also influence social attributions, with participants perceiving senders who use positive emojis as more friendly and likable, and senders who use negative emojis as more hostile and unlikable.

In terms of information processing, the paper found that emojis can enhance the processing of emotional information in messages, leading to faster and more accurate emotional judgments.

Additionally, the presence of emojis can also affect the interpretation of ambiguous messages, with participants relying more on the emotional cues provided by emojis to make inferences about the sender's intended meaning.

"Do all facial emojis communicate emotion? The impact of facial emojis on perceive [2] sender emotion and text processing":

The study found that not all facial emojis effectively communicate emotions, with some emojis being more ambiguous in their emotional expression.

Different facial emojis had varying effects on the perception of sender emotion, with certain emojis leading to more accurate interpretations of the sender's emotional state.

The presence of facial emojis in text messages influenced the cognitive processing of the accompanying text, with participants paying more attention to the emotional content of the message when emojis were present.

The study highlights the importance of considering the specific facial emojis used in communication, as they can impact the emotional interpretation and processing of text messages.

Inability to make facial expressions dampens emotion perception

[3]

Individuals with Moebius Syndrome (MBS) have reduced perceptual sensitivity to others' facial expressions, indicating that the inability to make facial expressions dampens emotion perception.

MBS individuals show impairment in perceiving facial motion but not body motion. Their ability to extract emotional information from both facial and body expressions is dampened due to their inability to portray emotion on their own face.

Preliminary fMRI data suggests potentially reduced engagement of the amygdala, a key brain region involved in emotion processing, in MBS individuals during expression processing. This indicates changes in the neural circuitry underlying emotion processing in MBS.

MBS individuals have higher thresholds for both motion and emotion tasks, indicating that facial paralysis affects the ability to extract both motion and emotion information from a face.

1.3 Problem Identification

Our central idea is the impact of social media emoji reactions on our daily lives as users. By not using social media effectively, we are opening ourselves up to a number of issues. In this movie, we hope to clarify how social media use causes mental and physical health issues in individuals. We all have to get out of here. So that we can utilize social media appropriately. Before posting or responding, kindly understand. This script was created as a safeguard against the dangers of social networking.

In the current digital age, "social media" is a term that is often used.

Some giant social media platforms are:

- Facebook
- Instagram
- Twitter
- You tube
- Whats app

Social media, like everything else, may have both beneficial and negative effects on a person's daily life.

The communication and sociability benefits of social media are among their most evident advantages. This makes it easier for us to stay in touch with those we might not often text, phone, or see.

Users can meet individuals through networking that they might not have otherwise met. A person can locate their preferred community online even if they have a specialized interest.

Convenience is another consideration. Reaching out to a big number of individuals at once is simple. Knowledge can be disseminated efficiently and rapidly.

Massive societal change can also be sparked by users of social media sites. The globe can be exposed to ideas, experiences, and so on.

And then there's the bad aspect. This aspect of social media is frequently disregarded as it becomes a more advanced communication tool.

As the positive side of social media shines clear. It's equally critical to recognize the drawbacks of social networking. The main worry is that using social media might result in poor mental health, especially in young people and adults. All the accessibility features, such as infinite scroll and reaction emojis, encourage users to stay on these platforms for as long as possible. The algorithms on these platforms are also made to present users' interests that are linked to each other. People spend a lot of time on social media at the expense of their mental health.

Many fears can arise from social media use. Children mimic the irrational expectations of adults. Mental illnesses and low self-esteem can result from having a bad body image.

Unrealistic notions of what happiness should look like. They may suffer from mental health issues like despair and loneliness when their own lives fall short.

Due to their excessive web usage, users frequently get information overload. Information overload may have far-reaching effects and even affect people's voting decisions, which can lead to individuals losing themselves.

Social Media Addiction

[4]

Our reliance on technology continues to increase over time. Smartphones and mobile applications are meant to increase efficiency, connection and engagement. Social media use is also growing, particularly in certain age groups.

Lots of mental health issue cases are being stated in the hospitals and to the psychiatrists.

- In a survey of those aged 18 - 22, 40% stated they are "somewhat addicted" to social media.
- Although teens 13 - 18 average 3 hours per day, some spend up to 9 hours on social media.
- Psychologists estimate that as many as 5 - 10% of Americans meet the criteria for social media addiction.

The majority of users use social media to interact with others, for amusement, or to obtain information. Most people's use of social media isn't troublesome, but a tiny minority of users engage in obsessive usage, which disrupts the dopamine-producing parts of the brain. Recently, lawsuits claiming that social media sites cause injury, including mental health illnesses, have been filed against plaintiffs.

Disseminating the message to both social media users and non-users is the solution. Creating awareness as the problem increases.

Although social media addiction is not new, many people ignore the idea behind this initiative, which may have far more negative effects on adults, children, and teenagers.

Given that kids are continuously consuming information from social media, parents need to pay attention to them.

One of the greatest ways to address this issue is to produce this kind of material in order to raise awareness.

Teaching content consumers how to use information as effectively as possible, to take material that is related to reality, and to consume it in moderation will help to support mental health.

This short video raises awareness of the distinct and special viewpoint on the detrimental effects of living a typical life, which may be quite relatable.

There is a growing awareness of social media, but there are negative effects as well, such as people losing themselves because their emotions, opinions, personalities, expressions, and votes are being manipulated by social media addiction.

Choosing the appropriate platform and only utilizing it when absolutely essential Being authentic as well.

1.4 Objectives

This project's primary objective is to provide a relevant viewpoint on social media use for all users. Describe the negative effects of addiction and excessive social media use on a user's mental health.

1.5 Related Work and Research

The team was eager to work on a social media awareness initiative, therefore we needed to come up with a novel yet realistic idea. The story's primary ideas were mostly derived from Daffodil International University professor and proctor Dr. Shaikh Muhammad Allayear. also our advisors of Defense. He led us with the original concept and assisted us.

The first narrative was straightforward and unoriginal. Since he sought a special method to convey this special idea, our adviser, Dr. Shaikh Muhammad Allayear, sir, has supported and encouraged us to strive for excellence.

Content that raises awareness is not very common in the short film business. Nevertheless, this project was completed with sequential investigation and analysis as a duty to society and the wider globe, utilizing all of the team members' talents and competencies.

Numerous short videos on social media awareness are available. It is simple to see how social media addiction directly affects users' mental health by watching open social media short videos and movies.

"DISCONNECTED"

Disconnected Short Film opens people's eyes who are addicted to social media and forget [5] to interact with actual people.

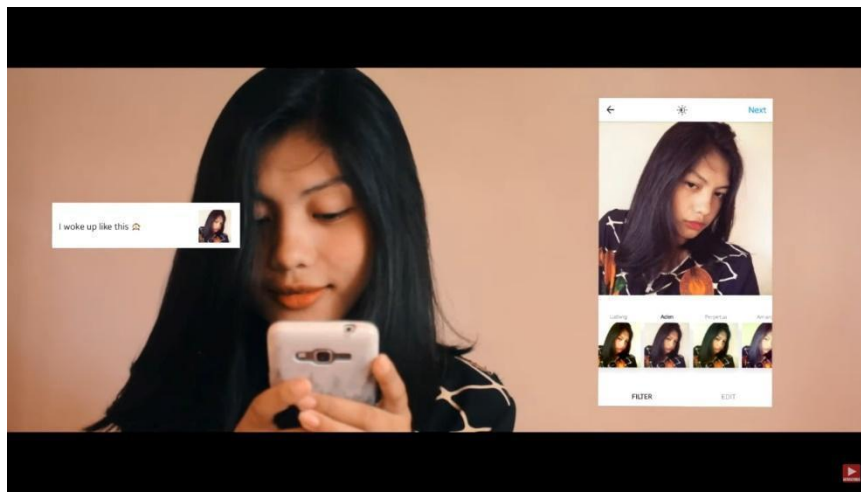


Figure 1.1: A short film Disconnected on you tube

The protagonist of this movie is a girl who uses social media constantly. She got up every morning and began to browse social media. Whenever she shares a new photo or anything else. Even she scrolling mobile in front of her companion. Then, while checking her phone, she got ready to leave the house for school.

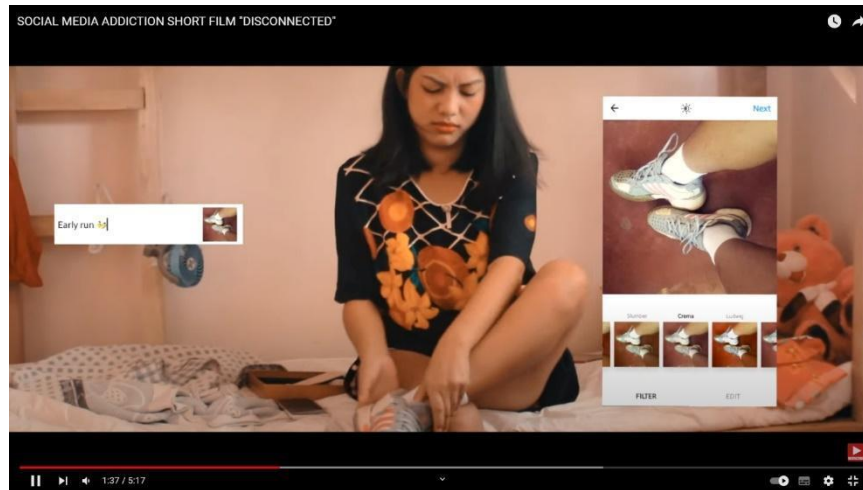


Figure 1.2: A short film Disconnected on you tube

She then proceeded to the stand, scrolling through her phone. A robber was observing her. The thief fled with her cell phone as she stood on the stand.

"A Social Life"

In the short film A Social Life, Meredith, a motivated woman pursuing her dreams, has the life she has always imagined—online. Meredith works hard to maintain a healthy lifestyle, which includes interacting with friends, working out, and building her "image" on social media.

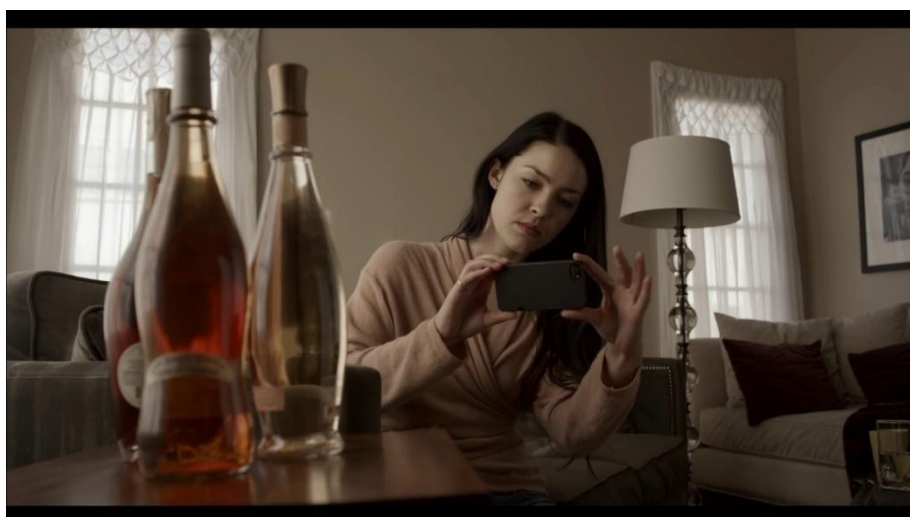


Figure 1.3: A short film 'A Social Life' On you tube

friend base. One day, though, she wakes up and discovers that her reflection is nothing more than the assortment of pictures she has uploaded on social media. Is this what she lives for? or simply a well chosen brand?



Figure 1.4: A short film 'A Social Life' On you tube

"Request"

[6]

Taniĩĩ is a girl who is hooked to social media and Facebook. She's on Facebook, browsing. She consents. without getting to know them or looking through their profile, send a friend request. After Diana sent her invitation and she accepted, they began chatting. Taniĩĩã learns that Diana is bothering and upsetting her when she sends her a photo.

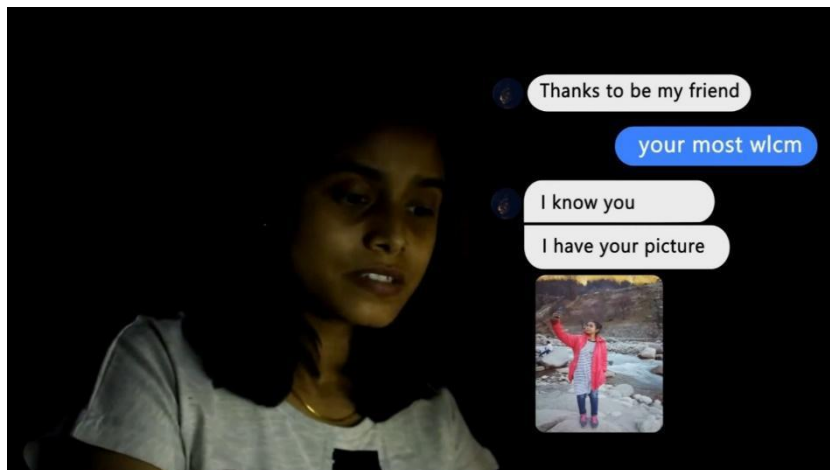


Figure 1.5: A short film 'Request' On youtube

Even though she had no friends, she saw strange and frightening things on her profile. Taniĩĩã attempts to unfriend, but instead she shuts her laptop and becomes more agitated and frightened. Upon opening, she noticed images on her laptop screen showing someone standing behind her.

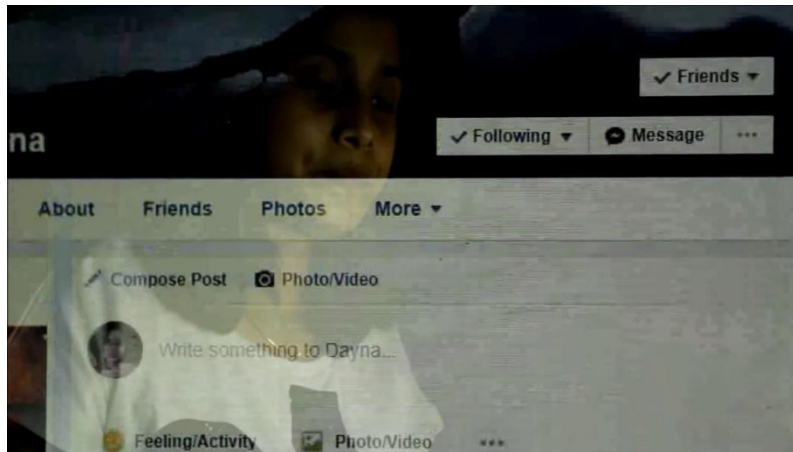


Figure 1.6: A short film 'Request' On you tube

An intriguing and simple way to illustrate the detrimental effects of social media is to think of bullies, harassment, and disturbances as occurring on a daily basis. Users of social media sites will get a positive message from this kind of material.

“Percentage of Life | Social Media Addiction - Short Film”

[7]



Figure 1.7: A short film 'Percentage of Life' On you tube

1.6 Idea or Concept Generation



Figure 1.8: A short film 'Percentage of Life' On you tube

After having a good grasp of the social media addiction and its negative impact on one's life the idea for social media awareness kicked in. Evaluating all the case studies and reviewing related work on this theme finding one of the overlook part is the emotion and the self-awareness of a user the ability to express emotion is also seen to be fade away.

Expressing emotion through facial expressions like laughing, getting angry or annoyed, even sad or crying seems to be more robotic. Limiting human nature and affecting it.

1.6.1 Character sketching

Character is a social media addict and following that a heavy smartphone user. Has a neutral emotionless expression all the time.

Age about 20-24.

Note:

As the character have to be a social media addict

Addiction has taken a big shape which affect's his life.

Facial expression will not be seen as he lost that ability.

Neutral expression is the default on his/her face.

A university/college student.

Having a vibe of a trendy person.

Chapter 2

User Research (Discover & Define)

2.1 Target People

We're all very much on social media. Social networking has advantages and disadvantages. If someone uses social media sometimes, it might have a serious negative impact on them. Although everyone is our objective, young girls and boys are our primary focus. because, without recognizing it, they are afflicted with social media illness.

Addiction to social media and the internet is more common in younger individuals than in older ones. More teenagers than any other age group become addicted to the internet and social media between the ages of 13 and 17.

2.2 Target People Analysis

We researched our target audience before writing this script. Our writing was inspired by their way of living on a daily basis. We are examining their actions in real time as well as the issues they are dealing with. We made a movie based on these. How are they becoming less emotional when issues are brought up to them in real life.

2.2.1 Psychology

Cinema is a kind of amusement. Moving objects have always piqued our interest more than stationary ones. This movie showed a youngster who was constantly tapping his phone. He can't devote enough time to his beloved and pal. He has a sickness related to social media. It affects people psychologically as well. His feelings are fading. He is becoming less able to comprehend conversation and is preoccupied with social media all the time. In real life, he is losing a great deal in this. such as being unable to socialize with friends. Losing response power in real life. Having a panic attack.

2.2.2 Geographical Psychology

This movie is intended for those who suffer from social media addiction. It also has a significant effect on psychology.

2.2.3 Education/ Culture

This is a great place for learning. Social media, for instance, cannot be abused. Can't be on social media all the time. Can't reply to any post without comprehending. It might result in a number of issues.

2.3 Survey Questions/Form/Creative Brief

Of course, the following four inquiries are designed to elicit data suggesting that the user may be overusing and/or unconsciously using emojis:

Questions of form:

1. How frequently do you find yourself, without realizing it, adding emoticons to your comments or posts on social media?

Nearly always

Often

Every now and then

2. When expressing feelings or sentiments on social media, do you rarely find yourself using more emoticons than when you just use text?

Yes, quite a bit.

Yes, to a certain extent

Not at all,

3. Do you notice that emojis are more common in your posts and comments than you first thought when you review your recent social media activity?

Yes, a lot more than I had thought.

Yes, a little bit more than I had thought.

No, roughly what I had anticipated

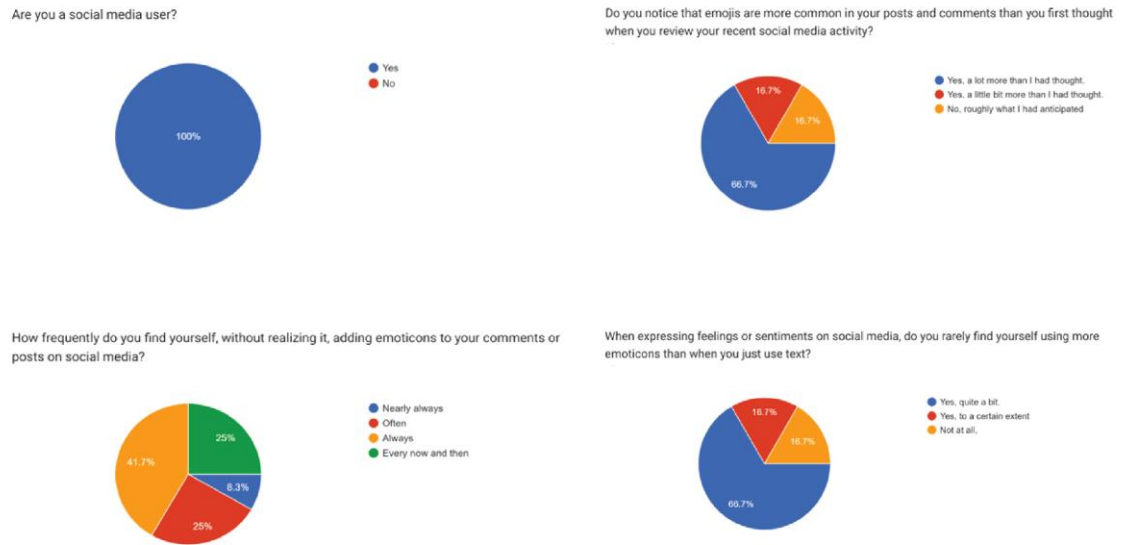


Figure 2.1: Google from survey

Responses that suggest the user using emojis excessively and subconsciously in their social media communications.

2.4 Contents Medium

We are putting this concept in front of everyone in a short film so that they can fully comprehend it.

Chapter 3

3.0 Idea Reshaping

At first the idea was to highlight the addicted subject and his/her aggressive behavior but after conducting research the idea took another shape which turned to be the emotional part of his/her life and how that affects life ,also including relatable topics and behavior of a social media addicted person.

The team was eager to work on a social media awareness initiative, therefore we needed to come up with a novel yet realistic idea. The story's primary ideas were mostly derived from Daffodil International University professor and proctor Dr. Shaikh Muhammad Allayear. also our advisors of Defense. He helped us with the original concept and assisted us.

The first narrative was straightforward and unoriginal. Since he desired a special method to convey this special idea, our adviser, Dr. Shaikh Muhammad Allayear, sir, has assisted us and encouraged us to strive for excellence.

3.1 Idea to update [Plot Creation]

Present the young student who serves as the primary character and outline his social media addiction. Demonstrate how much he depends on his phone for approval and social connection.

Examine the effects on his social and personal life of his addiction to social media. Because of the stress of upholding an online identity, he can start to disregard connections in real life, go through mood swings, and battle with anxiety.

The main character's addiction worsens to the point that it starts to seriously impact his mental well-being. He struggles with anxiety and sadness, which makes him wonder what use social media really makes in his life.

The protagonist becomes aware of the severity of his addiction and how it affects his emotional health after a particularly severe panic attack or depressed episode. This could be a turning point in one's self-awareness.

3.2 Character update. [Deep Analysis]

We started our narrative with two characters. However, after discussing the concept with our supervisor, sir, he recommended a character for us. Next, we choose a character that fits our update tale and is in accordance with Sir. The characters have undergone a variety of tests from us. We choose the character while considering how well she or he suits the character in our movie.

The character is a social media addict. Using the social media on a regular basis at extreme level. As the addiction continues, losing the real-world connection. Doesn't realize that. Prioritize social media, consuming too much content engaging much more than the real world.

From waking up in the morning to late at night the character seems to be stuck in the virtual world.

3.2.1 Dialogs

“Action speaks louder”. We used this tactic to give the viewers our message. Where there is no dialogue, the viewers have to give full attention and they will be less distracted.

3.3 Dramatically Theme Analysis.

In the age of numerical connectedness, social media has integrated the situation into the fabric of daily life, particularly among college students. What starts off as benign browsing may gradually develop into a devouring abyss, engulfing people in its irresistible grip. This investigation, using dramatic narrative, analyzes the depths of social media addiction among young people, as well as the significance of its negative influence on mental health, relationships, and academic performance.

The protagonist of our film is essentially a boy. His interest in social media is really great. He is constantly posting likes and comments on social media. Here's the everyday harm he's causing. So much social media has hailed the hero's steady decline. Likes, comments, and shares indicate the feedback loop fueled by dopamine that supports addicted behavior.

The effects of false pessimism and societal comparison on the protagonist's emotional health and self-worth are made clear. As the protagonist struggles with the extreme discrepancy between their online identity and reality, moments of incongruity are made clear. We have attempted to illustrate the subtle variations of social media addiction below.

3.3.1 Environment Creation

There are many considerations to make in order to convey the idea and message of a short film about an obsession with internet entertainment. Here are a few specifics regarding the locations we used for our movies.

Initially looking at the effects of virtual entertainment behaviors, have a past knowledge of the manner of acting, sentiments, and surroundings often related with this difficulty. We came up with a succinct concept for our short video that perfectly captures the spirit of online entertainment captivity.

The environment we chose is appropriate for the topic of enslavement through virtual entertainment. Here, a boy is clutched. Throughout the day, using their phone. Everywhere he goes, he uses his phone.

Here, we wish to improve the acoustic structure even more so that everyone may enjoy it without difficulty. The crowd is really fond of it. Considering a number of noise-related difficulties, we came up with a quick idea for our film that captures the dependency on virtual entertainment.

We selected a predictable region in relation to the topic of online entertainment enslavement. One perceives a youth here. Someone uses their phone nonstop throughout the day. He uses his phone everywhere he goes.

It is well-liked by the crowd. Various noises have been used in movies. such as the comments, the lock, the console, and so on.

The regions we selected matched our account. We left at various times. A shift in behaviors might produce the best results. We successfully filled a tale that included the precise season of the location where we shot. It has bolstered our comprehension.

3.3.2 Emotion/Sense Analysis

The main character in this movie experiences an ego loss. He has no emotional understanding of his mother. When he ought to respond, he loses this capacity. In the last phase, he loses all feeling. Here, we witness his emotional detachment from social media addiction. In our movie, this sequence is crucial.

Chapter 4

Project pipeline

Stages of Production:

- Pre-production
- Production
- Post-production

We followed this pipeline to complete our project. This Stages helps to go in a proper rules and timeline of a full production.

Pre-Production: During brainstorming sessions, ideas are investigated, honed, and finally chosen for further development. In order to develop the general concept of the short film, creative sessions are conducted to talk about topics, characters, and story aspects.

1. **Writing scripts:** The process of composing the script starts after the concept is complete. This may need several drafts, reviews, and modifications before the script achieves the project's intended vision.

2. **Creative Storyboarding:** For the purpose of arranging the shots and visualizing the narrative, storyboarding is essential. It aids in choosing the blocking, camera angles, and general composition of each scene.

3. **Gesturing:** To select the top actors for each job, casting directors hold auditions. Reading scenes, assessing performances, and choosing those who best embody the characters are all part of this process.

4. **Location Scouting:** Based on the specifications in the script, location scouts look for appropriate places to film. During this procedure, elements like aesthetics, permissions, and accessibility are taken into account.

5. **Scheduling and Budgeting:** Estimating expenses for different components of production, such as talent, gear, props, and locations, is a part of budgeting. By setting out time for pre-production chores, filming dates, and post-production activities, scheduling helps to keep the project on schedule.

Set Design and Construction:

Production: The actual settings in which scenes are to be played out are created by set designers and builders. This could entail creating sets from the ground up or adapting existing spaces to fit the settings of the script.

1. **Dress and Cosmetics:** Costume designers work in tandem with the director and production crew to craft ensembles that are both cohesive with the film's overall style and accurately

represent the personalities of the characters. When necessary, makeup artists add special effects to enhance performers' appearances.

2. Hiring Crew: To support the production process, key crew members are hired, including sound engineers, production assistants, and cinematographers. Every member is essential to realizing the director's vision.

3. Main Source of Photography: In this stage, the director and cinematographer collaborate extensively to ensure that every scene is captured in accordance with the script and storyboard. Actors do their parts, and sometimes it takes several takes to get the right performances.

4. Directing and Performance: Throughout each scene, the director leads the actors, offering direction and criticism to make sure that their performances match the intended tone and emotional impact of the movie.

5. Protocols for Safety: On set, safety is of the utmost importance, and precautions are taken to keep the staff and actors safe. These covers using equipment correctly, following safety regulations, and being ready for emergencies.

After Production:

1. Revision: The editing process entails bringing the uncut video together into a coherent story, cutting parts that aren't needed, and adjusting the film's tempo and rhythm.

2. Audio Graphics: Layers of music, ambient noise, and sound effects are added by sound designers to improve the movie's aural experience. Additionally, dialogue is adjusted and tidied up for clarity.

3. Aesthetic Impacts: This step is combining computer-generated imagery (CGI) with live-action footage to produce smooth and convincing effects if the movie calls for them.

4. Color Grading: To create the intended visual aesthetic and cinematic atmosphere, colorists modify the hues and tones of the footage. Enhancing contrast, saturation, and general color balance may be part of this.

5. Completion: The final cut of the movie, complete with titles, credits, and any extra material, is created once every aspect has been polished. After that, this version is ready for distribution.

6. Distribution Planning: To guarantee that the movie sees its target audience, distribution plans are created. This may entail arranging theatrical screenings, pursuing distribution agreements with streaming services or networks, or submitting to film festivals.

A short film's production pipeline consists of a number of related phases that work together to complete the movie from concept to finish. Throughout the process, teamwork, creativity, and attention to detail are crucial to making sure that the finished product appeals to the target market.

Chapter 5

Story Writing

At first the idea was that, a social media awareness as one

As the story has been changed this is the first form...

এখানে , social media Addicted একটি ছেলে । তার Emotion হারাতে থাকে নিজের পরিবেশ, পরিবার, বন্ধু সকল সম্পর্কে দূরত্ব লক্ষ করা যায় ।

Note: Chatting, Scrolling, React React দিতে গিয়ে সবাই যে React দিচ্ছে সেও একই React দিচ্ছে। অনেক React Post না দেখেই দিয়ে দিচ্ছে। ভিডিও অল্প দেখেই React দিয়ে যাচ্ছে।

Story:

সকালে ঘুম থেকে উঠতেই ফোন খুঁজে নিয়ে Scroll করছে । ব্রাশ ও ক্লাসে যাওয়ার জন্য রেডি হচ্ছে । কিন্তু হাতে ফোন Scroll করছে ।

বাসে বসে ফোন scroll করছে ।

ক্লাসে বার বার ফোন ভাইব্রেশন করছে । সেও বার বার ফোন বের করছে আর পকেটে রাখছে

বন্ধুদের সাথে চায়ের দোকানে ফোন মগ্ন। বন্ধুরা দেখে তাকে Ignore করে আড্ডা চালিয়ে যাচ্ছে । কিন্তু ছেলেটি ফোন মগ্ন । সময় পার হয়ে যাচ্ছে । সকাল গড়িয়ে সন্ধ্যা । ল্যাম্পপোস্টের বাতি জ্বলায় তার সময়ের খেয়াল হয় এবং বাসায় যায় । ফোন দেখতে দেখতে।

রাতের ১২টা, birthday wish,

সবার ম্যাসেজের রিপ্লাই দিচ্ছে আর রিয়েক্ট । দিনে বন্ধুরা মিলে Birthday Celebrate, Selfie. Birthday cap (ক্যাপ) পরা অবস্থায় রুমে ঢুকে বসে বসে ছবি আপলোড, রিয়েক্ট তখনি নোটিফিকেশন Beattary low/ Too Much Using social media.

নোটিফিকেশন ইগনর করে scroll করতে থাকে। কল আসে'মা'। কল ধর ছেলে,

[Phone Conversation]

ছেলে : হ্যালো মা

মা : বাবা কেমন আছিস

ছেলে : ভালো আছি।

মা : গিফটটা পছন্দ হয়েছে?

ছেলে : হ্যা মা ভালো। আচ্ছা মা পরে কথা বলছি,,,,,,,,,,,,,,,,,,,,,

ছেলে : আচ্ছা

কল কেটেই ফোনে chatting শুরু,,,,,

girlfriend এর সাথে chatting আর পরদিন cafe তে।

বিকালে girlfriend এর জন্য অপেক্ষায় ফোনে ব্যাস্ত।

Girlfriend আসলো। তারা কথা বলছে। আর সে মাঝে মাঝে ফোন চেক করছে, মেয়েটি কিছু বলছে না। ওয়েটার আসলো অর্ডার নিতে। ছেলেটি অর্ডার দিয়ে আবার ফোন নিয়ে ব্যাস্ত হয়ে পরল.....

ছেলেটির ফোনে ব্যাস্ততা দেখে মেয়েটি ঝগড়া করে চলে গেলো।,,,,,

Chapter 6

Visualization Analysis

6.1 Script Writing

সর্বস্বত

SEEN-1

INT. ROOM-DAY

সকালে ঘুম থেকে জেগে বিছানায় থাকা অবস্থায় ফোন খুজে নিয়ে ম্যাসেজ চেক,স্ক্রোলিং,লাইক, লাভ হা হা রিয়েক্ট দিয়ে যাচ্ছে। ব্রাশ ও ক্লাসে যাওয়ার জন্য রেডি হচ্ছে। কিন্তু হাতে ফোন Scroll করছে।

SEEN-2

INT. BUS-DAY

বাসে বসে ফোন scroll করছে। কিন্তু তার কোনো ইমোশন লক্ষ করা যাচ্ছে না

SEEN-3

INT. CLASSROOM-DAY

ক্লাসে বার বার ফোন ভাইব্রেশন করছে। সেও বার বার ফোন বের করছে আর পকেটে রাখছে।

SEEN-4

INT. TEA STALL-DAY

বন্ধুদের সাথে চায়ের দোকানে ফোন হাতে, বন্ধুরা আড্ডায় হাসা হাসি করছে কিন্তু ছেলেটি হাসছে না। বরং তাদের ম্যাসেনজার গ্রুপে হা হা রুয়েক্ট দিচ্ছে। কিছুক্ষন পরে সে ফোনে ব্যাস্ত হয়ে যায় বন্ধুদের বিষয়টি পছন্দ করলো না তাই তারা বিষয়টি ইগনর করে আড্ডা দিয়ে যাচ্ছে। সবাই বিদায় নিয়ে বাসায় যাচ্ছে কিন্তু ছেলেটি ফোনে ব্যাস্ত। লাভ, লাইক, হা হা রিয়েক্ট দিয়ে যাচ্ছে। তার কোনো ইমশন লক্ষ করা যাচ্ছে না। সময় পার হয়ে ঘটির কাটা ৪টা থেকে ৬টা। অন্ধকার হয়ে এলো, ল্যাম্পোস্টের বাতি জ্বলায় তার বাসার খেয়াল হলো উঠে ফোন হাতে বাসার উদ্দেশ্যে হাটা শুরু করল।

SEEN-5

INT. ROOM-NIGHT

রাত্রে ১২ টা বাজলো । ফোনে Birthday wish আসা সবার মেসেজের রিপ্লাই দিচ্ছে, কিন্তু তার মধ্যে কোনো ইমোশন লক্ষ করা যাচ্ছে না। like,love রিয়েকশন দিয়েই যাচ্ছে

SEEN-6

INT. OUTSIDE-DAY

দিনে বন্ধুরা মিলে Birthday Celebration

পোন হাতে জোর করে হাসা সেলফি তোলা হলো

SEEN-7

INT. ROOM-NIGHT

Birthday cap (ক্যাপ) পরা অবস্থায় রুমে ঢুকে বসে পরলো

ফোনে তোলা হাসি মুখের সেলফি আপলোড করছে কোনো প্রকার Expression ছাড়া

SEEN-8

INT. ROOM-NIGHT

ফোনে নোটিফিকেশন আসে(pop-up) -Battery Low

নোটিফিকেশন ইগনোর করে স্ক্রোলিং করতেই

কল আসলো- "মা"।

কল ধরে-

[Phone Conversation]

ছেলে : হ্যালো মা

মা :বাবা কেমন আছিস ?

ছেলে: ভালো আছি।

মা: গিফটটা পছন্দ হয়েছে ?

টেবিলের উপর ময়ের পটানো পার্সেল Birthday Gift পড়ে আছে (unopendend)। ছেলে ব্যাস্ততার সাথে মা কে।

ছেলে: হ্যা মা ভালো। আচ্ছা মা পরে কথা বলছি,,,,,,,,,,,,,,,,,,,,,

ফোন কেটে Chatting এ ব্যাস্ত

SEEN-9

INT. ROOM-NIGHT

girlfriend এর সাথে chatting আর পরদিন cafe তে।

SEEN-10

INT. CAFE-COFFEE-DAY

মেয়েটি অপেক্ষায় বসে আছে ছেলেটির জন্য।

ছেলেটি ফোন হাতে cafe তে আসলো । ফোন নিয়ে হাটতে হাটতে আসতে দেখে মেয়ে রাগান্বিত হলো। ছেলেটি বসে মেয়েটির সাথে কথা বলতে বলতে মাফে মাঝে পোন চেক করছে। মেয়েটি তা দেখে weater কে ডেকে অর্ডার choice করতে বললো। যখনই মেয়েটি choice করতে দেরি করে তখন ছেলেটি পোন নিয়ে ব্যাস্ত হয়ে পরে।মেয়েটি তা দেখে অর্ডার কারা বাদ দিয়ে ছেলেটির উপর রাগ হয়ে অনেক কথা বলে চলে যায়।ছেলেটি ফোনে সব পোস্টে Angry টিয়েক্ট দিয়ে যাচ্ছে সাথে অন্যানয় রিয়েকশনও

SEEN-11

INT. CAFE-COFFEE-DAY

হঠাত ছেলেটির হত থেকে সোটি টেবিলের উপর পরে যায়।ছেলেটি কিছুক্ষন নিরলস ভাবে চেয়ে আছে।কোনো রিয়েকশন নেই। ছেলেটি হঠাত অস্বস্তিবোধ করছে। তার হাত কাপছে । পোন হাতে বের হয়ে গেলো ছেলেটি।

SEEN-12

EXT. ROAD-DAY

রাস্তা দিয়ে হাটতে হাটতে একটি বেঞ্চে বসে পরে। তাকে দেকেবোঝা যাচ্ছে সে খুব অস্বস্তিতে আছে। তার হালকা কাপুনি উঠছে।একজন ছেলেটিকে এ অবস্থা দেখ জিগ্যেস করছে

কিহয়েছে।ছেলেটি কথা বলতে পারছে না। কাপতে থাকা হাতে পোন বের করে sickness ইমোজি বের করে লোকটিকে দেখালো যেনো সে ইমোশন হারিয়ে ফেলেছে।

SEEN-13

INT.PSYCHIATRIST. ROOM-DAY

সাইকোইস্ট্রিস এর কাছে। সাইকোইস্ট্রিসের সকল প্রশ্নের উত্তর ফোনের ইমোজি দেখিয়ে উরিয়ে দিচ্ছে

SEEN-13

EXT.ROAD-DAY

সাইকোইস্ট্রিসের চেকআপ শেষে বের হয়ে গারির দিকে যেতে সে লক্ষ করে পাশের পার্কে কিছু ছেলে মেয়ের হাসা- হাসি, রাগা-রাগি ও নানা ইমোশন দেখে সে তাদের দিকে কিছুক্ষন তাকিয়ে থাকে।

#মুখের হাসি,,,,,,

রাগান্বিত চেহারা,,,,

#ছোট্ট একটি বাচ্চার কান্না,,,,

6.2 Props Analysis

Presently, an educational video on social media addiction is a potent tool for bringing attention to the problem. Currently, almost everyone is dependent on it. We think that this movie will play a significant part in raising awareness.

Rare are those who are unaware of smartphones. It is now owned by everyone. With it, the majority of the scenes in our movie will be watched. Here, too, pop-ups have been tastefully displayed on the screen. in order for everyone to comprehend.

The overuse of social media is causing thousands of individuals to become estranged from their family.

This employment of props has been thoroughly examined. Their rendering is exquisite. To highlight the character more to its nature and style the clothings to be somewhat trendy, matching with the story vibe.

Proper color of the props should be not too focused as that may distort the viewers.

It goes for every props and maintains the matching props alongside the environment.

6.3 Storyboard

Page No. 1

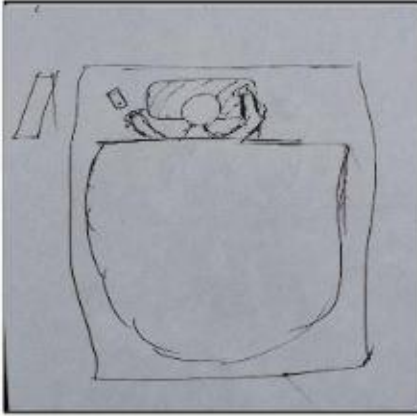
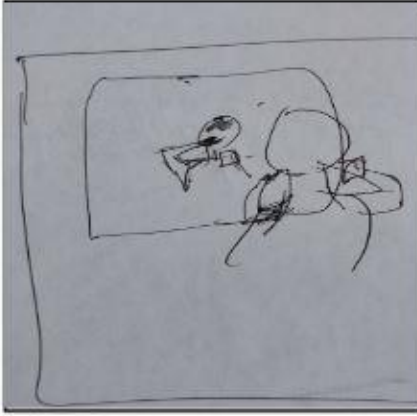
<input type="checkbox"/>	Location :	ROOM	
Time :	DAY		
Shot :	MEDIAM LONG		
Angle :	OVER THE HEAD		
Scene :	Waking up and starts scrolling		
<input type="checkbox"/>	Location :	ROOM	
Time :	DAY		
Shot :	BEHIEND THE SHOULDER		
Angle :	EYE LEVEL		
Scene :	Phone scroling and brushing		

Figure 6.1: Storyboarding Page 1

Location : BUS

Time : DAY

Shot : MID SHOT

Angle : LOW ANGLE

Scene : Scrolling in bus



Location : CLASSROOM

Time : DAY

Shot : MEDIAM CLOSEUP

Angle : EYE LEVEL

Scene : Using phone in classroom



Figure 6.2: Storyboarding Page 2



<input type="checkbox"/>	Location :	TEALSTALL	
	Time :	DAY	
	Shot :	MEDIAM LONG	
	Angle :	EYE LEVEL	
	Scene :	With friends but using phone	
<hr/>			
<input type="checkbox"/>	Location :	ROOM	
	Time :	NIGHT	
	Shot :	CLOSE UP	
	Angle :	EYE LEVEL	
	Scene :	Using emoji in social media	
<hr/>			

Figure 6.2: Storyboarding Page 3

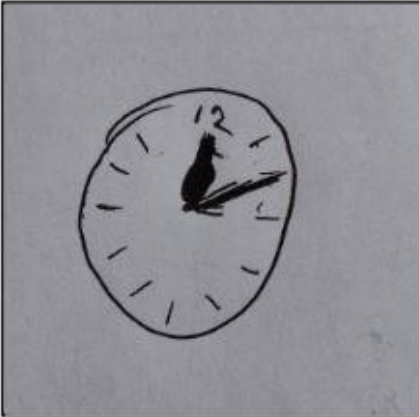
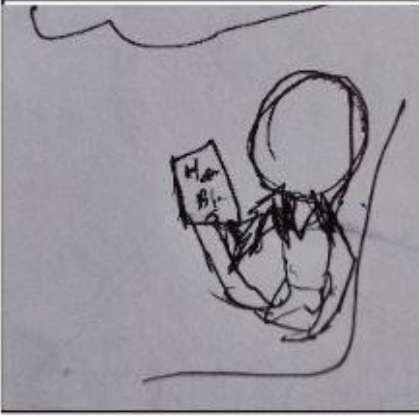
<input type="checkbox"/>	ROOM	
Location :		
Time :	NIGHT	
Shot :	CLOSE UP	
Angle :	EYE LEVEL	
Scene :	12:00 AM of the night	
<hr/>		
<input type="checkbox"/>	ROOM	
Location :		
Time :	NIGHT	
Shot :	CLOSEUP	
Angle :	LOW ANGLE	
Scene :	Birthday wishes are coming	
<hr/>		

Figure 6.2: Storyboarding Page 4



<input type="checkbox"/>	Location :	OUTSIDE	
	Time :	DAY	
	Shot :	MEDIAM LONG	
	Angle :	EYE LEVEL	
	Scene :	Birthday celebration	
<input type="checkbox"/>	Location :	ROOM	
	Time :	NIGHT	
	Shot :	MEDIAM SHOT	
	Angle :	EYE LEVEL	
	Scene :	Birthday cap on his head And keeps giving emoji	

Figure 6.2: Storyboarding Page 5

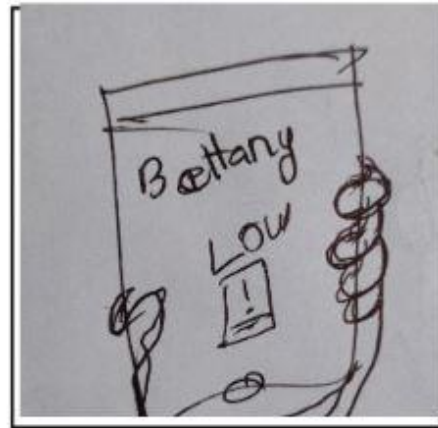
Location : ROOM

Time : NIGHT

Shot : CLOSEUP

Angle : HIGH

Scene : Battery low notification



Location : ROOM

Time : NIGHT

Shot : EXTREAM CLOSEUP

Angle : HIGH

Scene : Mom is calling

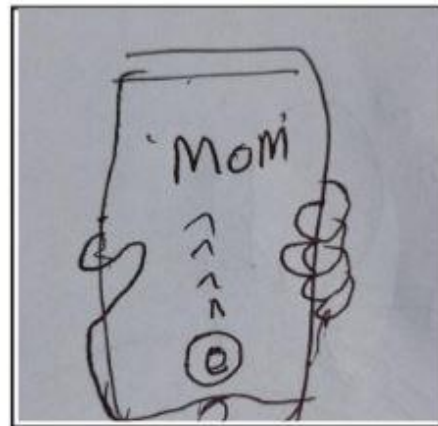


Figure 6.2: Storyboarding Page 6

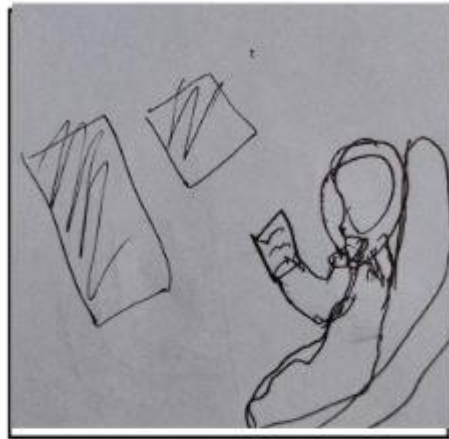
Location : ROOM

Time : NIGHT

Shot : MEDIAM

Angle : EYE LEVEL

Scene : Scrolling



Location : ROOM

Time : NIGHT

Shot : CLOSEUP

Angle : LOW ANGLE

Scene : Conversation with mom



Figure 6.2: Storyboarding Page 7

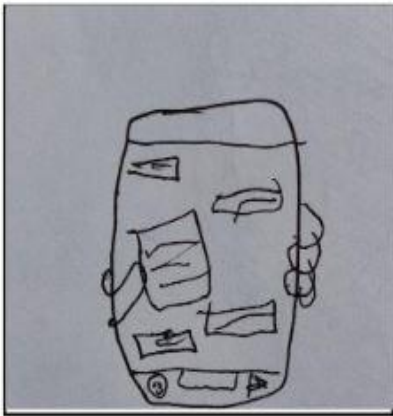

<input type="checkbox"/>	Location :	ROOM	
	Time :	NIGHT	
	Shot :	CLOSE UP	
	Angle :	HIGH	
	Scene :	Chatting with girlfriend	
<hr/>			
<input type="checkbox"/>	Location :	COFFEE HOUSE	
	Time :	DAY	
	Shot :	MEDIAM	
	Angle :	EYE LEVEL	
	Scene :	Girlfriend waiting	
<hr/>			

Figure 6.2: Storyboarding Page 8

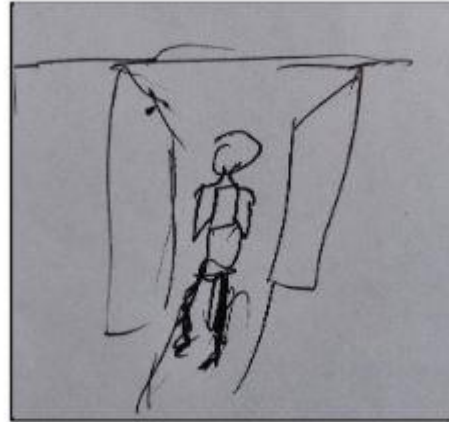
Location : COFFEE HOUSE

Time : DAY

Shot : MIDD

Angle : EYE LEVEL

Scene : Entering the coffee stall



Location : COFFEE HOUSE

Time : DAY

Shot : MIDD

Angle : EYE LEVEL

Scene : Fight between them



Figure 6.2: Storyboarding Page 9

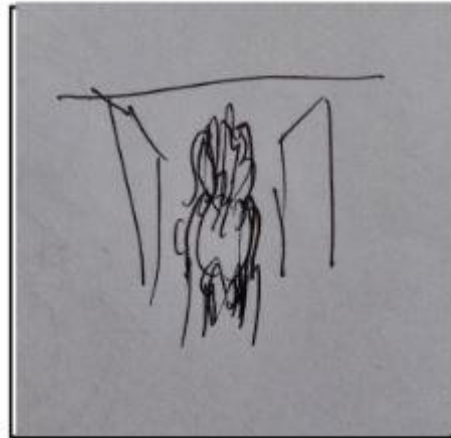
Location : COFFEE HOUSE

Time : DAY

Shot : MIDD

Angle : COFFEE HOUSE

Scene : COFFEE HOUSE



Location : COFFEE HOUSE

Time : DAY

Shot : CLOSE UP

Angle : BEHIND THE SHOULDER

Scene : Using emoji angry emoji

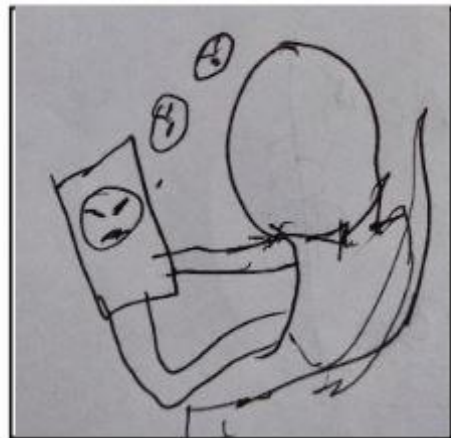


Figure 6.11: Storyboarding Page 10

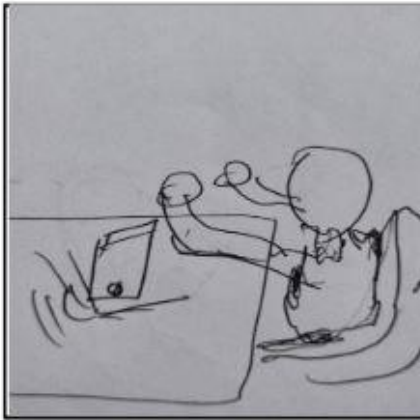
Location : COFFEE HOUSE

Time : DAY

Shot : CLOSE

Angle : HIGH

Scene : Dropping the phone shaking HOUSE



Location : COFFEE HOUSE

Time : DAY

Shot : CLOSE UP

Angle : EYE LEVEL

Scene : Panik attack, shaking



Figure 6.11: Storyboarding Page 11



<input type="checkbox"/>	Location :	COFFEE HOUSE	
	Time :	DAY	
	Shot :	MIDD	
	Angle :	COFFEE HOUSE	
	Scene :	COFFEE HOUSE	
<hr/>			
<input type="checkbox"/>	Location :	COFFEE HOUSE	
	Time :	DAY	
	Shot :	CLOSE UP	
	Angle :	BEHIND THE SHOULDER	
	Scene :	Using emoji angry emoji	
<hr/>			

Figure 6.12: Storyboarding Page 12

Location : COFFEE HOUSE

Time : DAY

Shot : MID SHOT

Angle : EYE LEVEL

Scene : Leaving the shop

A hand-drawn sketch on a grey background showing a person from the back, walking away from a shop. The person is carrying a bag or bundle on their back. The shop is represented by a simple outline with a hanging object, possibly a sign or a piece of clothing, above the entrance.

Location : ROAD BENCH

Time : DAY

Shot : MID SHOT

Angle : EYE LEVEL

Scene : A man comes to help

A hand-drawn sketch on a grey background showing two figures on a bench. One figure is sitting on the bench, and the other figure is standing next to them, appearing to be helping or supporting the person on the bench. The bench is a simple horizontal line with vertical legs.

Figure 6.13: Storyboarding Page 13


Location : ROAD BENCH

Time : DAY

Shot : CLOSE

Angle : EYE LEVEL

Scene : Using phone to tell the problem



Location : OUTDOOR CLINIC

Time : DAY

Shot : CLOSE SHOT

Angle : BEHIND THE SHOULDER

Scene : Looking at the park

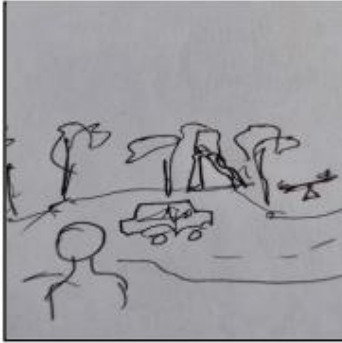


Figure 6.14: Storyboarding Page 14


Location :

Time :

Shot :

Angle :

Scene :



A storyboard panel for an angry reaction. It features a grey square background with a simple line drawing of a face. The face has a furrowed brow, a small open mouth, and a slightly downturned expression, indicating anger.

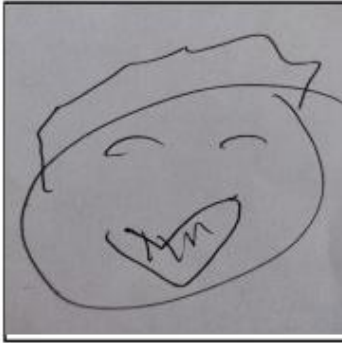
Location :

Time :

Shot :

Angle :

Scene :



A storyboard panel for a laughing face. It features a grey square background with a simple line drawing of a face. The face has a wide, open mouth showing teeth, squinted eyes, and a slightly tilted head, indicating laughter.

Figure 6.15: Storyboarding Page 15

Chapter 7

Timeline, Cast and Budget

7.1 Timeline

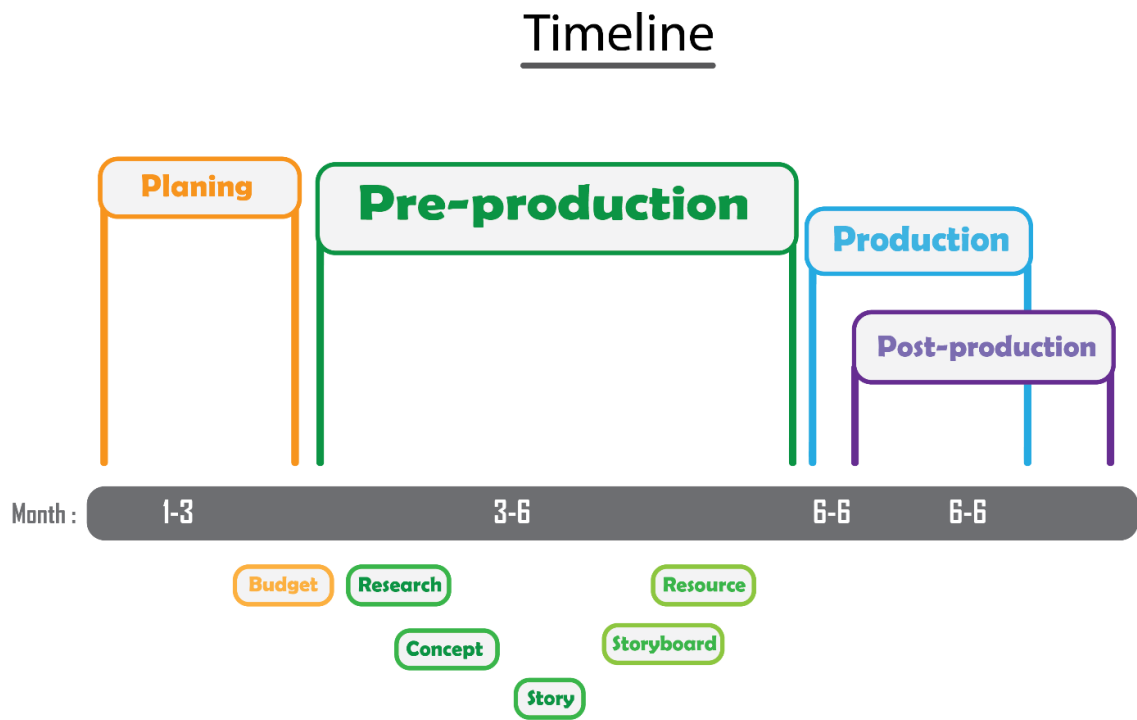


Figure 7.1: Timeline

7.2 cast

CASTING SHEET

Director: Sakib Hossan Nilom	Producer: Action and Cut
Notes: The cast members are obligated to be present at the call time of the shooting.	

Information :

Name : Sajib Mondol Saron

Phone : 01743882820

Email : sajibmodolsaron@gmail.com

Address : Dhanmondi-27,Dhaka

Height : 5'7"

Eye Color : Black

Hair Color : Black

Figure 7.2: Timeline

The main character understood his task in this short film production. As he has been informed about the role . He was chosen after a full team discussion and for his natural acting skill.

7.3 Budget

We set a budget before starting production. Any movie has a set budget before it is started, and the production manager is in charge of it. This doesn't lead to any future budgetary issues. Therefore, we first set the budget before starting the production process. That's why we had no issues with the budget at all. Additionally, it made our work easier.

We worked according to the budget and tried our best to keep the budget low. We have examined how to complete everything correctly and provide high-quality work on a tight budget. Then we fixed the budget.

Category	Days	Total
Talent Fees	1	400
Set Dressing	2	800
Hair and Make-up	1	500
Props	1	1000
Location	3	950
Production Staff	3	700
Food Stylist	3	900
Art Direction	1	250
Transportation	1	500
Total		6000 BDT

Figure 7.3: Budget

Working within budgetary constraints while still striving to achieve the desired aesthetic and narrative goals can pose a significant challenge. Directors and cinematographers must often find creative solutions to maximize resources without compromising quality.

Chapter 8

Production

8.1 Shooting



Figure 8.1: Shooting time

This place is used for birthday scenes. We take this scene in Bob Marley tea stall.



Figure 8.2: Shooting time in restaurant

Birthday celebration scene in Bob Marley tea stall. Our shoot was a birthday celebration and we chose this restaurant for that. Because the environment here was good and now there were all kinds of light systems.



Figure 8.3: Shooting time outside

This is a panic attack scene taken in amin model town. Ashulia model town was used for this shoot. Now the shoot was taken in the afternoon. This place was empty. We needed an empty place for the shoot.



Figure 8.4: Shooting time in classroom

This is a class room scene. We use our Department [MCT] to take this scene.



Figure 8.5: ready to shoot in class

Behind the scenes in the class room. This is our class room scene. We needed a class room scene that's why we shot it now. Here we got exactly what we needed for our shoot that's why we shot it here.



Figure 8.6: Set ready to shoot in class

Behind the scenes in the class room. This is our class room scene. We needed a class room scene that's why we shot it now. Here we got exactly what we needed for our shoot that's why we shot it here.



Figure 8.7: Pic with team member

Taking short with group members in Bob Marley tea stall.



Figure 8.8: Morning shoot in bedroom

His place is used for morning scenes. We have not chosen our room for this shoot. We were fixing the atmosphere of our room here. So that we can understand everyone. Everyone can understand easily



Figure 8.9: final Morning shoot in bedroom

Morning scene in room.



Figure 8.10: Bus shooting time in team member

Taking shots in DIU bus. Now all the team members of our shoot. And we are on the bus. We came here for our bus shoot.



Figure 8.11: Classroom shooting

Preparing to take a shot in the classroom.

8.2 Location

For a movie, location is crucial. In order to bring the tale to life, the ideal setting must be selected. This helps the viewers comprehend the movie's plot without any difficulty. To discover the perfect place for our narrative, we had to do a lot of traveling. We discovered a couple locations that were somewhat distant from our turn. We have selected a number of spots in Ashulia and Khagan to Dhanmondi Road for our primary photo shoot. The locations we selected suited the tale and were suitable for our scenario. Here is some video from where we were filming:



Figure 8.12: Bed room

This location is designed to show our main character waking up in the morning.



Figure 8.13: Restaurant shooting time

This location is for our birthday celebration. It's taken on Bob Marley. (Dattapara, Ashulia)



Figure 8.14: Location Bonomaya 2

This position has been taken to replace our Main Corrector during his illness. (DSC Bonomaya 2) This place was perfect for our shoot. It is evening time. The lighting was good. That's why we shot now.



Figure 8.15: Location Bus

This position is taken to sit in our main character in bus. It's a bus shoot. We had to go to the bus to take this shoot. There was a good system of shooting in this bus. We got it as we wanted so now to shoot.



Figure 8.16: Location Class room

This location is taken to show our main character sitting in the classroom and playing on the phone. (MCT department classroom, DSC)



Figure 8.17: Location Ashulia model town



Figure 8.18: Location Daffodil



Figure 8.19: Location medical

Here we all from our team for our medical shoot. We have shot our medical inside this medical

8.3 Props

These props are used for birthday celebrations. This is a gift box from the main character's mother.



Figure 8.20: Props Birthday

These props are for birthday celebrations. This is a birthday cap. This emoji face is related to our concept. So we can use this cap in the birthday scene.



Figure 8.21: Props 2

This props is used for background staging. And fill the background.



Figure 8.22: Props 3

These props are used for morning scenes. This t-shirt matches the frame and background. So we use these props for the scene.



Figure 8.23: Props Jacket

These props are used in panic scenes. This jacket makes a better output. So we use this jacket in the scene.



Figure 8.24: Props Hudi

These props are used in tea stalls. This hoodie matches the background and scene.



Figure 8.25: Props Jacket 2

These props were used in restaurants, panic scenes and medical. This props gives batter output

8.4 Equipment

Equipment is important to movies. If there is no proper equipment, the output will not be good. A movie uses many types of equipment. In order to attract the audience to watch it in a good way. Many types of equipment are used in our movie. Below are their types.



Figure 8.26: Equipment Camera

Canon 250D. A DSLR camera used as the only camera for video shooting in this short film project.



Figure 8.27: Equipment lense

18-55 mm kit lens used as zoom lens.



Figure 8.28: Equipment lens

50 mm canon prime lens used in shooting and extra focusing



Figure 8.29: Equipment Light 1

Different types of lights are required for shooting at different times. Because of this, we used different types of lights to make our lighting tick



Figure 8.30: Equipment mic

A boom mic used to capture sound



Figure 8.31: Equipment Light 2

A table light used for portable light used in the time of production.



Figure 8.32: Equipment Light 3

Different types of lights are required for shooting at different times. Because of this, we used different types of lights to make our lighting tick



Figure 8.33: Equipment Light4

This light is used exclusively for color. This lights have been used to match a slightly bluer feel or lighting period



Figure 8.34: Equipment Light 5

Here these lights are used in different colors for different types of light.



Figure 8.35: Tripod

Chapter 9

Post Production

9.1 Software Used

For post production we selected top editing software's.

- Adobe Premiere Pro
- Adobe After Effect
- Adobe Illustrator
- Adobe Photoshop
- Adobe Media Encoder

9.2 Editing

Adobe Premiere Pro

Rough cut at the beginning of the post production.

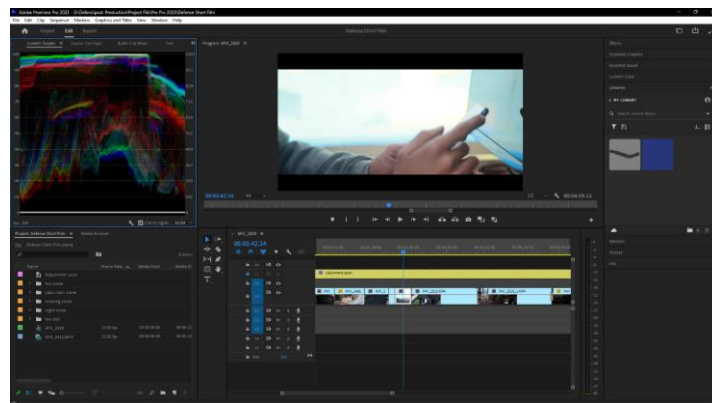


Figure 9.2.1: Color grade from Raw footage

Rough cut helped the post production and gave initial boos to reach the final cut

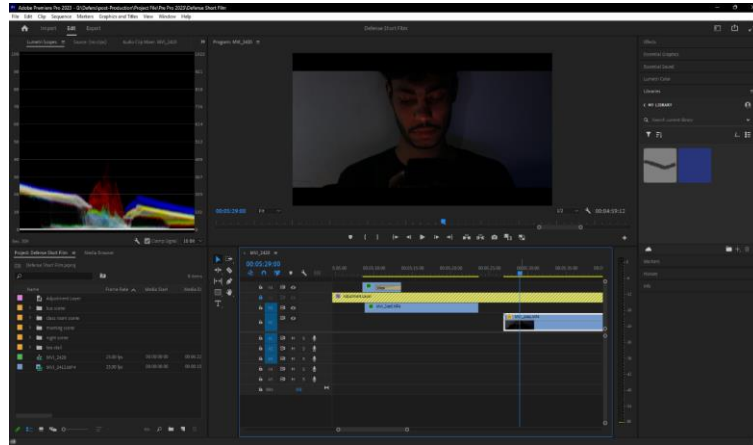


Figure 9.2.2: Color grade from Raw footage

9.3 Color Grading

We are using Adobe Premiere Pro as our color grading software. One of the most important parts of a film is color grading. Color grading reveals a lot about a film. A scene can be made any way by color grading. As night can be made day. If any video scene has any problem then it can be corrected through color grading. It gives better output. There are many types of color grading depending on the story in a film.

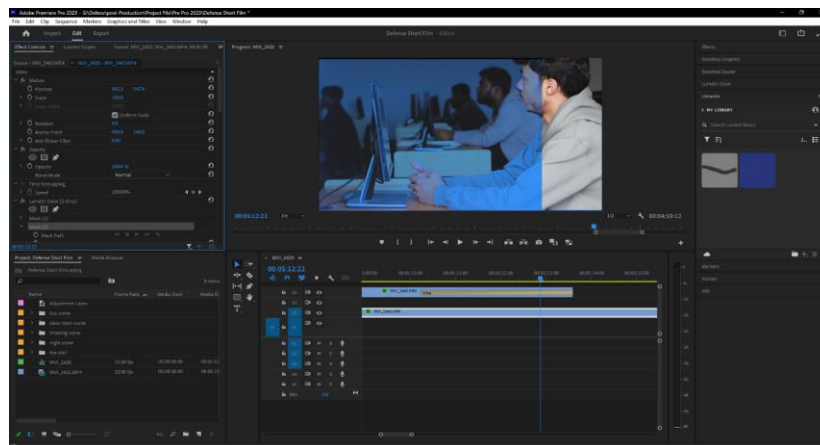


Figure 9.3.1: Color grade from Raw footage

This is a morning scene. It was made in Color grade from Raw footage. It's a morning scene so I'm using a blue tone here. I used Lumetri Color to color the video. Lumetri color is usually used in Premiere Pro for color grading.

This scene is the morning bed scene. And I'm using lumetri color for color grading. And also using de noise effect for increased noise. I have used 0.03 noise level. And it gives me a better output.

This scene is also the same as the previous scene. Just adjust some shadow highlights and contrast level.

Using lumetri color and increasing the highlight by the curve editor. Curve editor is very important for color grading.



Figure 9.3.2: Color grade from Raw footage

This scenario takes place in a lavatory. It also features a scene under dim light. Thus, I'm using warm hues. I graded the colors taking into consideration that the bathroom has lights.



Figure 9.3.3: Color grade from Raw footage

The bus scene contains this sequence. To correct the color, I'm using the Lumetri Colour and Curve Editor. I'm adjusting the dark level and boosting the highlights in the video. and eliminating noise with the denoise effect.

This scene is also the same as the previous scene. Just adjust some shadow highlights and contrast level.

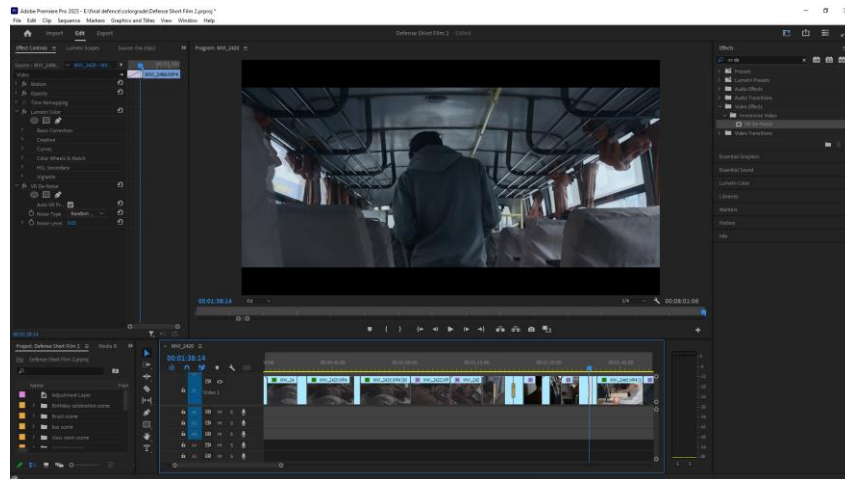


Figure 9.3.4: Color grade from Raw footage

The setting for this scenario is a classroom. Lumetri Colour is what I'm using, and I can alter the color using the curve editor, brightness level, highlight, and shadow. And using de noise effect to remove noise.



Figure 9.3.5: Color grade from Raw footage

This scene is also similar to the previous scene. Just adjust basic color correction.



Figure 9.3.6: Color grade from Raw footage

This scene is also similar to the previous scene. Just adjust basic color correction.



Figure 9.3.7: Color grade from Raw footage

This is the scene in the evening. And the character's face is directly illuminated. I thus completed the color grading with it in mind. I have a Lumetri color on.

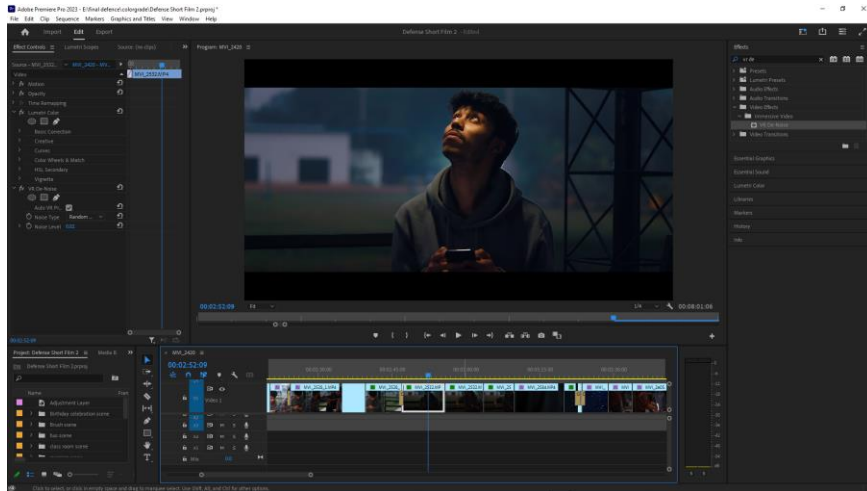


Figure 9.3.8: Color grade from Raw footage

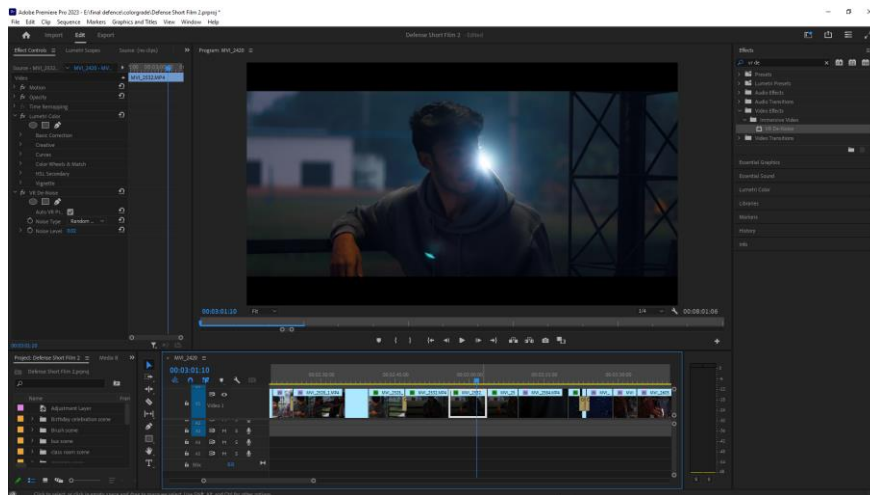


Figure 9.3.9: Color grade from Raw footage

The birthday scenario is here. For this film, I used both orange and blue color tones. And I get better results from this.



Figure 9.3.10: Color grade from Raw footage

This scene is also similar to the previous scene. Just adjust basic color correction.

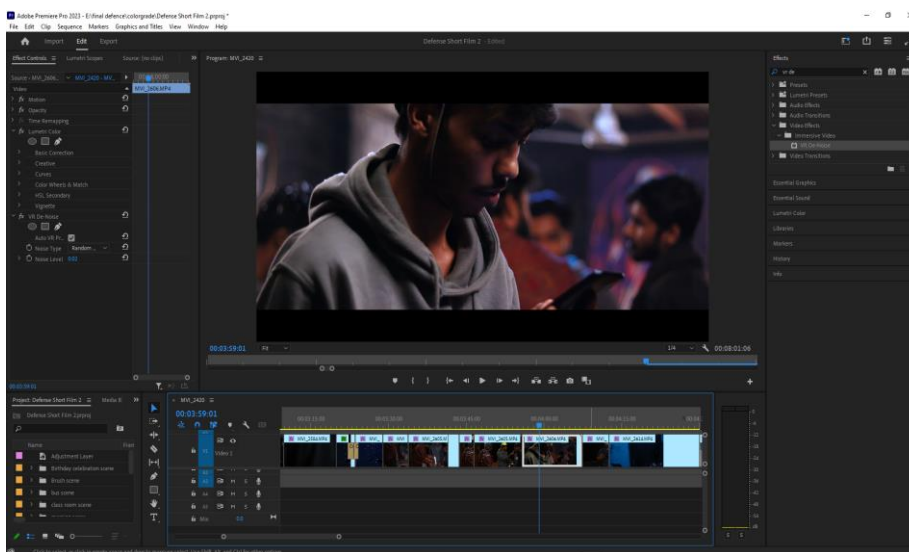


Figure 9.3.11: Color grade from Raw footage

This scene is also similar to the previous scene. Just adjust basic color correction.

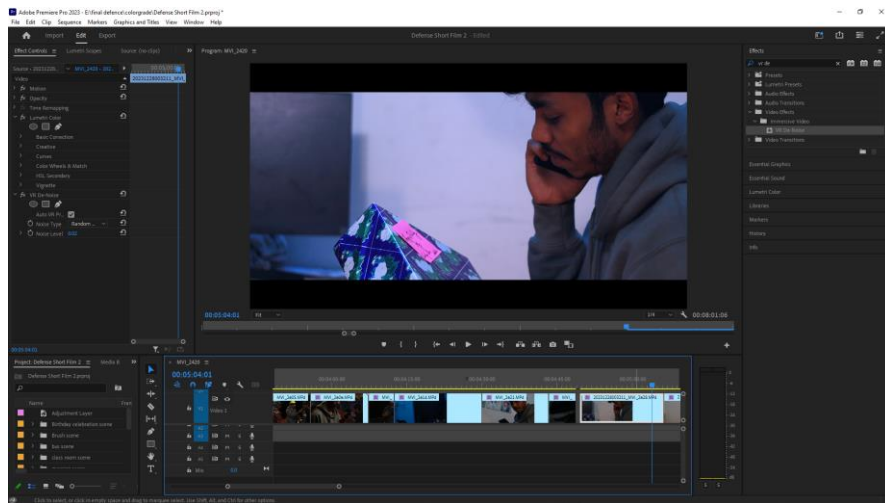


Figure 9.3.12: Color grade from Raw footage

I changed the brightness and dark levels of the video

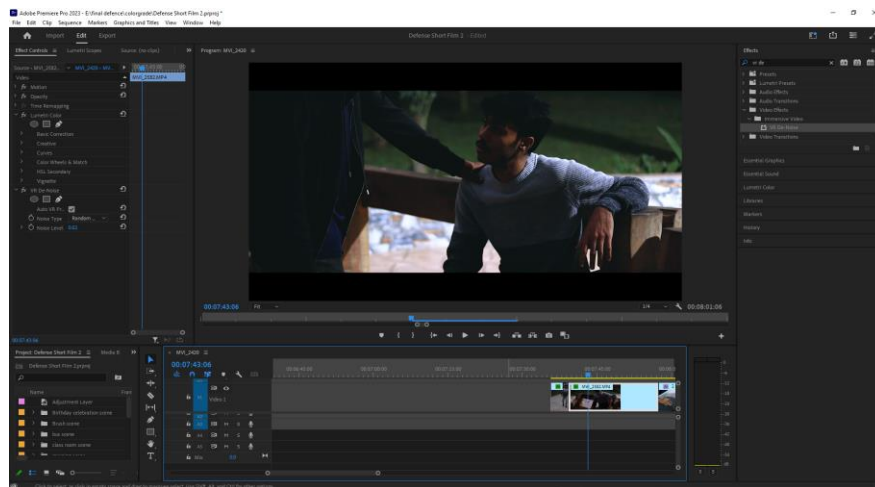


Figure 9.3.13: Color grade from Raw footage

It was outside when this scene was captured. Thus, I changed the brightness and dark levels of the video while maintaining a green tone



Figure 9.3.14: Color grade from Raw footage

9.4 Sound Editing

Sound is very important in a film. The sound quality can't be expressed very well. Since there is no dialogue in our film, we have to put a lot of emphasis on sound. It is not easy to make a perfect sound. A lot of hard work has to be done. Now we have had to change a lot of sound to match.

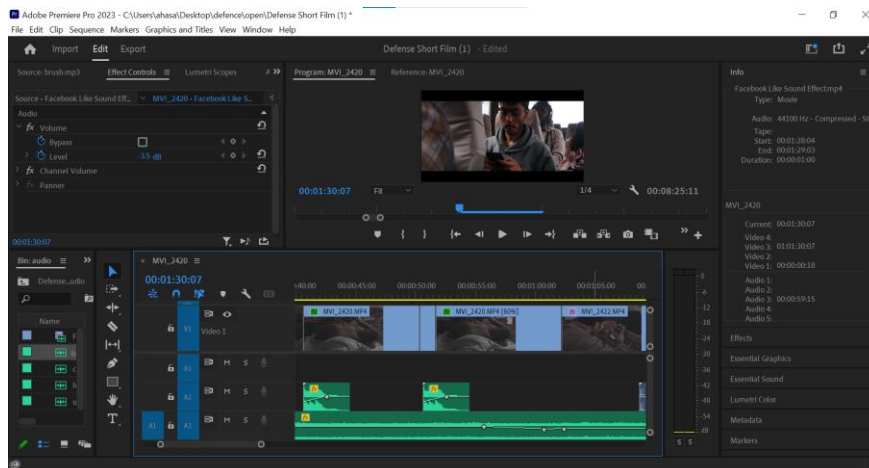


Figure 9.4.1: Audio clipping

Now we have tried the sound round with the chin in perfect position. We have tried to put it in a way that is easy to understand

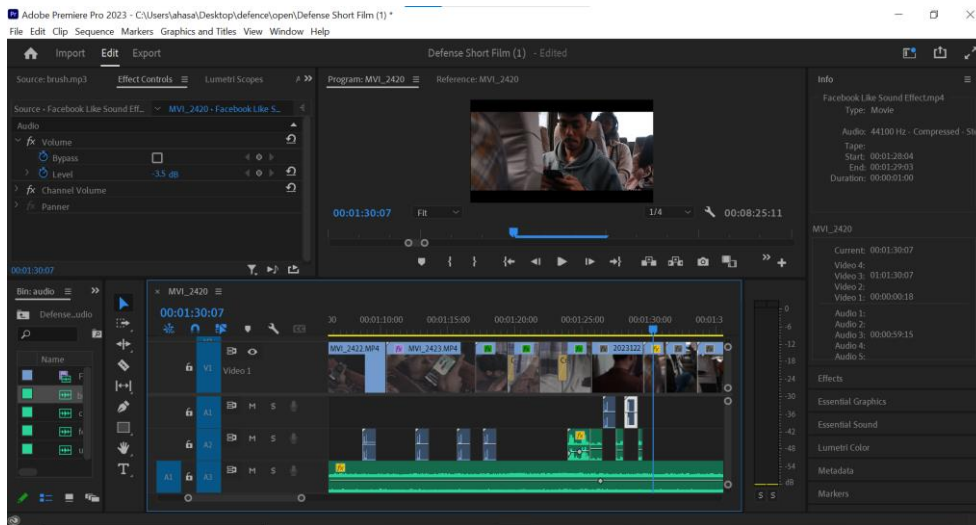


Figure 9.4.2: Sound clipping

After that, we are trying to edit the sounds of our film's reels and like comments well.

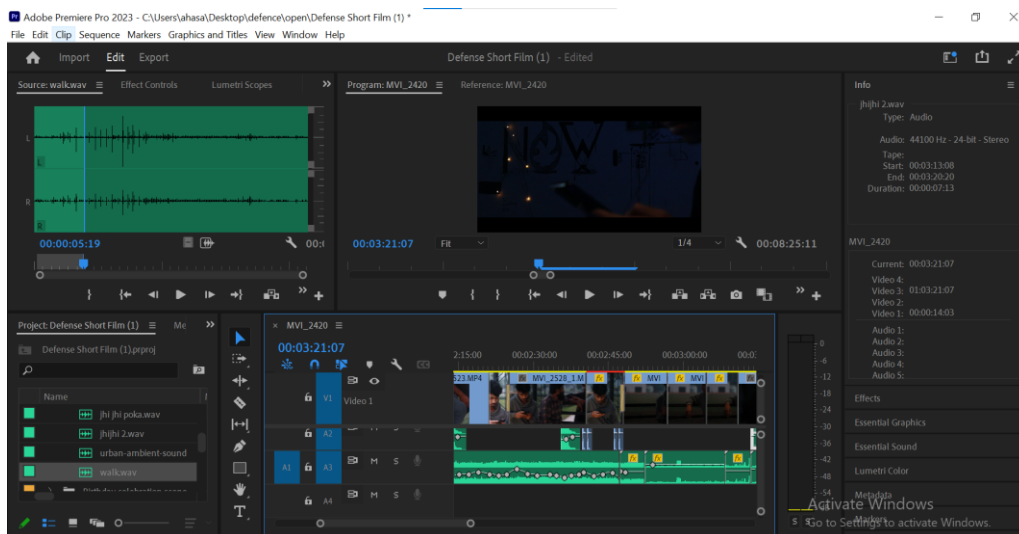


Figure 9.4.3: Sound clipping

We have tried to sweeten Segillo's output with different sounds to make it sweeter to our ears.

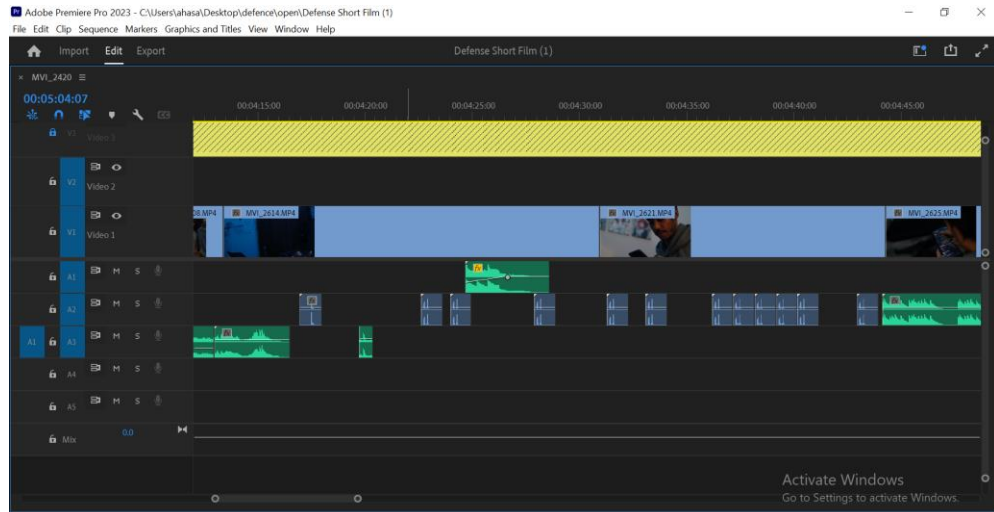


Figure 9.4.4: Sound clipping

Some sounds we tried to make ourselves. We believe our film will be easily understood by everyone for this sound. Since there is less dialogue here, we are working keeping in mind that the sound should not be difficult for everyone to understand.

9.5 Vfx Editing

VFX holds greater significance in a movie. We can visualize key movie sequences by applying visual effects. Vfx is used to depict scenes that are impossible to depict in real life. Visual effects are used in a lot of Hollywood productions. They apply visual effects so well that it appears to be an original scenario. This Vfx is used in almost all movies. Because this generation's audience finds things appealing and enjoyable.

I'm using After Effects to create this message notice box. I made a box first, then I added text and the Messenger logo. I then use a key frame to generate a motion.

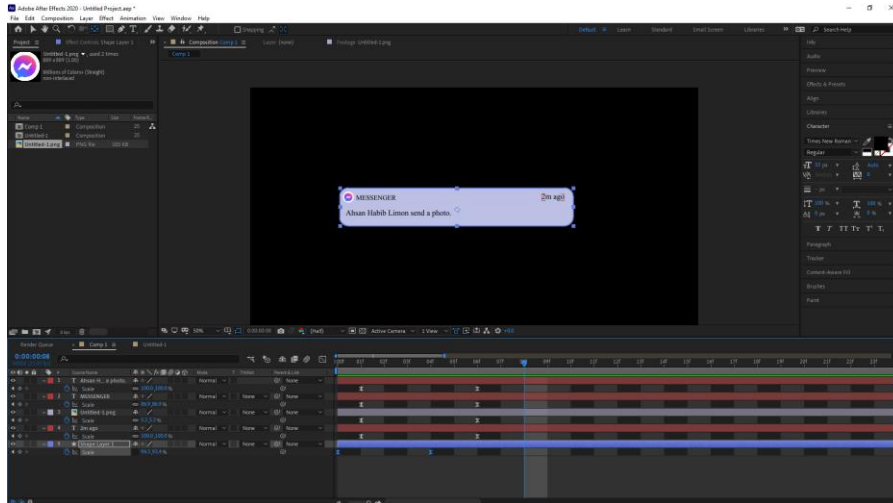


Figure 9.5.1: Added VFX

Through After Effects, I initiated this discussion. Initially, I need to draw a circle, apply a stroke, and alter the hue. Turn off the stroke and fill the color after creating a circle within the circle once again. Next make a box and fill it with text. Then key frames are used to animate each of them color. Then create a box and add text. Then all these are animated by using key frames.

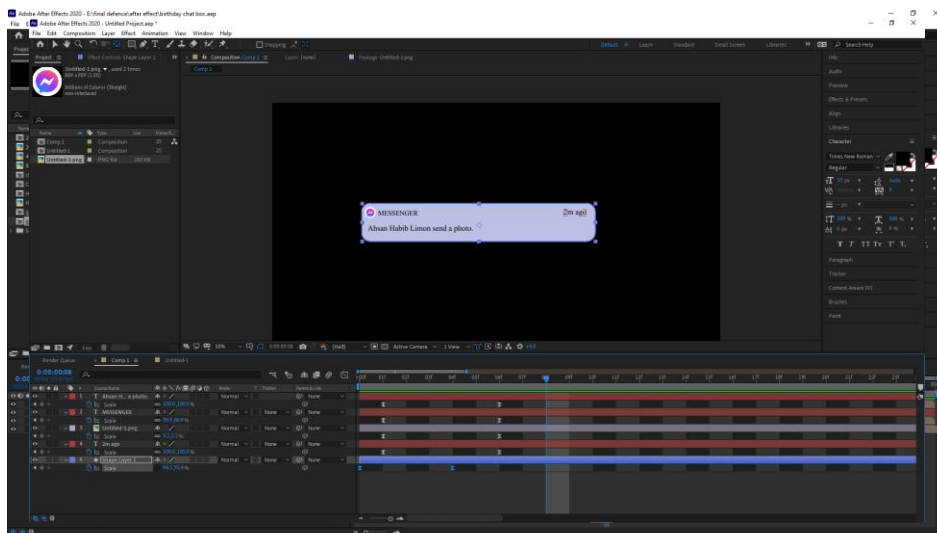


Figure 9.5.2: Added VFX Text

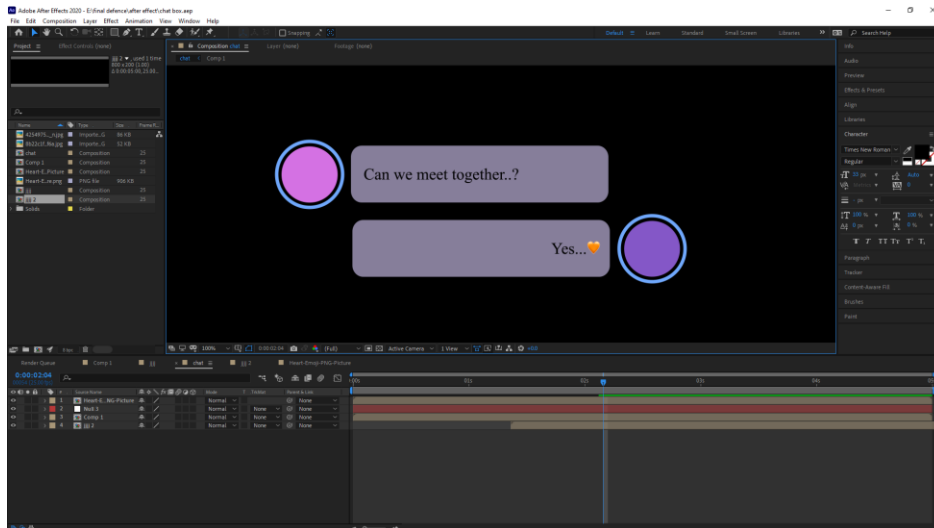


Figure 9.5.3: Added VFX Text

The vfx used for visibility of viewers of the phone's notification and messages. That also gives a perspective view as well as insight view.

Types of information used in vfx:

- Notification
- Message
- Birthday Wish
- Chatting

Keeping the transparency to a suitable percentage for viewers and also matching the color-grading of the footage which was both indoor and outdoor and in day as well as night. This task was completed at the end part of our post-production. Using this simple and relatable vfx dose not bring too much distraction and the extra information from both perspective is well matched up

9.6 Poster



Figure 10.1.25: Poster.

And this the final output of the poster.

Chapter 10

10.0 EXPLANATION OF THE PROJECT

For this short film, I played both the director and the cinematographer. Filmmaking is not an easy task to direct a film. I have gained a great deal of experience and developed my own skills from overseeing the entire production team and holding two significant positions.

The skill and vision of the director and cinematographer impact the outcome of every film project. This report evaluates the short film's direction and cinematography, emphasizing how well technical execution and creative decisions communicate the content of the picture and hold the audience's attention.

For post production we selected top editing software.

- Adobe Premiere Pro
- Adobe After Effect
- Adobe Illustrator
- Adobe Photoshop
- Adobe Media Encoder

I used some visual storytelling techniques that enhanced the film's visual appeal and contributed a touch of cinematic flair. Sense of lighting, composition, and camera movement gave every photo more depth and personality, which produced an eye-catching experience for the spectator.



Figure 10.1: Behind the scene

The foundation of the team was fulfillment and balance for the production. The tale concept and the plots were chosen following several meetings and discussions with my bosses, coworkers, and other stake holders. I got to work on the narrative. The narrative was altered in response to suggestions made by the supervisors to improve the finished product.

Pre-production

Pre-production lays the groundwork for a productive shoot, so the trip starts long before the cameras roll.

I wrote the script and scene including my supervisor **Professor Dr. Shaikh Muhammad Allayear** and Dr. Samaun Hasan Department of Multimedia and Creative Technology, **Daffodil International University**.

The story was updated several times and everytime the story was rising close to its final form.

Going through the same addiction and realizing it also helped me to fulfill the story.

The story was hand noted then digitized. I also took hand notes of everything i was going to do and the proper time location and date.

Note system was very important as i was leading the team and also playing two of the most important roles in a production.

Story and Script Writing

সর্বস্বত

SEEN-1

INT. ROOM-DAY

সকালে ঘুম থেকে জেগে বিছানায় থাকা অবস্থায় ফোন খুজে নিয়ে ম্যাসেজ চেক,স্ক্রোলিং,লাইক, লাভ হাহা রিয়েক্ট দিয়ে যাচ্ছে। ব্রাশ ও ক্লাসে যাওয়ার জন্য রেডি হচ্ছে। কিন্তু হাতে ফোন Scroll করছে।

SEEN-2

INT. BUS-DAY

বাসে বসে ফোন scroll করছে। কিন্তু তার কোনো ইমোশন লক্ষ করা যাচ্ছে না

SEEN-3

INT. CLASSROOM-DAY

ক্লাসে বার বার ফোন ভাইব্রেশন করছে। সেও বার বার ফোন বের করছে আর পকেটে রাখছে।

SEEN-4

INT. TEA STALL-DAY

বন্ধুদের সাথে চায়ের দোকানে ফোন হাতে, বন্ধুরা আড্ডায় হাসা হাসি করছে কিন্তু ছেলেটি হাসছে না। বরং তাদের ম্যাসেনজার গ্রুপে হা হা রুয়েক্ট দিচ্ছে। কিছুক্ষন পরে সে ফোনে ব্যাস্ত হয়ে যায় বন্ধুদের বিষয়টি পছন্দ করলো না তাই তারা বিষয়টি ইগনর করে আড্ডা দিয়ে যাচ্ছে। সবাই বিদায় নিয়ে বাসায় যাচ্ছে কিন্তু ছেলেটি ফোনে ব্যাস্ত। লাভ, লাইক, হাহা রিয়েক্ট দিয়ে যাচ্ছে। তার কোনো ইমশন লক্ষ করা যাচ্ছে না। সময় পার হয়ে ঘটির কাটা ৪টা থেকে ৬টা। অন্ধকার হয়ে এলো, ল্যাম্পোস্টের বাতি জ্বলায় তার বাসার খেয়াল হলো উঠে ফোন হাতে বাসার উদ্দেশ্যে হাটা শুরু করল।

SEEN-5

INT. ROOM-NIGHT

রাতে ১২ টা বাজলো। ফোনে Birthday wish আসা সবার মেসেজের রিপ্লাই দিচ্ছে, কিন্তু তার মধ্যে কোনো ইমোশন লক্ষ করা যাচ্ছে না। like,love রিয়েকশন দিয়েই যাচ্ছে

SEEN-6

INT. OUTSIDE-DAY

দিনে বন্ধুরা মিলে Birthday Celebration

পোন হাতে জোর করে হাসা সেলফি তোলা হলো

SEEN-7

INT. ROOM-NIGHT

Birthday cap (ক্যাপ) পরা অবস্থায় রুমে ঢুকে বসে পরলো

ফোনে তোলা হাসি মুখের সেলফি আপলোড করছে কোনো প্রকার Expression ছাড়া

SEEN-8

INT. ROOM-NIGHT

ফোনে নোটিফিকেশন আসে(pop-up) -Battery Low

নোটিফিকেশন ইগনোর করে স্ক্রলিং করতেই

কল আসলো- "মা"।

কল ধরে-

[Phone Conversation]

ছেলে : হ্যালো মা

মা : বাবা কেমন আছিস ?

ছেলে: ভালো আছি।

মা: গিফটটা পছন্দ হয়েছে ?

টেবিলের উপর ময়ের পটানো পার্সেল Birthday Gift পড়ে আছে (unopendend)। ছেলে ব্যাস্ততার সাথে মা কে।

ছেলে: হ্যা মা ভালো। আচ্ছা মা পরে কথা বলছি,,,,,,,,,,,,,,,,,,,,,

ফোন কেটে Chatting এ ব্যাস্ত

SEEN-9

INT. ROOM-NIGHT

girlfriend এর সাথে chatting আর পরদিন cafe তে।

SEEN-10

INT. CAFE-COFFEE-DAY

মেয়েটি অপেক্ষায় বসে আছে ছেলেটির জন্য।

ছেলেটি ফোন হাতে cafe তে আসলো। ফোন নিয়ে হাটতে হাটতে আসতে দেখে মেয়ে রাগান্বিত হলো। ছেলেটি বসে মেয়েটির সাথে কথা বলতে বলতে মাফে মাঝে পোন চেক করছে। মেয়েটি তা দেখে waiter কে ডেকে অর্ডার choice করতে বললো। যখনই মেয়েটি choice করতে দেরি করে তখন ছেলেটি পোন নিয়ে ব্যাস্ত হয়ে পরে। মেয়েটি তা দেখে অর্ডার করার বাদ দিয়ে ছেলেটির উপর রাগ হয়ে অনেক কথা বলে চলে যায়। ছেলেটি ফোনে সব পোস্টে Angry টিয়েক্ট দিয়ে যাচ্ছে সাথে অন্যান্য রিয়েকশনও

SEEN-11

INT. CAFE-COFFEE-DAY

হঠাত ছেলেটির হত থেকে সেটি টেবিলের উপর পরে যায়। ছেলেটি কিছুক্ষন নিরলস ভাবে চেয়ে আছে। কোনো রিয়েকশন নেই। ছেলেটি হঠাত অস্বস্তিবোধ করছে। তার হাত কাপছে। পোন হাতে বের হয়ে গেলো ছেলেটি।

SEEN-12

EXT. ROAD-DAY

রাস্তা দিয়ে হাটতে হাটতে একটি বেঞ্চে বসে পরে। তাকে দেকেবোঝা যাচ্ছে সে খুব অস্বস্তিতে আছে। তার হালকা কাপুনি উঠছে। একজন ছেলেটিকে এ অবস্থা দেখে জিগোস করছে কি হয়েছে। ছেলেটি কথা বলতে পারছে না। কাপতে থাকা হাতে পোন বের করে sickness ইমোজি বের করে লোকটিকে দেখালো যেনো সে ইমোশন হারিয়ে ফেলেছে।

SEEN-13

INT.PSYCHIATRIST. ROOM-DAY

সাইকাইস্ট্রিস এর কাছে। সাইকাইস্ট্রিসের সকল প্রশ্নের উত্তর ফোনের ইমোজি দেখিয়ে উরিয়ে দিচ্ছে

SEEN-13

EXT.ROAD-DAY

সাইকাইস্ট্রিসের চেকআপ শেষে বের হয়ে গারির দিকে যেতে সে লক্ষ করে পাশের পার্কে কিছু ছেলে মেয়ের হাসা- হাসি, রাগা-রাগি ও নানা ইমোশন দেখে সে তাদের দিকে কিছুক্ষন তাকিয়ে থাকে।

#মুখের হাসি,,,,,,

রাগান্বিত চেহারা,,,,

#ছোট্ট একটি বাচ্চার কান্না,,,,

I wrote my story in Bangla language as well as the script. The script contains the scene time of that scene, location, and the environment whether it's in the interior or exterior. It also contains dialogues.

Script contains less dialogue and more body language in result the distraction in the film very low in comparison automatically.

This story has been through lots of changes and the script is in its detailed form.

Delivering this type of script took lot of time as research and observation of social media user. As well as the addict who were easy to find in the socitey

Storyboard and Format

Made a Storyboard format in Adobe Illustrator and implemented it. It contains all the information that helped me during the production phase.

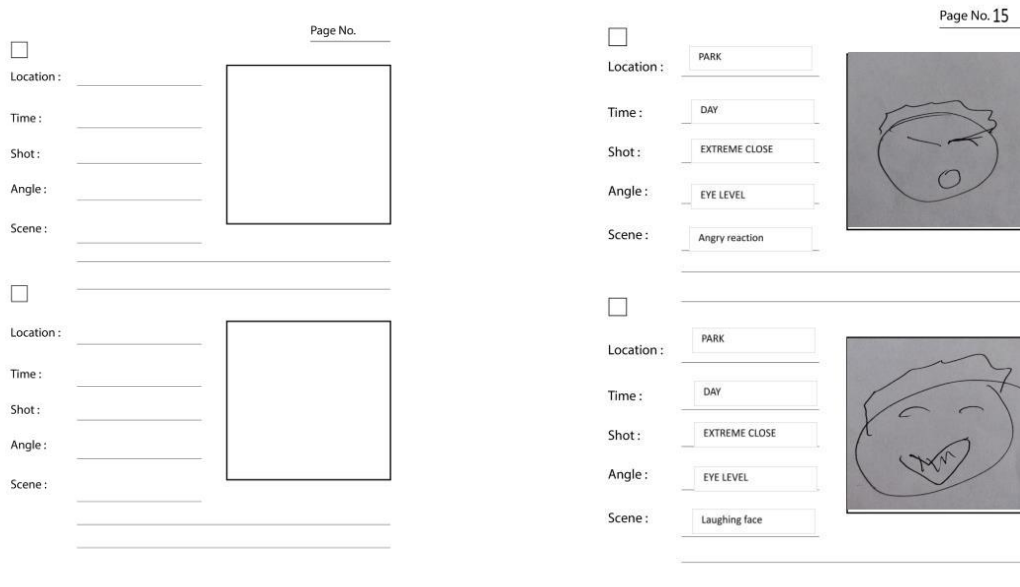


Figure 10.2: Storyboard and Format

Storyboard was made to help in the production phase and was made in the pre-production. Containing a stick sketch, time, location, type of shots name, type of angles name and a short explanation of the scenes.

After putting all together, the storyboard was completed and following it made the production so much easier to follow.

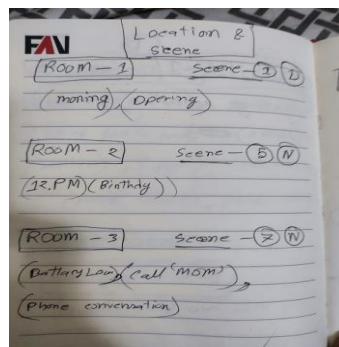


Figure 10.3: Hand note schedule

Timeline and Casting-sheet

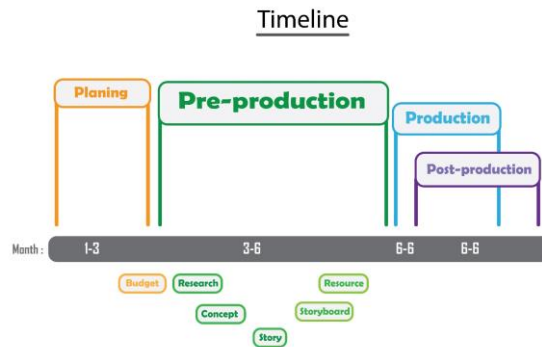


Figure 10.4: Timeline List

Before all the processing schedule is to be fixed On a film set, time is of the utmost importance at all times, with strict timelines guiding every step of the process. Unexpected delays, though, might easily cause things to go awry. We had a very busy shoot day when we ran behind schedule because of both actor availability and technological challenges.

CASTING SHEET

Director: Sakib Hossain Nilom	Producer: Action and Cut
Notes: The cast members are obligated to be present at the call time of the shooting.	

Information :
Name : Sajib Mondol Saron
Phone : 01743882820
Email : sajibmodolsaron@gmail.com
Address : Dhanmondi-27,Dhaka
Height : 5'7"
Eye Color : Black
Hair Color : Black

Figure 10.5: Casting sheet

The casting sheet format contains the necessary information.

Every stage of the process, from obtaining venues and permissions to putting together the cast and crew, is full of unique difficulties. Finding the perfect location within our tight budget was one of the biggest challenges we faced during this period.



Figure 10.6: Conceptual

It took some time to structure the tale in a way that would convey the lesson to the audience while also evoking the appropriate feeling. There is social media awareness in this short video.

To make the story come to life, casting the appropriate performers is essential, but it's not without its challenges. Our first candidate had to withdraw owing to schedule issues, which put a stop to our quest for the ideal lead actor. This failure almost brought the project to an abrupt halt, but we swiftly turned things around by organizing an emergency casting call, which helped us find a casting member whose performance fared better than we had anticipated.

Prior to beginning the manufacturing phase, all resources, equipment, and time were gathered.

I made corrections to the shot list and the line.

Production

I found it challenging because of the hazy weather. determining the ideal moment of day. Certain shooting days have been rescheduled based on the weather, and the schedule has been adjusted appropriately.

A synopsis of the proposed short film.
- List the tools that were utilized

Tripod



Figure 10.7: Using Tripod

Majority of the shots taken were static shots . But shots with some motion were also taken with the help of a tripod.VCT 691 is the model of the tripod I used .Tilt shot, pan shot were one of the key shots used in this short film.

50mm prime lens

I used the 50 mm prime lense to capture the details and focus the subject.



Figure 10.8: Using 50 mm Lens

18-55mm kit lens

This kit lens used as the only and main zoom lens.



Figure 10.9: Using 18-55 mm lens

- the selection of lenses (the 18-55mm kit lens and the 50mm prime lens) and their particular uses.
- the reflector is used and it affects illumination. - the boom mic and tripod were used for sound quality and steadiness, respectively.

Canon 250D camera.

I used this camera for the whole production.



Figure 10.10: Using Canon 250D camera

Camera configuration used in production.

- Bring up using the manual camera option and 25 frames per second of recording. - the ways in which still and moving images were used to improve the narrative.

As for the camera setting and the rules. I used 3x3 grid line to shot and 16:9 ratio in the camera setting.

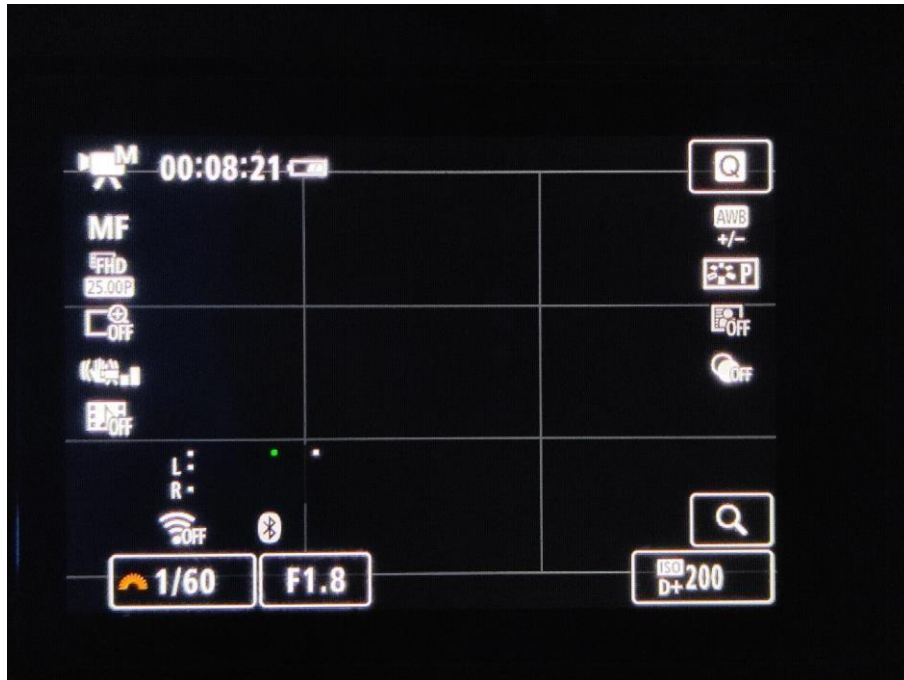


Figure 10.11: Interface of camera information

I shot at 25 fps in manual camera mode. I used both the raw and the cine style profile to capture the footage in the betterment of the film.

Also used auto white balance and custom mode in the change of environment and lighting condition.

I always kept my eyes on the three fundamental things: shutter speed at minimum of the double of the frame rate I was using.

Aperture at the best level as the scene and the environment demanded.

I tried to keep the iso level at a minimum all the time.

I used clog as the camera used for this film canon 250D.

The lighting helped to create a setting with a nice theme. - particular methods or modifications used to get the intended lighting effects.

- the fundamentals of cinematography were used during the whole shooting process.
- different shot types and angles may be used to portray diverse viewpoints and emotions. - inventive or original cinematography methods applied in certain sequences.
- the cinematography accomplished the desired creative and narrative objectives. - knowledge or understanding I have gained from the cinematography process is enormous.



Figure 10.11: Brief of Cinematography

Reorganized our process, giving priority to important photos and assigning work more effectively to make up for lost time.



Figure 10.12: Perspective of cinematographer

By working together and maintaining a laser-like concentration, we finished the day without compromising on quality.



Figure 10.13: Conceptual location

For one of the climax scene i picked this long road as the character walks in the middle playing role of a situation where instability of mental aware and panic attack



Figure 10.14: Focus and subject

Not compromising too much distractions and also keeping the subject on continuous focus the shorts were taken. I tried to keep the two subjects in one frame but also not highlighting too much one.

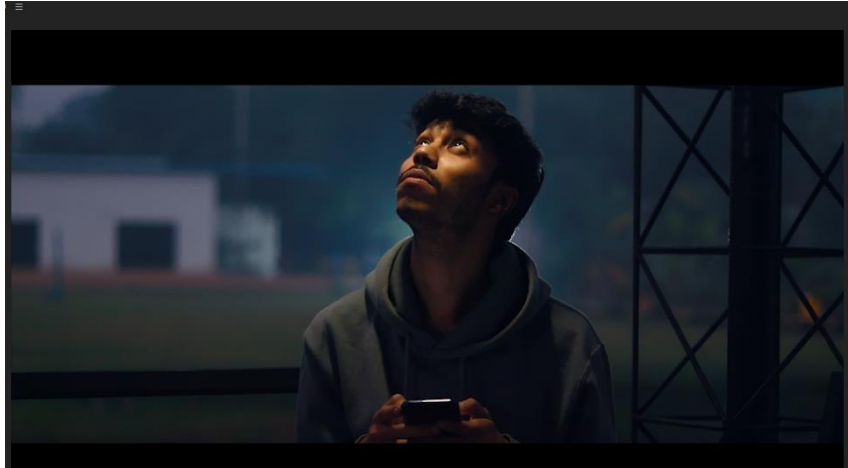


Figure 10.15: Lighting Brief

The lighting setup is one of the most important parts of cinematography. I used the lighting setup to enhance the shorts and the visual quality of the film in the production phase.

Keeping track of the work was a challenging task for me.



Figure 10.16: Using portable lighting

A portable table light helped me so much. Pointing at the subjected face in the needed of warm skin tone and also mostly the light used to make the skin tone of the character light up.

Props



Figure 10.17: Props selection Brief 1

Props were used in the film and the props used by the character were mostly the clothing.



Figure 10.18: Props selection Brief 2

Time, type of shot environment and the emotion of the shot requires different props. After the shots were taken and before moving to the next shot keep the track of the clothing's of the character so that it matches the sequence of the shots.



Figure 10.19: Props selection Brief 3

This props were made custom a birthday present from the mother of the character.

Post-Production



Figure 10.20 Rough cut

I did the rough cut at the beginning of post-production following that to the final cut. I used adobe premiere pro for this task because for the post production this software was selected.

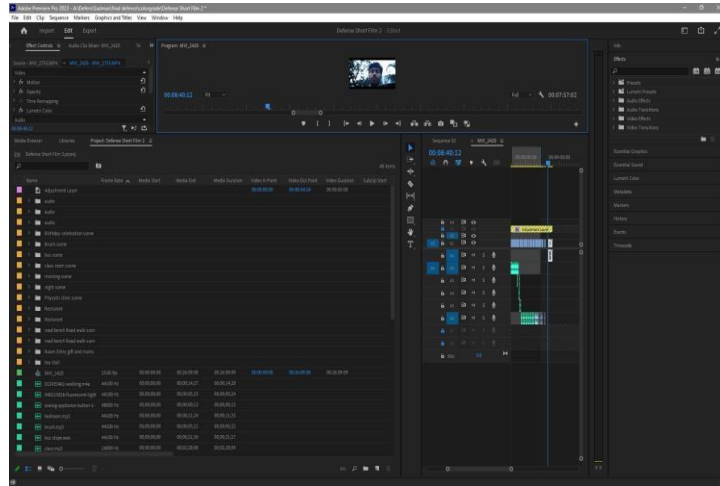


Figure 10.21: Filing resource and clips

Arranging all the work and the edited clip alongside the audio edit was also a hard task maintaining all the clips and sound in proper serial was very important. Also Making folder for all types of data helped us in the post production process.



Figure 10.22: Filing resource and final clip

- As well as arranging all the work of other team members in the post production.
- the data is organized and the clips are rearranged in post-production.
 - tools or editing methods utilized to improve the visual storytelling.
 - post-production altered or strengthened the cinematography choices made while shooting.

Shots

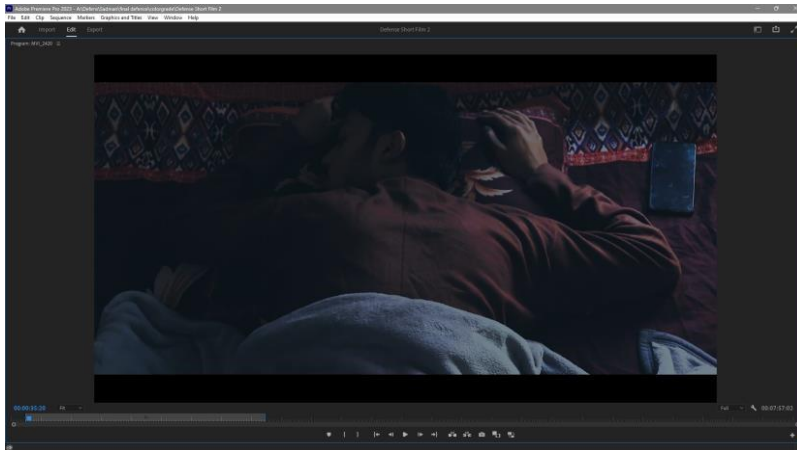


Figure 10.23: Brief of shot 1

This is a motion to static shot. Sleeping character positioned in the middle of the frame and the tilt shot was taken.



Figure 10.24: Brief of shot 2

Behind the shoulder shot using the mirror reflection and both angle view of the characters action. Focusing the mirror for both the foreground and also the focused subject was used.

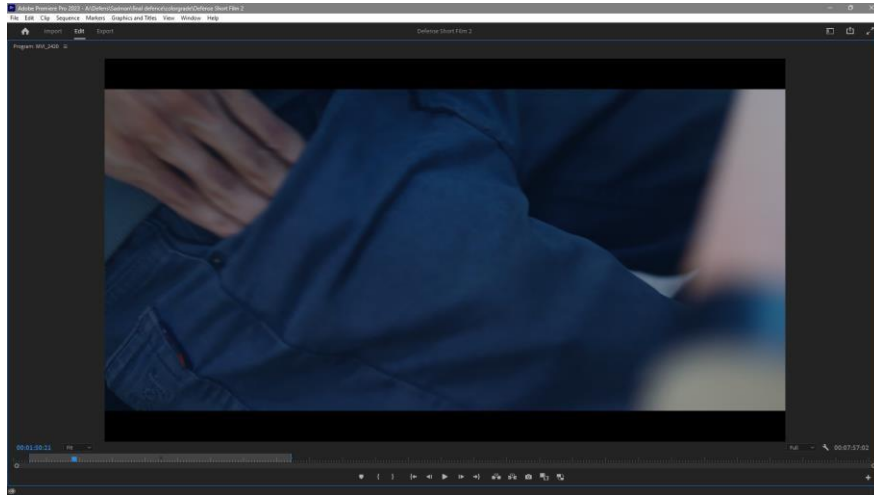


Figure 10.25: Brief of shot 3

This is a static to motion and to static shot. The character pulls out his phone from his pocket I tracked his hand right from the time his hand was moving too far away from the frame. Tracking the motion of his hand all the way.

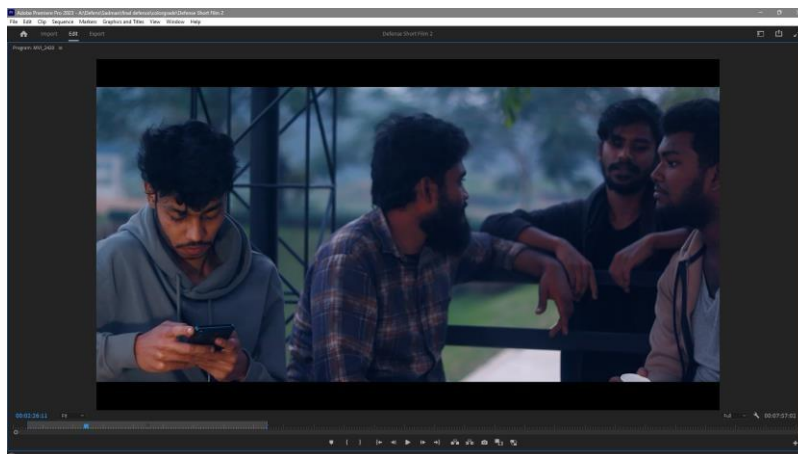


Figure 10.26: Brief of shot 4

In this frame there is too many people as the character was highlighted using light set up and positioning the main character also highlighting him.



Figure 10.27: Brief of shot 5

Keeping the subject in the middle of the frame even in the different clips. I tried to match the positioning and the gap as suitable as possible.

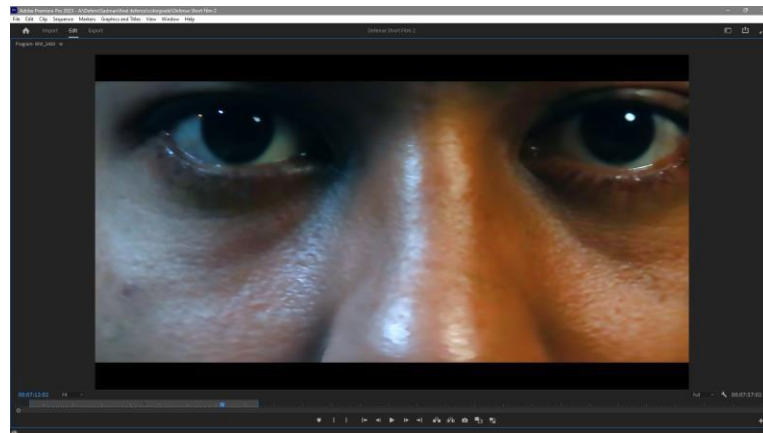


Figure 10.28: Brief of shot 6

Now using extreme close-up shots is used to give the audience the intensity of the emotion of that scene and situation of that part of the story.

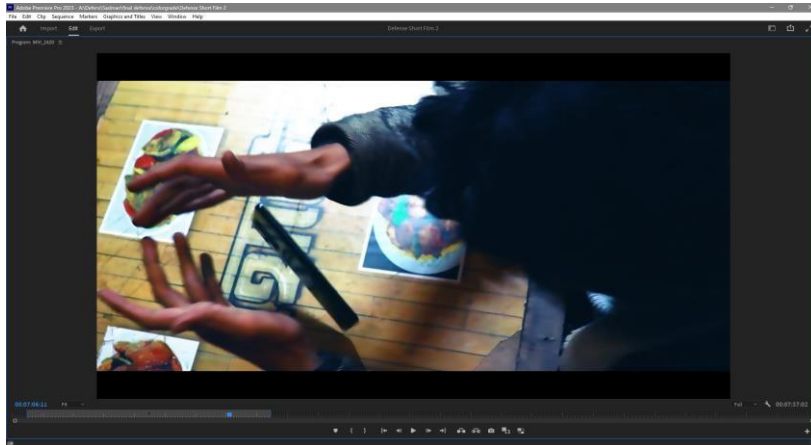


Figure 10.29: Brief of shot 7

In this short the smartphone was dropped from the hand of the character to take a natural motion of a panic attack. I chose a high angle shot as to make easy for the viewers to see.



Figure 10.30: Brief of shot 8

I used this shot as the character comes to realization and it is the ending moment. It is a zoom out shot from a closeup frame size and the ending shot of this short film.

At first, I positioned my camera as I was going to take a close up shot but using the kit lens zoomed all the way then I zoomed out by using the lens zoom ring manually. It required a smooth motion of the hand, the starting point of the shot and the ending point all focusing the subject.



Figure 10.31: Brief of shot 9

The ending point of the ending shot of the short film.

Preface:

As the director of our most recent short film project, I'm excited to offer a thorough report that outlines the path, difficulties, and successes we encountered throughout the making of the film. Our combined devotion and hard work have produced an incredible work of cinematic art.

Overview of the Project:

The purpose of the short film, "Ephemeral Echoes," was to investigate the important subject of human connection in a contemporary, fast-paced environment. The story traced the entwined lives of three people who, although facing personal challenges, found comfort and understanding in strange interactions.

Initial Production:

Careful planning was necessary before filming started to guarantee a seamless production. In my role as director, I oversaw the writing of the screenplay and worked closely with the writer to improve character development and language. Furthermore, performers who could truly capture the emotional nuance of their parts were chosen via rigorous attention to detail during the casting process.

Manufacturing:

As director, I had more to do during the production than just supervise; I had to carefully plan and artistically direct every scene. I kept lines of communication open with the actors and staff, encouraging a team environment that allowed for creativity and experimentation. Even with unavoidable obstacles like bad weather and scheduling limitations, our group persevered and used hardship to rekindle our enthusiasm for great cinematography.

After Production:

During the post-production stage, my painstaking attention to detail really came through. I made sure that every frame, every cut, and every sound piece added to the overall narrative coherence by carefully collaborating with the editor. We realized the director's goal by combining well-thought-out editing decisions with a fluid integration of visual effects, turning uncut material into an engrossing cinematic experience.

Results and Implications:

Our combined efforts resulted in a short film that touched viewers emotionally and won praise from critics despite having a limited budget and limited resources. "Ephemeral Echoes" was chosen for a number of film festivals, where it provoked deep emotional reactions and thought-provoking conversations regarding the state of humanity. Additionally, the experiment demonstrated the transforming potential of group storytelling and the potential of cinematic art.

I tried my best to give direction in a professional manner in this short film.

The schedule and the task list was ready, maintained the timing and gave instruction on the set to the character as well as to the member on my team. Sometimes i had to show the character how i want the shot ,moving into the set acting as a reference.

Conflicts between artistic visions are unavoidable in the collaborative process of filmmaking. Disagreements about the tone and timing of several sequences emerged during postproduction and threatened to bring the movie to a disastrous end. We welcomed these disagreements as chances for creative exploration rather than giving in to confrontation, trying out various edits and strategies until we arrived at a solution that pleased all parties.

Ultimately, our ability to work together and make concessions produced a final product that was more complex and well-rounded.

Obstacles are not barriers but rather stepping stones leading to creative fulfillment in the field of filmmaking. Adversity may be turned into an opportunity if we tackle each difficulty with resourcefulness, perseverance, and a willingness to work together. With every obstacle we clear, we get stronger and more capable. Filmmaking becomes more than just a career when viewed through the prism of passion and tenacity; it becomes a monument to the human spirit.

10.1 Work distribution

Name	ID	Participation of work
Sakib Hossan Nilom	201-40-650	Director & Cinematographer
Ahasan Habib Limon	201-40-681	Video Editor & Assistant Director.
Sadman Ahmed	201-40-685	Production Manager & Video Editor

A film production requires lots of man power and lots of men in different positions with the responsibility to complete individual tasks.

This project was completed by three man with the divination of these responsibilities.

Chapter 11

CONCLUSIONS

Through this project, we were able to collaborate as a team and learn new things. We have been able to learn a great deal and it has greatly aided in our job. This little video is a result of this encounter. As a result, we were able to obtain real-world shooting experience.

The primary subject of this short video is how individuals lose their emotions on social media. And that's what this generation is dealing with. Thus, this generation of boys and girls is the focus of our idea.

The story's protagonist spends the entire day browsing through his phone. The sound of Facebook's notification waking you up in the morning. After that, he gets up and boards the bus to the university.

Additionally, the phone scrolls there. In doing so, he distanced himself from his pals. cannot stay in touch with pals. He started to lose all emotion slowly. His mother contacts him the day after his birthday to find out if he is delighted with the present that she sent him. He was unable to respond to his mother's remarks, though. Subsequently, he loses his lover due to constant cell phone scrolling. He then experiences a panic attack and visits the doctor, but he is unable to react even then. He conveyed his feelings by pulling out an emoticon from his phone. Finally, he exits the hospital and heads to the park, where he witnesses both sobbing and happy faces. Then he becomes aware of what he has lost in life.

This project is for the group. As a result, we each split the task apart. And we put our all into it. In the movie, we tried a lot of details. To make a scene flawless, we made several changes to the film. We used three different methods of color grading when editing the film. Ultimately, we employed the option we felt was superior.

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