

LOST IN THE SCREEN: A COMPREHENSIVE STUDY OF PRE - PRODUCTION TECHNIQUES

By

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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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DATE OF SUBMISSION: 11 JANUARY, 2025

APPROVAL

This Project titled “**Lost in the Screen: A comprehensive Study of Pre - Production Techniques.**” submitted by **Mst. Tamanna Yesmin, ID: 192-40-597** 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 11th January 2025.

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I hereby declare that this project has been done by me (**Mst. Tamanna Yesmin, ID: 192-40-597**) under the supervision of **Md Salah Uddin, Assistant Professor and Head** of Department of Multimedia and Creative Technology, Daffodil International University. We also declare that neither this project nor any part of this project has been submitted nowhere forward of any degree or diploma.

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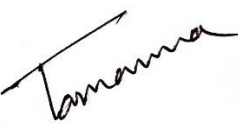
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ACKNOWLEDGEMENT

We begin by expressing our heartfelt gratitude to Almighty God for His divine blessings, which have enabled us to successfully complete our final year project.

Our deepest thanks and profound indebtedness go to **Md. Salah Uddin**, Assistant Professor and Head of the Department of MCT at Daffodil International University, Dhaka. His profound knowledge, keen interest in the field of VFX, and unwavering support have been instrumental in the success of this project. His continuous guidance, scholarly advice, patient supervision, constructive criticism, and thorough review of multiple drafts at every stage have made it possible to accomplish this work.

We are also immensely grateful to our team members, batch mates, and honorable teachers for their unwavering support throughout this journey. Special thanks to **Kazi Jahid Hasan, Apurba Ghosh, Mr. Arif Ahmed, Md. Samaun Hasan**, and all others who contributed in meaningful ways. We also wish to extend our sincere appreciation to the faculty members and staff of the MCT Department at Daffodil International University for their support and encouragement.

We would like to express our thanks to all our course mates at Daffodil International University, whose insightful discussions and collaboration have been invaluable during the completion of the course work.

Finally, with the utmost respect and gratitude, we acknowledge the constant support, love, and patience of our parents, without whom this achievement would not have been possible.

ABSTRACT

An awareness short film based on visual effects is really hard to make with a team of three. The VFX market in the world is huge and it is growing day by day. Bangladesh along with the world is moving into a digitalization world. As, this digital sector is huge and can play a big part in the future or in the 4th industrial revolution so people are becoming very eager to learn and know VFX. With this growth, hope our future will be based on this digital technology.

Our final project is a VFX short film. As VFX industry is huge and there are many areas to explore. So, we selected the short film route by seeing the Marvel and DC movies, and some others short videos on YouTube. Also, other film industry like Bollywood, Tollywood and in our Bangladeshi film we can see the use of VFX.

A short film based on any kind of addiction and visual effects is pretty common nowadays but very hard to fully make it right in the eyes of audience. To make a good film first we have to understand what the audience want which the audience will like. So, we did some research and found what will the audience like. To make a short film first we need a goal so story selection is very important and give it a perfect & suitable name. This name will bear the identity of the short film. As our film is based on addiction and revolve around hallucination, we selected the name of short film is **“LOST IN THE SCREEN”**.

The short film about a young boy who is oppressed with game addiction. In the short film we will show how game addiction destroyed his physical and mental health and behavior towards others.

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CHAPTER 1

INTRODUCTION

1.1: Introduction:

Game is a common word. There is not a single person who is not familiar with game. People play games as hobby in their free time. But nowadays it has become an addiction for young generation. They are not playing game as their hobby they have made it as an important work. Because of playing excessive game it is becoming harmful for their life. It is harming their mental, educational and relationships with others.

As we are students of Multimedia and Creative Technology Department and there are many types of fields to make in final year project. In our department we can learn about graphic designing, 2D and 3D animation, 3D Model, motion graphic. VFX, film making, game development etc. From them we choose to do a VFX short film where there will be included VFX, motion graphic and film making. So, we made a group of three to make this project completely.

With the small group of our three we made a simple awareness VFX short film. While making this short film we understand that making a short film is not easy at all. We also learned about a lot of things that we don't know. We made many mistakes but with each other help we overcome our mistakes. We were able to make improvement of our skills.

The people of our country like to watch VFX movies. But in our country VFX genre movies are not made. So, people don't find our film industry entertaining. They thought we can't do well in this VFX field. So, they don't find interest to learn and know more about VFX. But we want to change their perspective on this matter. We want to make visual effects eye-catching for audience. So, we made a simple story with a little bit twist using VFX.

1.2: Problem Identification:

Game is very common among children, teenagers, young adults. Some of them think game as their daily day activities. Excessive playing games can lead people to game addiction. Game has made for entertainment purpose but we misunderstood the meaning of entertainment. We don't play games as entertainment. Game addiction affects physical and mental health.

The key issues related to game addiction are given below –

- 1.Addicted gamers feel irritable, anxious, or depressed when they are unable to play.
- 2.Addicted gamers spend a lot of time on gaming that they sacrifice other responsibilities and activities.
- 3.Addicted gamers feel disinterest in activities that were once enjoyable to them.
- 4.For playing games they Stay up late and thus game disrupt their normal sleep cycles.
- 5.Long hour of sitting can lead to skeletal problem
- 6.Spending more time in virtual worlds than real - world can lead to difficulty in real-world social communication skills and confidence. It can lead to relationship conflict between family and friends.
- 7.Game addiction often leads to lack of motivation in school or work.
- 8.Gamers often spends money to buy new equipment or for purchasing game.

1.3: Goals:

We are making a short film based on game addiction with the use of VFX. This film will portray how game is impacting on young generation.

The main goal of our short film is making an awareness towards young adults and adolescences about gaming addiction. There are many more goals. These are-

- As we are making VFX short film so we will use VFX to show the real world and virtual world,
- Explore VFX using metaphor, transitions, teleports etc.
- Show how game is destroying people's mental health,
- Show how game is affecting anyone's behave
- Show how is game taking places with other important activities,
- Help to understand that game playing is good as long as you play it as hobby but if you make it addiction then it will destroy you,
- Show how game is damaging emotional well-being,
- Show how game is making people to become an unsocial,
- Show how game has become a problem from enjoyment

There is also a goal left and that is to change the perspective of our country's people that our film industry can also make good films using VFX.

CHAPTER 2

Background Study

2.1 Background Study:

Nowadays most of the people plays games. There is a type of indoor games that usually played in mobile phone, computers or tablets. There are many games that can be played both offline and online. Offline games are mainly played by a single person while online games are played as teams or individual.

Gaming addiction is playing game excessively. Which interfere in daily life. It has become a common problem worldwide for young adults and adolescent. The problem of game addiction is a concerning topic. Mainly students are more addicted in games.

We are making a game addiction short film based on VFX which requires both social and psychological understanding. It often leads gamers to neglect their responsibilities. They lose their interest in their study, or other activities.

Many people use game to reduce their stress. But it often gives them more anxiety. In many research says that gaming releases dopamine which create an addictive cycle.

In our short film we will transition both real and virtual life. We will show protagonist's addiction is out of control, show how obsessed the protagonist for game and how this obsession leads him in negative consequences.

The climax of the film will be unresolved. But we will add a positive note about game addiction.

As it's also VFX based so we will create virtual environment using VFX techniques. The virtual world will be gaming world.

The film will be an awareness film which will show how game is controlling our mind. So, the slogan will be for this short film is –

'DON'T LET GAME CONTROL YOUR MIND'

CHAPTER 3

RESEARCH AND ANALYSIS

3.1: Research about Game Addiction:

The study on online video game addiction among adolescents identifies key signs of addiction, such as excessive gaming, neglect of responsibilities, and withdrawal symptoms when not playing. It highlights the psychological impact, including increased stress and decreased well-being due to obsessive gaming behavior. Furthermore, the research points out the social and academic repercussions, noting that affected adolescents often experience a decline in academic performance and strained social relationships, as their gaming habits limit face-to-face interactions and impede social skill development [1].

The study on online game addiction among university students at the University of Gävle found that addiction is driven by factors such as the sense of satisfaction, escapism, and social influence from friends. The design of the games themselves also contributes to their addictive nature. The impact of this addiction includes deteriorating health due to poor eating habits and sleep deprivation, as well as social consequences like strained relationships with friends and family. Additionally, students' academic performance suffered as they prioritized gaming over studies [2].

A news provide such a sensory smorgasbord of action and color that children are becoming dangerously addicted. They're playing for days on end, to the exclusion of everything else in their lives, including school, friends and family. The World Health Organization is now so concerned about the serious health implications of excessive gaming by young people that it classifies video gaming disorder as a disease [3].

Analysis of Google Search Volume data has revealed the most commonly searched questions about gaming addiction, showing significant public interest in understanding and addressing the issue. The top question, with 2,100 searches per month, was "Why Are Video Games So Addictive?" This was followed by "How to Break a Child's Video Game Addiction?" with 860 monthly searches, reflecting parental concerns, especially considering that 8% of children and teenagers in the UK were reported to be addicted to gaming in 2020. Other popular questions included "What is Computer Gaming Addiction?" (510 searches per month) and "How to Cure my Video Game Addiction?" (280 searches per month), suggesting that people may seek online advice instead of consulting healthcare professionals, potentially due to the stigma surrounding video game addiction, which is often perceived as a harmless pastime [4].

0.3% to 1% of the general population fit the criteria for a video game addiction diagnosis in the US, UK, Canada, and Germany. South Korea declared video game addiction a public health crisis since more than 600,000 children struggle with it. 8.4% of children and teenagers are addicted to gaming, of which, 11-12% are boys, and 6-7% are girls [5].

3.2: Research about VFX film:

As our short film is based on VFX so we have done some research and analysis regarding VFX. In our country VFX is not used that much. In Bangladesh many people are still not familiar with VFX. Recently in Bangladesh film industry film maker are using VFX in their film. Though these VFX is not that much good as other country's VFX. VFX is an expensive sector. So, it needs a lot of investment to do a fine VFX work. My First seen VFX movie was Ra-One a Bollywood movie. At that time, I was not familiar with VFX. Later, when I discussed about the movie with my friends, I got to know about VFX then my interest about VFX grew up and I wanted to see more movies where VFX is used. So, I collected the VFX used movie names from my friends.

VFX is used mostly in Hollywood movie. There are many productions in Hollywood who uses VFX and they invest a big sum of money for the movie. Marvel, DC are the most famous production of Hollywood. As we were sure to make a VFX based short film, so I started to make a list of VFX used movies, Korean drama, Japanese anime movie or series to rewatch and learn about VFX and what we will apply in our film.

Bollywood Movies:

Robot, Robot 2.0, Krish, Krish -2, Krish – 3, Bajirao Mastani, Dhoom-3, Ra - One, Om Shanti Om, Zero, Fan, War, Pathan, Brahmastra, Jawan, Animal, Tiger, Fighter, Dhunki, Stree, Stree 2, Sahoo and many more.

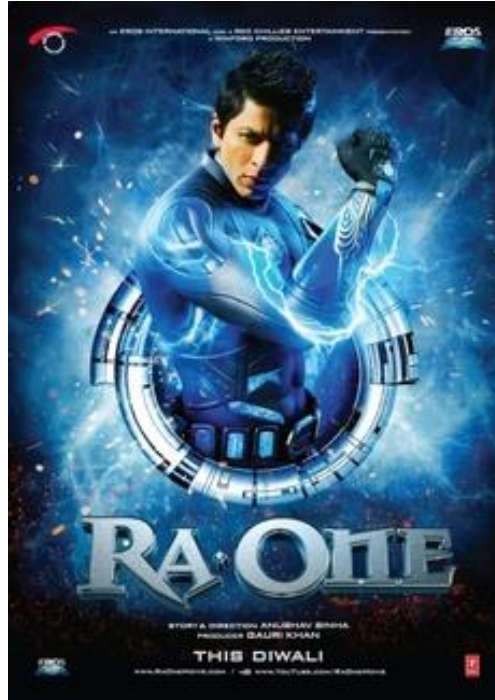


Figure 3.2.1: Ra – One Movie (From Bollywood).

Anime Movies:

Whisper Of the Heart, A silent voice, Your Name, Dragon Ball, Demon Slayer, Suzume, Weathering with You, Spirited Away etc.



Figure 3.2.2: Your Name.

Tollywood Movies:

RRR, Bahubali, Bahubali 2, Leo, K.G.F: Chapter 1, K.G.F Chapter 2, Magadheera, Pushpa, Devara and many more.

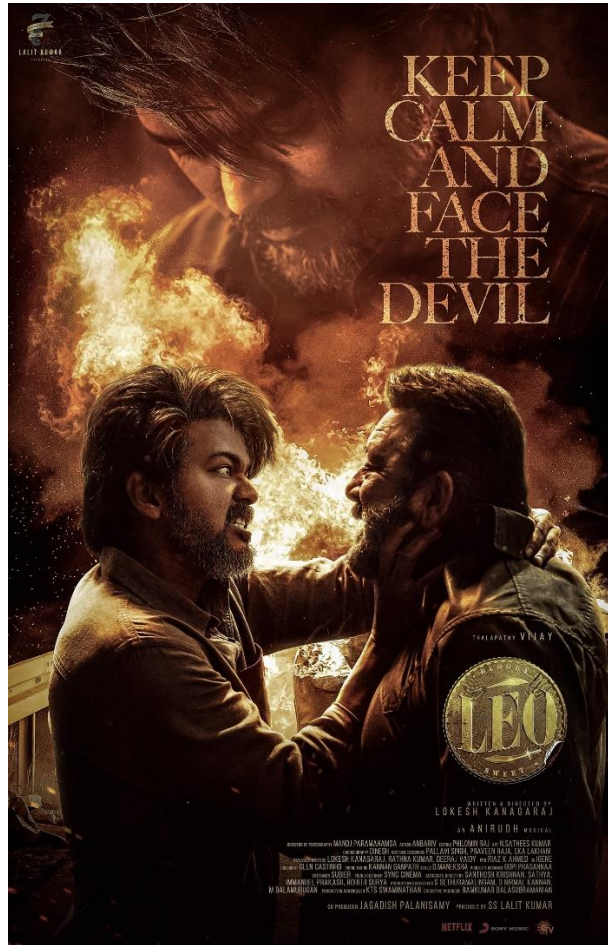


Figure 3.2.3: Leo.

Hollywood Movies:

Marvel Studios:

Avengers: Age of Ultron, Iron Man, Thor, Captain America: The First Avenger, Guardians of the Galaxy, Ant-Man, Iron Man 2, Captain America: Civil War, Iron Man 3, Ant-Man and the Wasp, Doctor Strange, Spider-Man: Homecoming, Avengers: Age of Ultron, Spider-Man: Far from Home, Captain Marvel, Avengers: Endgame, Black Panther, Spider-Man: No Way Home etc.



Figure 3.2.4: Spiderman: No Way Home.

DC Movies:

Superman, Wonder Woman, Batman, Justice League, The Dark Knight, Suicide Squad, Joker, Superman 2, Superman Returns, Cat Woman etc.



Figure 3.2.5: Joker(2019).

Other Hollywood Movies:

Avatar , Fast and Furious,Pirates of the Caribbean,Intersteller,Oppenheimer,Titanic, Jurassic Park, Mad Max: Fury Road, Harry Potter all movies etc.



Figure 3.2.6: Harry Potter(All Movies).

Bangladeshi VFX movie:

As our country is not economically stable so our Dhallywood is not digital like others country. But recently Bangladesh started using VFX in their movie. I don't watch bangladeshi movie that much but as we are connected to social media we somehow can know about these movies. Din: The day, Bizli etc are one of them. As our country's film industry is not good at VFX and if I want to work in this industry I should know in which position is our country's visual effects industry is. As for the makers they took a good attempts. They made some mistakes. But they also did a lot of things right. The color grading was not good or not that bad. Some effect didn't match with the scene. Though they didn't make it as per audience taste but their effort was visible clearly.



Figure 3.2.7: Din- The Day.

I also watched some Korean and Chinese drama. In China there are many internet café where young boys and girls go to play games. There are many chinese drama where actors are gamer and they plays game. In the drama the gaming fighting scene are shown in using VFX.

Some of the drama names are Falling into Your smile , You are Glory, Love O2O, Go Go Squad etc.



Figure 3.2.8: Falling Into Your Smile.

3.3: Our Survey Research on Game Addiction and VFX:

To know more and detailed about which age ranges people are more engaged in playing game, what types of game they like to play, how many hours they usually play games we have made some survey question and requested our known people to fill it. Some of the screenshots of the survey are -

1.From the chart we can see that young adults are mostly engaged in playing game.

Age

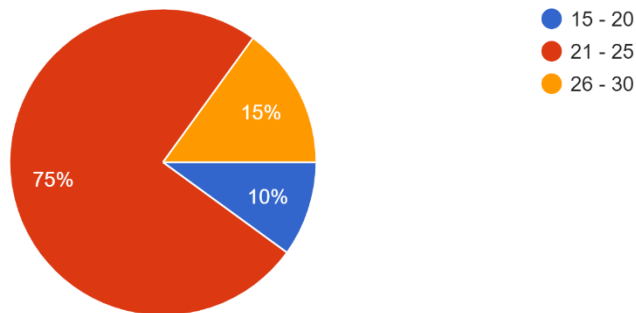


Figure 3.3.1: Screenshot of Survey.

2.Large number of males are influenced by gaming.

Gender

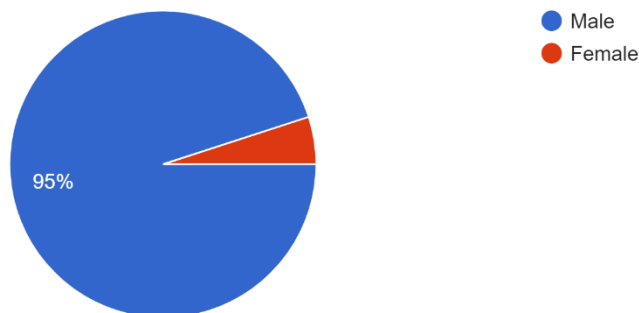


Figure 3.3.2: Screenshot of Survey.

3. From the chart we can see that students are more attentive towards game than employed.

Occupation

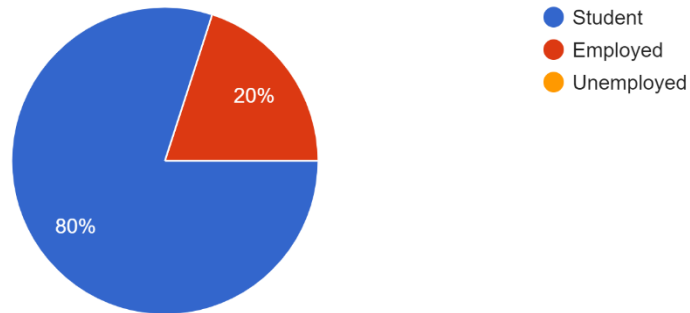


Figure 3.3.3: Screenshot of Survey

4. From the chart we can see that mostly people play game less than 1 hour or 1 -2 hours. But those who play game 5 hours or more maybe we can call them game addicted.

1. How much time you play games per day?

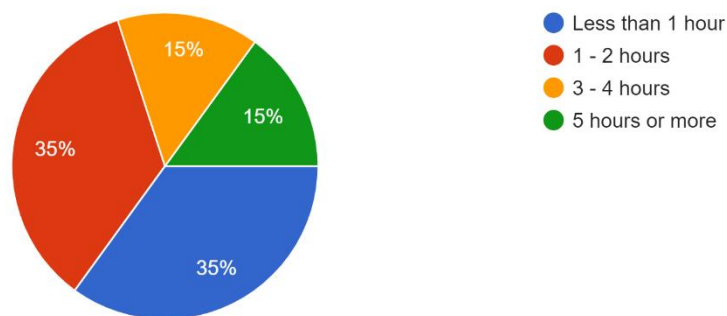


Figure 3.3.4: Screenshot of Survey.

5. Seeing the chart we can say that mostly gamers like to use PC to play game.

2. Which device you use to play?

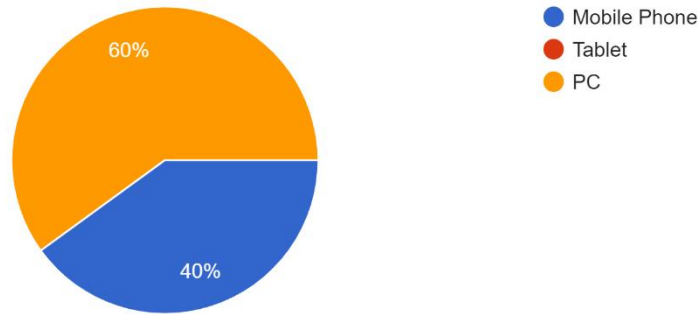


Figure 3.3.5: Screenshot of Survey.

6. There are many types of game to play but when we did the surveys, we found that people like to play Multiplayer Online Battle Arena. In this chart nobody liked puzzle game. So, we can say that people like to play tough and challenging game.

3. What types of game do you like to play?

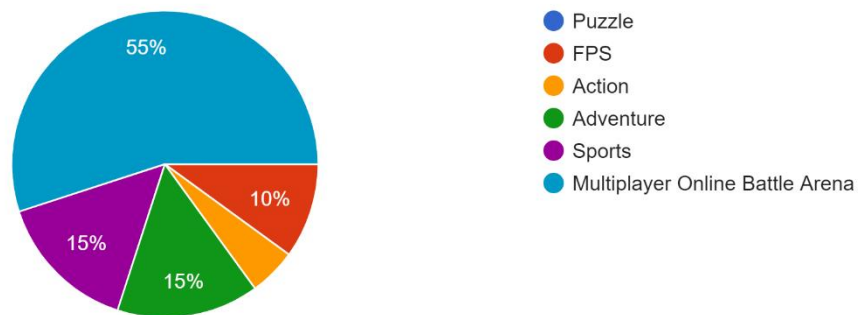


Figure 3.3.6: Screenshot of Survey.

7. In the chart we can see that gamers like to play game in night or midnight. For this maybe gamers face irregular sleeping schedule.

4. At what time you usually play games?

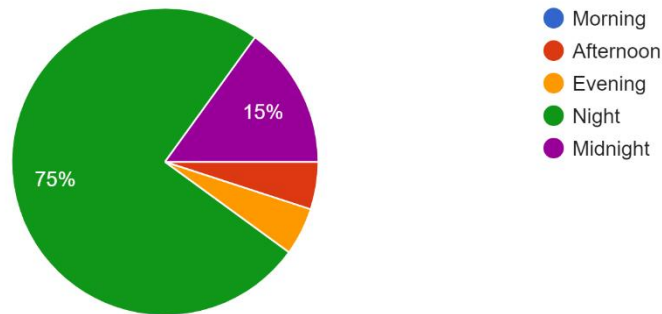


Figure 3.3.7: Screenshot of Survey.

8. To skip responsibilities for playing game is a symptoms of game addiction. In the chart we see that people give their priority to game over their responsibilities.

5. Have you ever skipped your responsibilities to play games?

3

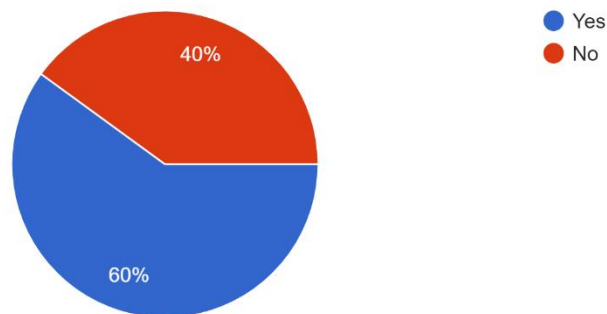


Figure 3.3.8: Screenshot of Survey.

9. From the chart we can see that 35% of 100% people feel anxious or irritated if they can't play games. It means they are under game addiction.

6. Do you feel anxious or irritated when you cannot play games?

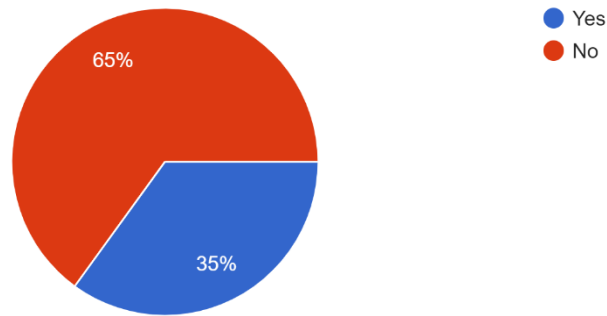


Figure 3.3.9: Screenshot of Survey.

10. Those who play games as a hobby or as a timepass sometimes usually play games when they feel low to cheer up their mood. But if anybody can't win any game and it affects their mood, then it is a problem. Here in our survey, some think games affect their mood and some are not sure.

7. Do you feel that gaming affects your mood?

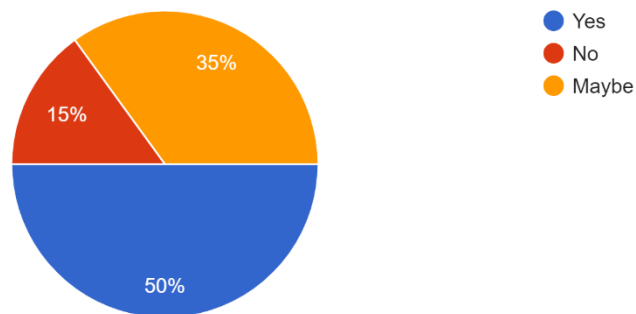


Figure 3.3.10: Screenshot of Survey.

11.Excessive of anything is not good. Excessive playing game can be called game addiction. From the chart we can say that gaming can lead to addiction.

8. Do you think that gaming can lead to addiction?

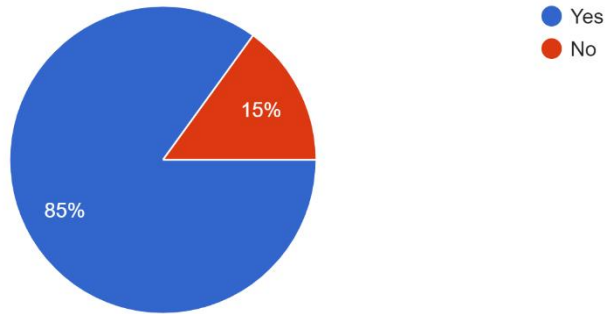


Figure 3.3.11: Screenshot of Survey.

As we are making VFX based short film so we should also research whether people know about VFX or not and how much they know about it and how many people are trying to learn it or wanted to learn it.

12.From the chart we can say that people are familiar about VFX. Some know much and some are few. But there is no one who is not familiar.

9. How familiar are you with Visual Effects (VFX)?

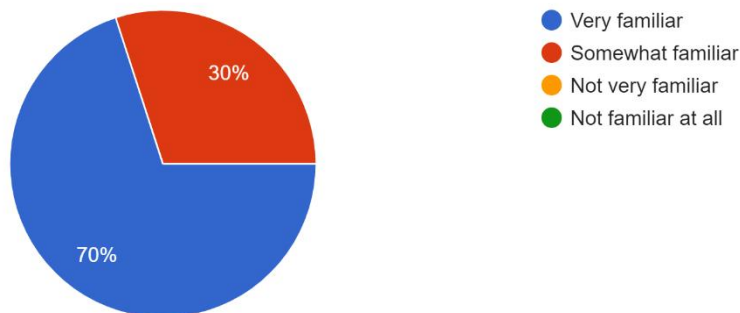


Figure 3.3.12: Screenshot of Survey.

13. When we did survey about how many people have tried working on VFX and did they have any experience we learn that 80% of them are experienced in VFX software.

10. Do you have any experience working with VFX software?

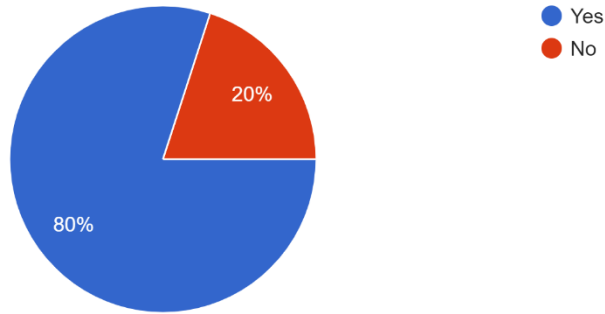


Figure 3.3.13: Screenshot of Survey.

14. As we know there is some software to work on VFX. So we wanted to know which software people usually like to use. And we got our answer that most of the people use Adobe After Effects. We will also use this software to do our final year project.

11. If yes, which software do you use?

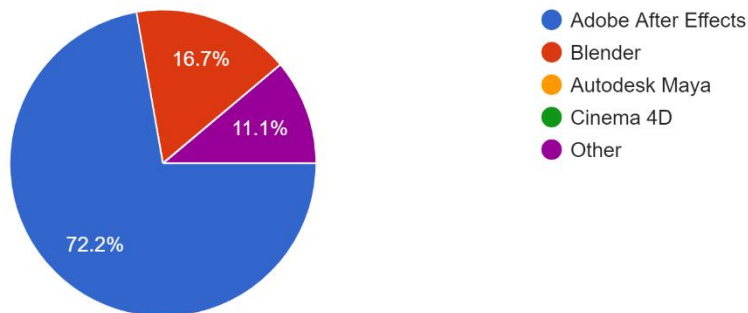


Figure 3.3.14: Screenshot of Survey.

15. In the survey we got to know that people find VFX learning challenging. It means people know about VFX and they want to learn VFX.

12. Do you find learning VFX to be challenging?

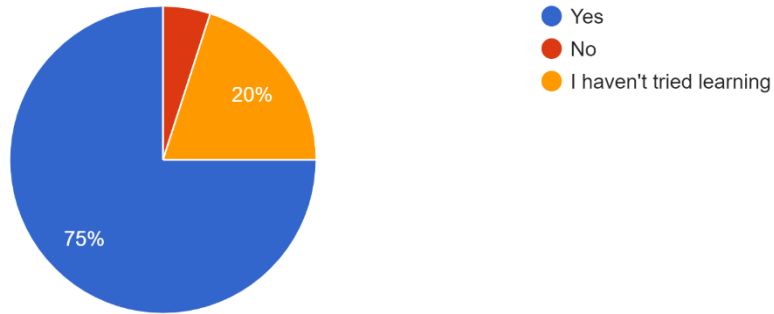


Figure 3.3.15: Screenshot of Survey.

16. Nowadays VFX is known by everyone so we asked people what they think about the demand of VFX and the results are below.

13. Do you think the demand for VFX will increase in the future?

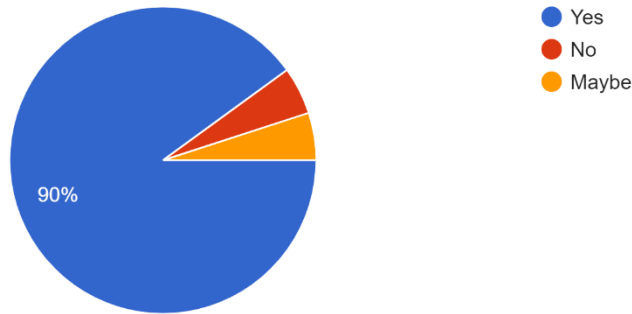


Figure 3.3.16: Screenshot of Survey.

17.VFX is growing day by day. So, we asked people’s opinion on the success of modern film and games. And majority said that VFX is important in the success of modern film and games.

14. How important do you think VFX is to the success of modern film and games?

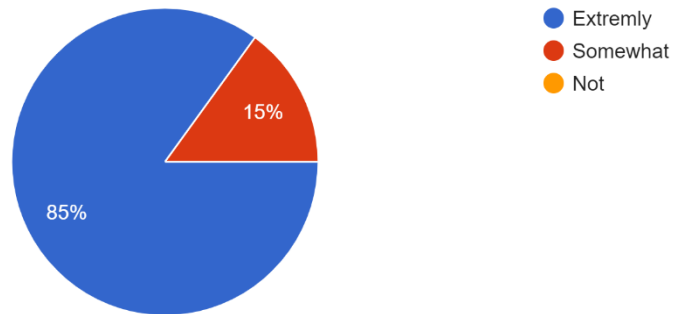


Figure 3.3.17: Screenshot of Survey.

3.4 Target People:

At presents all ages people from child to old plays game. Mainly they play game when they have nothing to do or when they feel boring. But some of them don't play it as their hobby. As our project is based on game addiction and mostly young people plays game excessively. So, the target people of this project mainly are young adults.

3.5 Target People Analysis:

Name: Ayman Soad

Age 19

Gender: Male

Occupation: Student.

Opinion: Who doesn't know games. I am gamer I also play games. I have my fixed time for playing games. Everyday in noon and night I play games. If for any reason I could not play then I don't feel good. Feels like something is missing. Maybe it effects on my mood that's why I don't feel good.

Name: Maisha Fahmida

Age: 24

Gender: Female

Occupation: Student and Job holder.

Opinion: I like to play games. But not all the time, I play it when I feel bored in any environment or any places, when I don't feel like reading or scrolling any social sites. I play games as my hobby. I didn't make it as my daily activities. I know how captivating games can be so I try to not play games regularly.

Name: Mrs. Rehena Khatun

Age:32

Gender: Female

Occupation: Housewife

Opinion: In my eyes game have impact on both in mental and physical health. Nowadays it is a serious social problem. My both children play games one of them play is as hobby but my other child is addictive. It is harming his studies and affecting his behaviors towards others.

Name: Sumon

Age:28

Gender: Male

Occupation: Job Holder.

Opinion: My opinion about game addiction is that for me gaming is s hobby. As, you know I am an employed person so basically I don't have much time for playing games. But there are many people around us who plays games not as hobby but they give game more priority than their studies or other responsibilities.

Name: Farhan Huda Fahim

Age:24

Gender: Male

Occupation: Student

Opinion: Honestly speaking I love to play games. There is not a single day when I don't play. Both winning and losing in games effects on my mood. If I win I feel joyous and if I lose I feel irritated. Sometimes for this I behave roughly with my close ones too. Many times I try to not play too much but every time I failed.

Chapter 4

Development and Workflow

4.1 Project Pipeline

The process of creating any project is referred to as a pipeline. Each project is different so its process is also different. So, it requires different effort and time. We are making a VFX based short film.

There are three stages to the work. To complete the projects these stages should be done. Without understanding these stages we won't be successful in making this project.

The stages of this project are -

1. Pre - Production
2. Production
3. Post Production

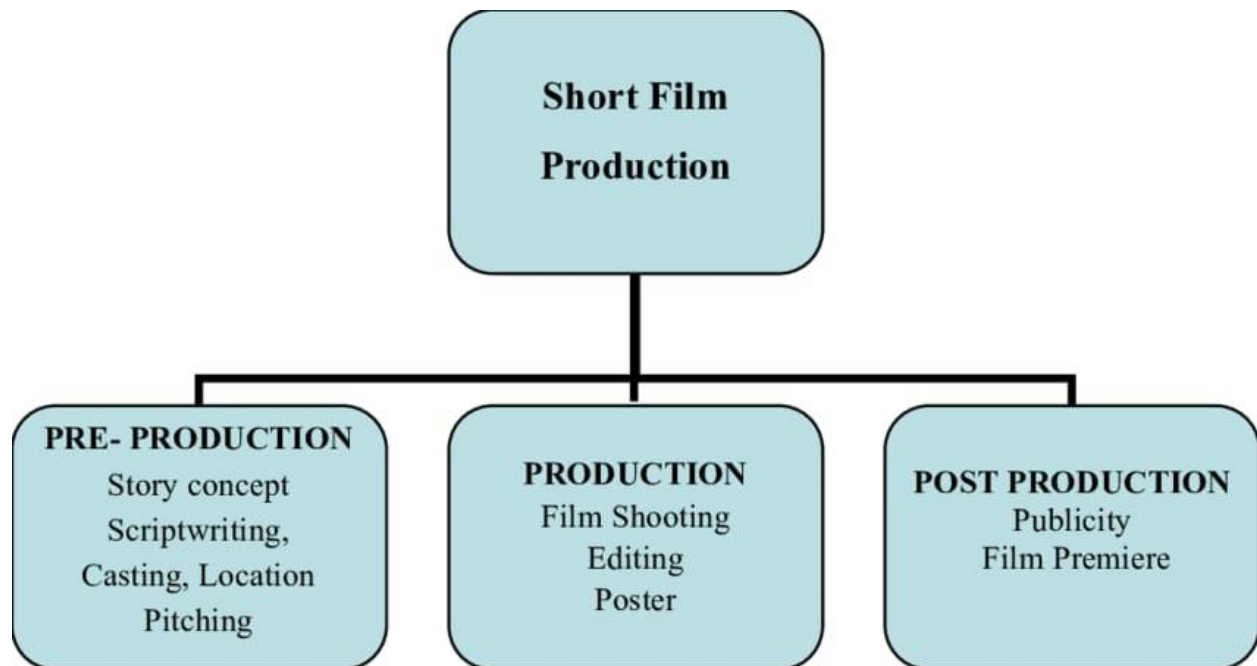


Figure 4.1: Film Making Stages.

4.2 Pre -Production

This is the first step of making any kinds of film. In this phase we decided and thought what we will make. To, develop any film we have to think about how we will make our project. Pre - production is the phase where we generate the ideas. Here we thought about the storyline, made script and story board based on the story.

Steps of Pre – production are -

4.2.1 Idea and Concept:

In our department we have learnt Game development course. But we don't promote game addiction. From there I got the idea to create a short film based on game addiction. Besides this reason my teammate wanted to create a VFX based short film. So, we merged these two ideas to make a short film.

4.2.2 Storyline:

ঘড়িতে সময় হবে দুপুর ১টা তখন বিশাল ঘুম থেকে উঠবে। ঘুম থেকে উঠেই সে শুয়ে শুয়ে গেম খেলবে। এরপর শোয়া থেকে উঠে বিছানায় বসে খেলবে। আবার কখনো চেয়ারে বসে খেলবে। এরপর ওকে ওর বন্ধু আশরাফ দরজায় নক করে দুপুরের খাবার খেতে ডাকবে। কিন্তু বিশাল গেম খেলার জন্য খাবার খেতে যাবে না। আর বিশালের বন্ধু চলে যাওয়ার পর বিশাল জোরে দরজা ধাক্কা দিয়ে আটকে দিবে। এরপর গেম হেরে গিয়ে ফোন আছাড় মারবে আর কিছুক্ষন চেয়ারে বসে থাকবে। চেয়ার থেকে উঠে দাঁড়াতেই বিশাল অজ্ঞান হয়ে বিছানায় পড়ে যাবে। এরপর ওর শরীর থেকে ওর আত্তা বের হয়ে গেম খেলার জন্য পিসির সামনে বসবে আর টেলিপোর্ট হয়ে পিসির স্ক্রীনে ঢুকে যাবে। তারপর বিশালকে দেখা যাবে একটা অবাস্তব পরিবেশে। সেখানে যাওয়ার পর ও নিজের দিকে তাকাতেই দেখবে ওর সব ড্রেস চেঞ্জ হয়ে গেছে। এরপর দেখা যাবে আকাশ থেকে গুলি পড়বে আর এইসব অ্যাটাক থেকে নিজেকে বাঁচানোর জন্য বিশাল একটা জায়গায় আশ্রয় নিবে। ওর হাতে একটা ঘড়ি থাকবে ওটা ক্লিক করার পর ভার্চুয়াল স্ক্রীন দেখা যাবে যেখানে অনেক বন্দুক এর মডেল আসবে। বিশাল একটা বন্দুক বাছাই করবে আর সেটা এনিমেশন এর মধ্যমে ওর হাতে আসবে। এর পর দেখা যাবে ওর আশ্রয় নেয়া জায়গায়তেও ওর উপর হামলা করছে স্পেসশিপ থেকে। এরপর বিশাল এইসব স্পেসশিপ এর সাথে ফাইট করবে এবং একপর্যায়ে স্পেসশিপ ব্লাস্ট হয়ে যাবে সাথে বিশালও ইনজুরড হবে। এরপর রিভার্সে টেলিপোর্ট হয়ে দেখা যাবে যে বিশাল বেডে শুয়ে আছে। এরপর বিশালের বন্ধু আশরাফ এসে দেখবে বিশাল বেডে শুয়ে আছে আর বিশালকে ডাকবে কিন্তু বিশাল উঠবে না।

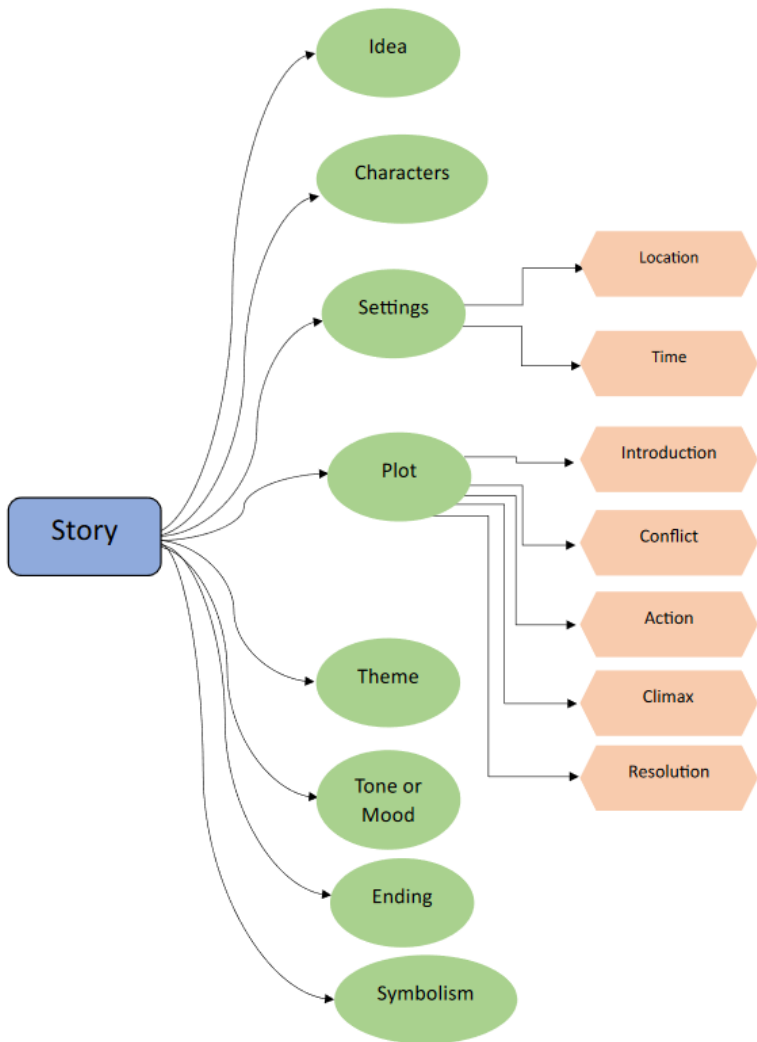


Figure 4.2.2: Story concept mind mapping.

4.2.3 Gantt Chart :

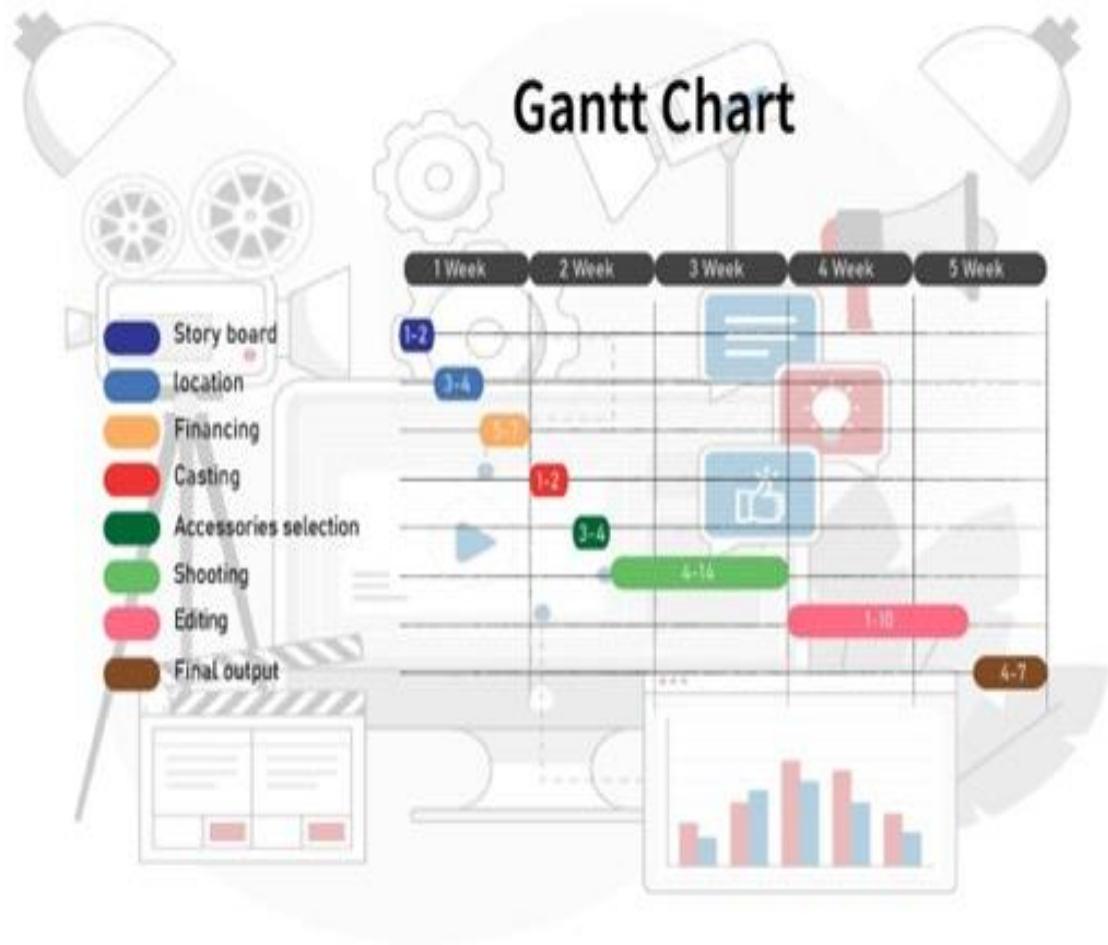


Figure 4.2.3: Project Timeline.

4.2.4 Script Writing:

সিকোয়েন্সঃ ০১

স্থানঃ শোবার ঘর।

সময়ঃ দুপুর ১টা ৭ টা।

চরিত্রঃ বিশাল , আশরাফ ।

কস্টিউমঃ প্যান্ট,টি শার্ট।

প্রপসঃমোবাইল,চেয়ার,পিসি,বিছানা ।

সিনঃ০১

শটঃ ক্লোজ শট,মিড শট,লং শট

(বিশাল এর হাতের আধা দেখা যাবে।সে ফোন হাতে নিয়ে সময় দেখবে।এরপর বেডে শুয়ে কিছুক্ষণ ফোন চালাবে)

সিনঃ০২

শটঃ লং শট,

(ফোন রেখে শোয়া থেকে উঠবে। এবার বেডে বসে বসে ফোনে গেম খেলবে।)

সিনঃ০৩

শটঃ মিডিয়াম ফুল শট,লং শট

(বিশাল চেয়ারে বসে গেম খেলবে।দরজায় নক করে আশরাফ এসে বিশালকে খাওয়ার জন্য ডাকবে।)

আশরাফঃ বিশাল ওই বিশাল খাইতে আয়।

বিশালঃখাব না।

সিনঃ০৪

শটঃ মিডিয়াম ফুল শট

(আশরাফ চলে যাবে আর বিশাল জোরে দরজা আটকে দিবে। এরপর নিজের ফোন আছাড় মারবে।)

সিনঃ০৫

শটঃ মিডিয়াম শট,ওয়েস্ট শট

(বিশাল কিছুক্ষণ চোখ বন্ধ করে চেয়ারে বসে থাকবে।এরপর উঠে দাঁড়াবে।

সিনঃ০৬

শটঃ লং শট

(বিশাল উঠে দাঁড়ানোর পর মাথা ঘুরে বিছানায় পড়ে যাবে)

সিনঃ০৭

শটঃ মিডিয়াম লং শট, ওয়েস্ট শট

(বিশালের শরির থেকে বিশালের আত্মা বের হয়ে পিসি এর সামনে এসে দাঁড়াবে ।আর চেয়ার টেনে নিয়ে বসবে।)

সিনঃ০৮

শটঃ ওয়েস্ট শট

(বিশাল কীবোর্ড টিপবে মাউস টিপবে কিন্তু পিসি এর গেম চালু হবে না। তখন বিশাল মনিটর স্পর্শ করতেই সে স্ক্রীন এ ঢুকে যাবে।)

সিকোয়েন্সঃ ০২

স্থানঃ

কস্টিউমঃ প্যান্ট, শার্ট।

সময়ঃ

প্রপসঃ বন্দুক

চরিত্রঃ বিশাল

সিনঃ০১

শটঃ Wide শট

(পিসির মধ্যে ঢুকে যাওয়ার পর বিশাল একটা নতুন পরিবেশে ঢুকে যাবে। সেখানে সে দাঁড়িয়ে থাকবে)

সিনঃ০২

শটঃ ক্লোজ শট , মিডিয়াম ক্লোজ শট

(বিশাল নিজের দিকে তাকাতে আর দেখবে ওর পোশাক বদলে গিয়েছে)

সিনঃ০৩

শটঃ এক্সট্রিম Wide শট

(আকাশের থেকে গুলি বর্ষন হবে আর এগুলো বিশালকে আঘাত করার চেষ্টা করবে)

সিনঃ০৪

শটঃ ফুল শট

(বিশাল নিজেকে বাঁচানোর জন্য দৌড়াবে)

সিনঃ০৫

শটঃ ক্লোজ শট , মিডিয়াম ক্লোজ শট

(বিশাল একটি সুরক্ষিত জায়গায় আশ্রয় নিবে)

সিনঃ০৬

শটঃ ক্লোজ শট, মিডিয়াম শট

(বিশাল তার হাতে থাকা ঘড়ির দিকে তাকাতে আর ঘড়িতে ক্লিক করবে)

সিনঃ০৭

শটঃ মিডিয়াম শট

(ঘড়ির ক্রিনে বিভিন্ন বন্দুকের মডেল দেখা যাবে আর সেখান থেকে বিশাল বন্দুকের একটি মডেল বাছাই করবে)

সিনঃ০৮

শটঃ লং শট

(এরপর Z

সিনঃ০৯

শটঃ এক্সট্রিম Wide শট

বিশাল আর স্পেসশিপ এর মধ্যে লড়াই হবে

সিনঃ ১০

শটঃ মিডিয়াম শট, ফুল শট

(লড়াই করতে করতে স্পেসশিপ ধ্বংস হয়ে যাবে আর সাথে বিশালও আঘাত প্রাপ্ত হবে)

সিকোয়েন্সঃ ০৩

স্থানঃ

কস্টিউমঃ প্যান্ট, শার্ট , টি শার্ট।

সময়ঃ

প্রপসঃ বিছানা

চরিত্রঃ বিশাল , আশরাফ ।

সিনঃ০১

শটঃ লং শট

(এরপর সবকিছু রিভার্স হয়ে দেখা যাবে বিশাল বেডে শুয়ে আছে ।)

সিনঃ০২

শটঃ মিডিয়াম ফুল শট

(বিশালের বন্ধু আশরাফ রুমে ঢুকে দেখবে বিশাল বেডে শুয়ে আছে ।)

সিনঃ০৩

শটঃ ক্লোজ শট, মিডিয়াম শট

(বিশালকে আশরাফ ডাকবে কিন্তু বিশাল উঠবে না ।)

আশরাফঃ বিশাল , বিশাল ।

4.2.5 Storyboard:



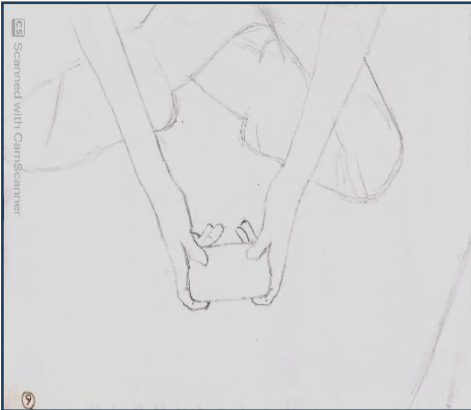
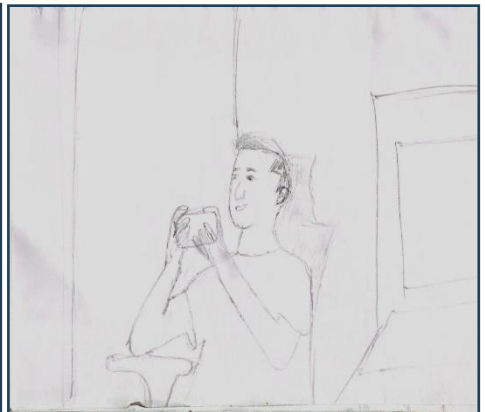
Name: Lost in the Screen		Spot: Room		Page: 1	
Sequence: <u> 1 </u> <u>Footage</u> Scene No: 1	Sequence: <u> 1 </u> <u>Footage</u> Scene No: 2	Sequence: <u> 1 </u> <u>Footage</u> Scene No: 3			
					
Action: বিশাল এর হাতের আধা দেখা যাবোসে ফোন হাতে নিয়ে সময় দেখবে।	Action: বেডে শুয়ে ফোন চালাবে।	Action: বেডে বসে বসে ফোনে গেম খেলবে।			
Dialogue:	Dialogue:	Dialogue:			

Figure 4.2.5.1 : Storyboard.

<u>Sequence:</u> <u>1</u> Scene No: 4	<u>Footage</u>	<u>Sequence:</u> <u>1</u> Scene No: 5	<u>Footage</u>	<u>Sequence:</u> <u>1</u> Scene No: 6	<u>Footage</u>
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Action: চেয়ারে বসে গেম খেলবে।

Action: দরজায় নক করে আশরাফ এঙ্গে বিশালকে খাওয়ার জন্য ডাকবে।

Action: বিশাল জোরে দরজা আটকে দিবে।

Dialogue:

Dialogue:

Dialogue:

Figure 4.2.5.2 : Storyboard.

Name: Lost in the Screen

Spot:Room

Page: 3

Sequence: 1

Footage

Scene No: 7

Sequence: 1

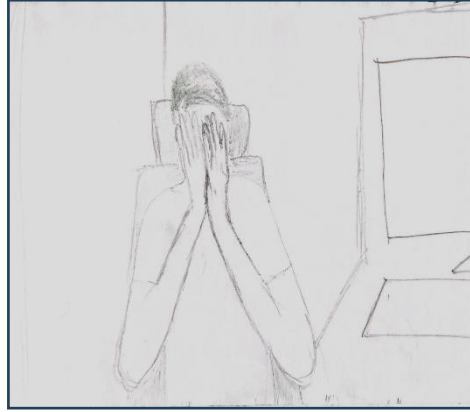
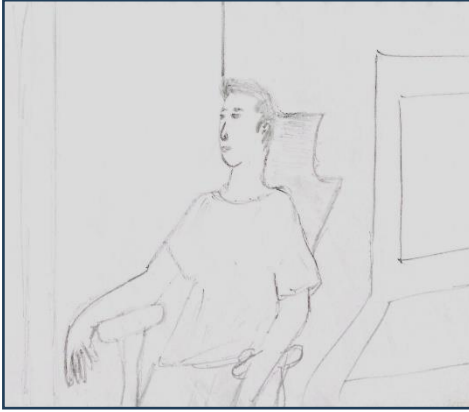
Footage

Scene No: 8

Sequence: 2

Footage

Scene No: 1



Action:এরপর নিজের ফোন আছাড় মারবে।

Action: বিশাল কিছুক্ষণ চোখ বন্ধ করে চেয়ারে বসে থাকবে।

Action: বিশাল উঠে দাঁড়ানোর পর মাথা ঘুরে বিছানায় পড়ে যাবে

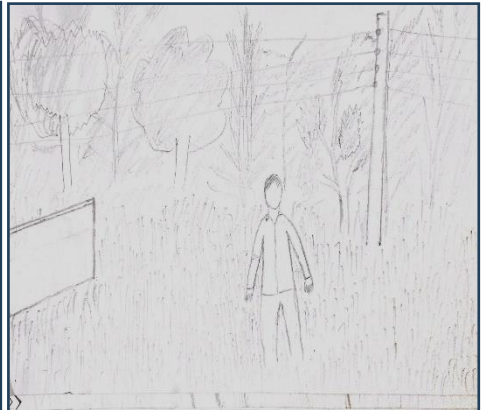
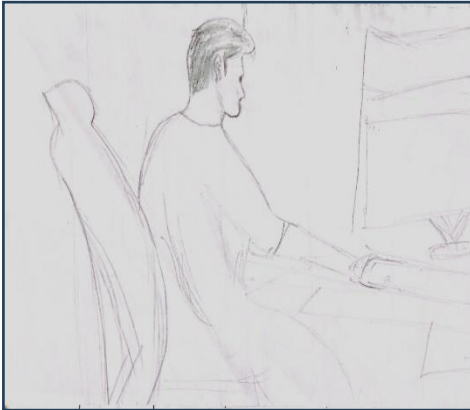
Dialogue:

Dialogue:

Dialogue:

Figure 4.2.5.3 : Storyboard.

<u>Sequence: 1</u> Scene No: 2	<u>Footage</u>	<u>Sequence: 1</u> Scene No: 3	<u>Footage</u>	<u>Sequence: 1</u> Scene No: 4	<u>Footage</u>
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Action: বিশাল কীবোর্ড টিপবে মাউস টিপবে কিন্তু পিসি এর গেম চালু হবে না।

Action: বিশাল মনিটর স্পর্শ করতেই সে স্ক্রীন এ ঢুকে যাবে।

Action: ঢুকে যাওয়ার পর বিশাল একটা নতুন পরিবেশে ঢুকে যাবে।

Dialogue:

Dialogue:

Dialogue:

Figure 4.2.5.4 : Storyboard.

Sequence: 1

Footage

Scene No: 5

Sequence: 2

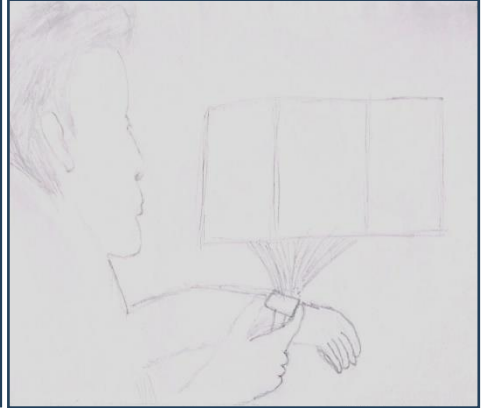
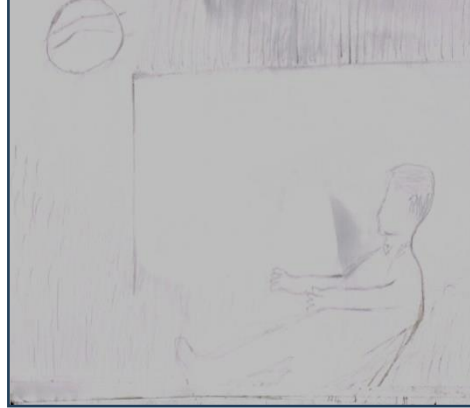
Footage

Scene No: 6

Sequence: 2

Footage

Scene No: 7



Action: সেখানে সে দাঁড়িয়ে থাকবে।

Action: বিশাল একটি সুরক্ষিত জায়গায়
আশ্রয় নিবে

Action: বিশাল তার হাতে থাকা ঘড়ির
দিকে তাকাতে আর ঘড়িতে ক্লিক করবে

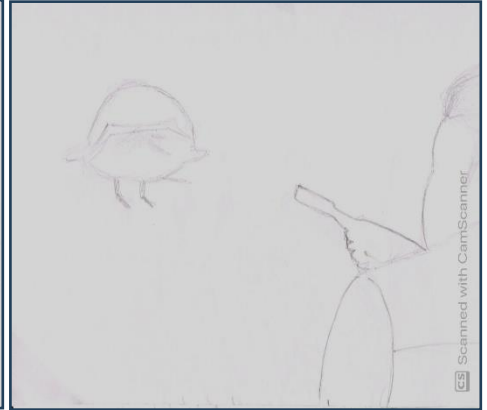
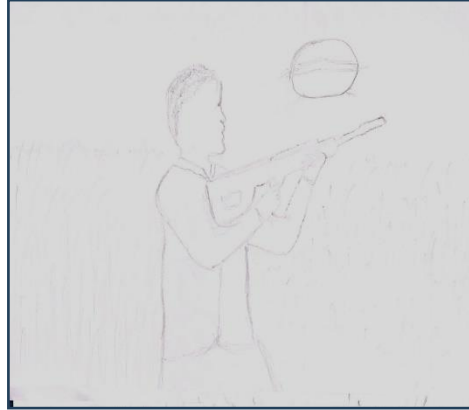
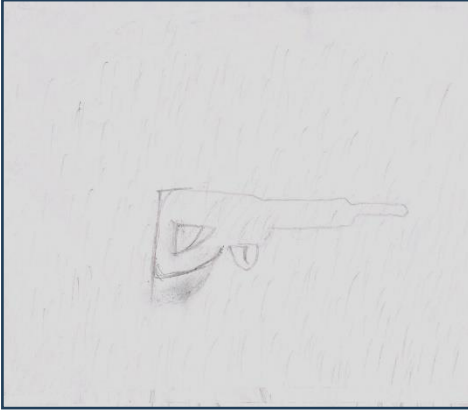
Dialogue:

Dialogue:

Dialogue:

Figure 4.2.5.5 : Storyboard.

<u>Sequence: 2</u> Scene No: 8	<u>Footage</u>	<u>Sequence: 2</u> Scene No: 9	<u>Footage</u>	<u>Sequence: 2</u> Scene No: 10	<u>Footage</u>
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Action: ঘড়ির ক্রিনে বিভিন্ন বন্দুকের মডেল দেখা যাবে আর সেখান থেকে বিশাল বন্দুকের একটি মডেল বাছাই করবে

Action: বিশাল আর স্পেসশিপ এর মধ্যে লড়াই হবে

Action: লড়াই করতে করতে স্পেসশিপ ধ্বংস হয়ে যাবে

Dialogue:

Dialogue:

Dialogue:

Figure 4.2.5.6 : Storyboard.

Name: Lost in the Screen

Spot: Room/outdoor

Page: 7

Sequence: 3

Footage

Scene No: 1

Sequence: 3

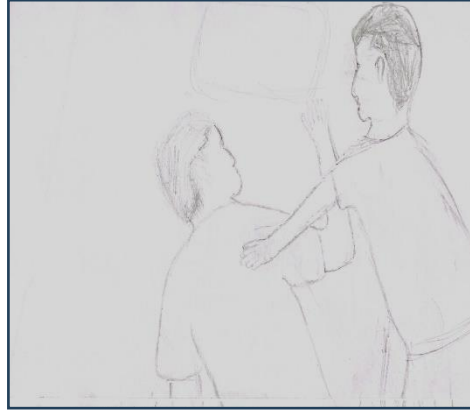
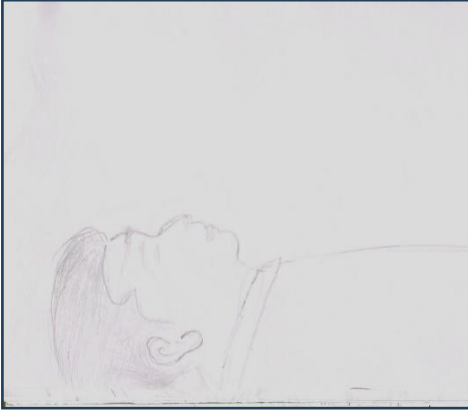
Footage

Scene No: 2

Sequence: 3

Footage

Scene No: 3



Action: লড়াই করতে করতে বিশালও
আঘাত প্রাপ্ত হবে

Action: লড়াই করতে করতে স্পেসশিপ
ধ্বংস হয়ে যাবে আর সাথে বিশালও
আঘাত প্রাপ্ত হবে

Action: Ambulance

Dialogue:

Dialogue:

Dialogue:

Figure 4.2.5.7 : Storyboard.

4.2.6 Characters:

In our short film there are only two characters.

i) Main Character:

Name: Bishal Saha

Age: 24

Character Brief: Here Bishal is a game addicted guy. Whose behaviors towards other is rude.

ii) Other Character:

Name: Ashraf Ali

Age: 24

Character Brief: He is a friend of Bishal. He is well behaved and clam guy.

4.2.7 Dialogues:

In our short film there is not much language. As we are making a Bengali short film. So, our language will be in Bangla. But Bengali language has different types of dialects. But in speaking and literary we use two types of language.

Since in the short film we are showcasing young boys who are students so they will talk in “**Cholito**” language with a mixture of both modern and Dhakaiya language.

4.2.8 Props:

Props helps to create the environment believable and visually shows the effects of the characters life. It helps to add authenticity and visual dept to a short film. As our short film is based on game addiction so we have to show that the character is game addicted. For this computer and mobile is must needed. This is the main props for this film. There are also others props like chair, bed, gun etc.

4.2.9 Location:

For any kinds of film location selection is must. It is one of the parts of pre-production stages. It helps to highlights the depth of the story. To match the environment with the story we have to select the location carefully. In our story we have shoot both in outdoor and indoor. In the indoor shooting we used our personal room but in outdoor shooting we have choose a place where we can shoot our scene perfectly as per script.

4.2.10 Budget:

For creating any short film budget is the key for achieving quality. It gives flexibility to create short film keeping the short film reasonable. So, we should make a list of the useable things which we will use in our shooting. For doing the shooting it's normal we won't have all the equipment from the list. We have to buy many things. And arranging foods for production is also necessary. These expenses are included in the budget. So, making budget in advance is necessary for making short film.

4.2.11 Costumes:

Costumes needs to match with the film settings. It reflects the personality of the characters. For our short film we used comfortable casual cloths as per out scripts.

4.3 Production phase

Production is where all shooting and shooting related works are done. From preparing the set-up, lighting, props and other equipment to Ensure everything is ready for the shoot is under the production phase.

Give direction to actor, Cameraman and co-ordinates with them is also under production phase. Taking all necessary footage as per script and story board.



Figure 4.3.1: Behind the Scene(Indoor).



Figure 4.3.2: Behind the Scene (Indoor).



Figure 4.3.3: Behind the Scene (Indoor).



Figure 4.3.4: Behind the Scene (Outdoor).



Figure 4.3.5: Behind the Scene (Outdoor).

4.4 Post Production:

Post production is the last stage of any film making. It's where everything comes together to make the project look and sound great. Picture editing, sound editing, sound mixing, VFX editing all are included in the post production phase.

Editing, Color Grading & Correction, Visual Effects & Animation, Sound Recording, Script wise Sound Recording, Sound Mixing & Editing, Soundtrack & Music everything is the process of post-production.

4.4.1 Editing:

The editing process is the crucial phase in film making. In this process raw footages are refined.

Footage organizing, Rough cutting, Fine cutting, Sound editing, Color grading all are done step by step.

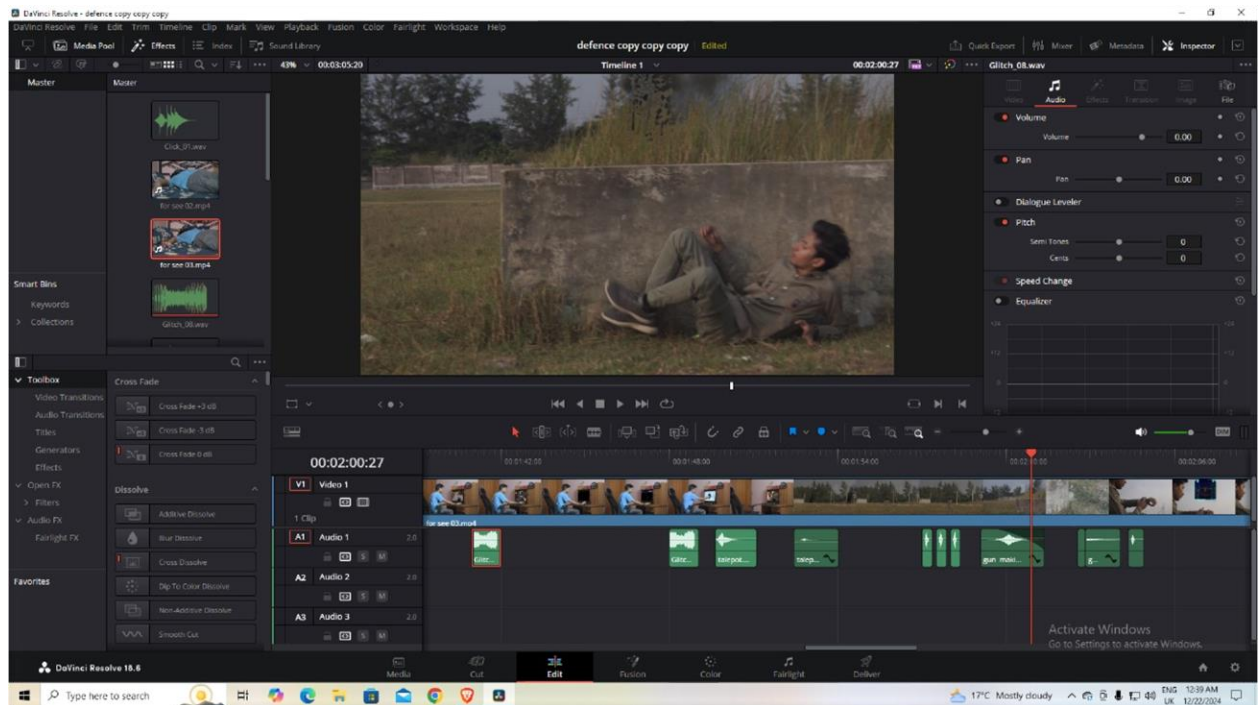


Figure 4.4.1.1: Screenshot of Davinci Resolve Editing.

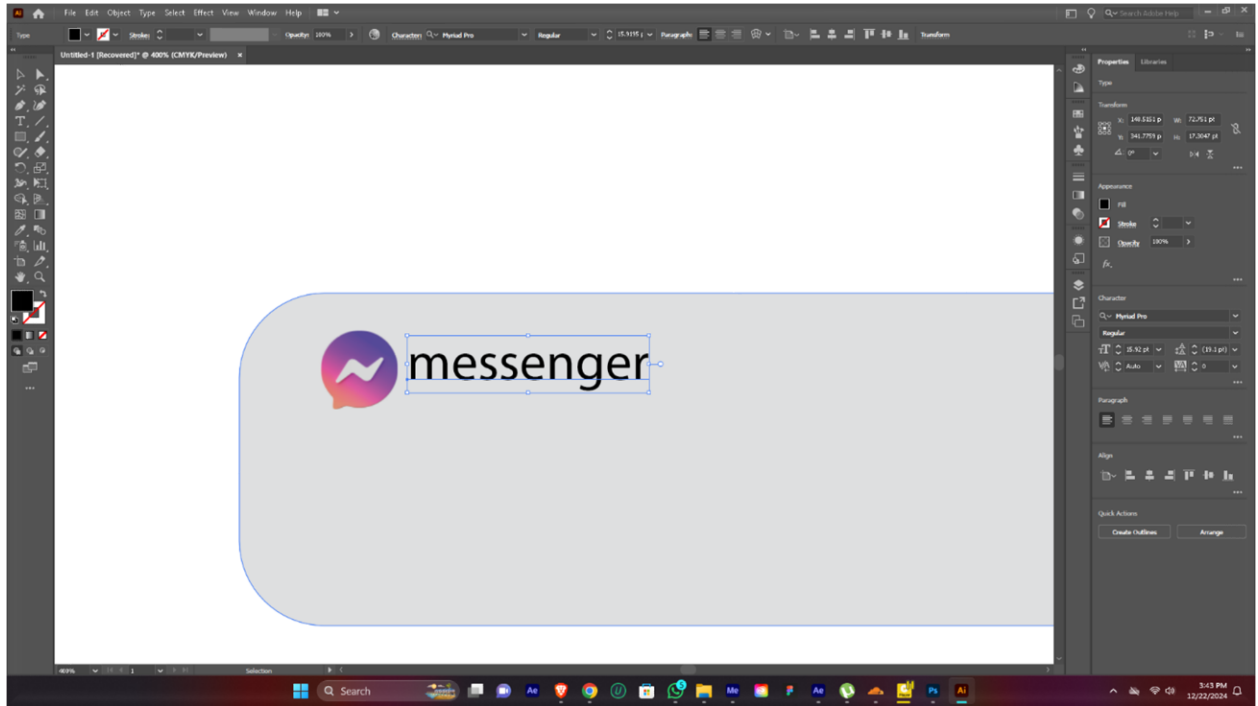


Figure 4.4.1.2: Screenshot of Adobe Illustrator Editing.

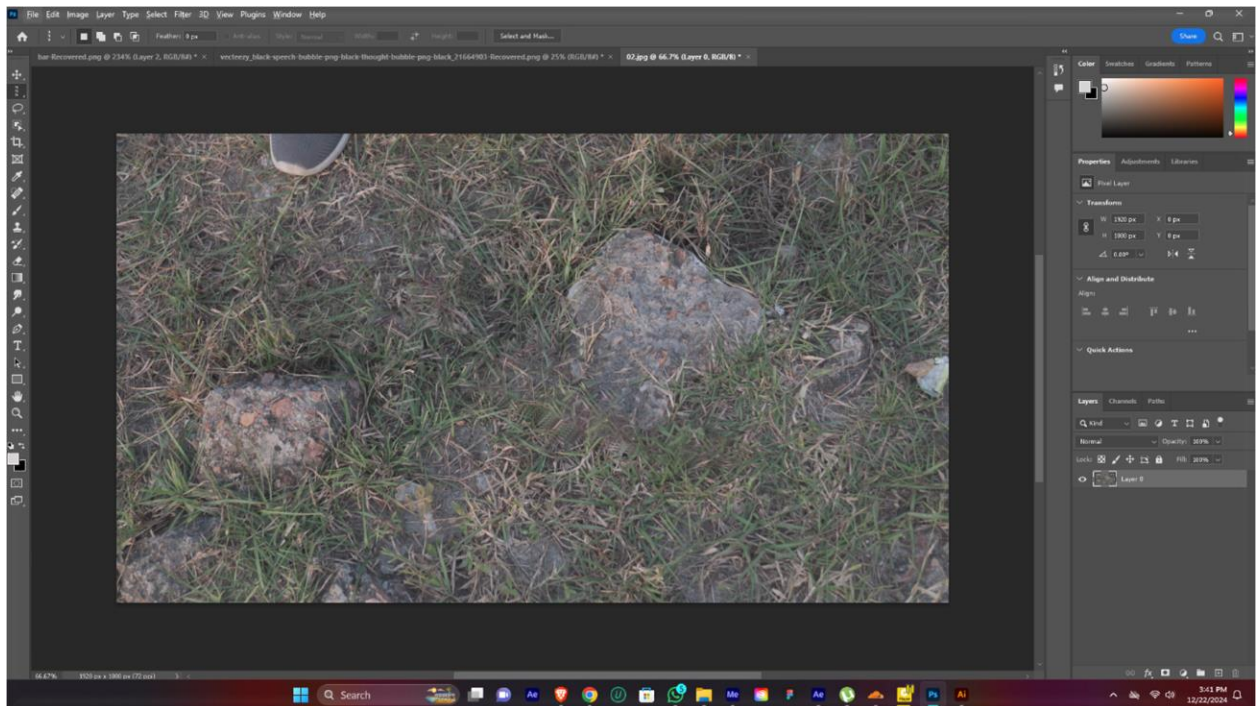


Figure 4.4.1.3: Screenshot of Adobe Photoshop Editing.

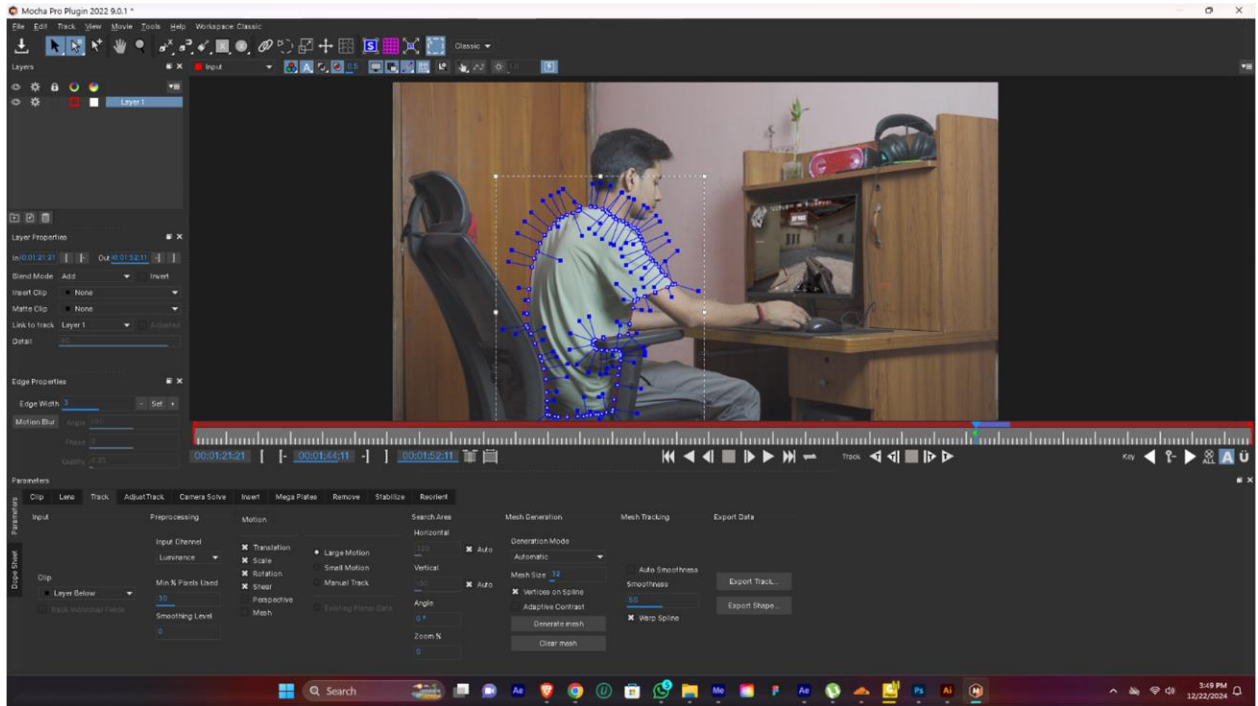


Figure 4.4.1.4: Screenshot of Mocha Pro Editing.

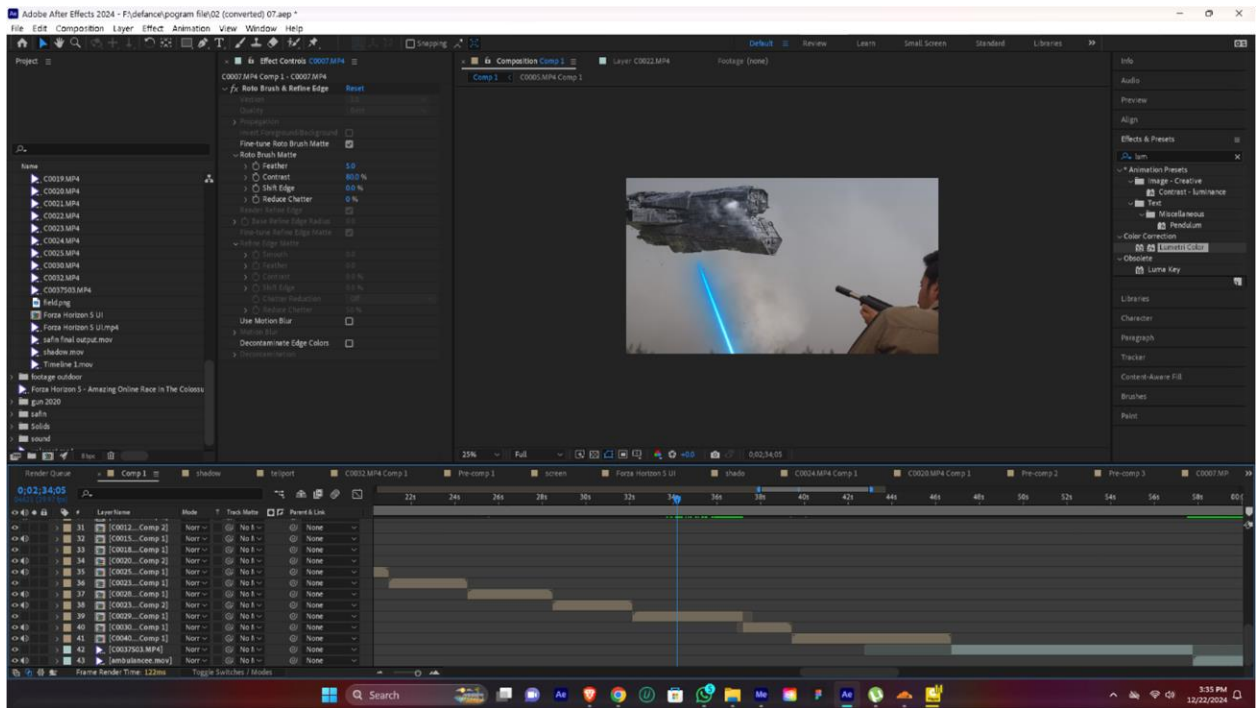


Figure 4.4.1.5: Screenshot of Adobe After Effects Editing.

4.4.2 Used Software:

The software we used to edit the film are -

- Adobe Photoshop,
- Adobe Illustrator,
- Adobe After Effects,
- Adobe Media Encoder,
- DaVinci Resolve.
- Mocha Pro.

4.5 Work distribution

Name	ID	Worked
Mst. Tamanna Yesmin	192 - 40 - 597	Pre - Production
Ashraf Ali	192 - 40 - 602	Post Production
Bishal Saha	192 - 40 - 611	Production

4.6 Course Covered

There are so many courses in our department that we can cover for our final project but we tried to cover -

1. Film Studies & Appreciation,
2. Video Production,
3. Digital Cinematography,
4. Motion Graphics,
5. Audio & Video Streaming,
6. VFX & Matte Painting

Courses through our project.

CHAPTER 5

EXPLANATION OF PROJECT

My final project is an awareness short film which titled is ‘‘LOST IN THE SCREEN’’ submitted by Mst. Tamanna Yesmin (192 – 40 – 597) with my two fellow classmate Ashraf Ali (192 – 40 – 602) and Bishal Saha (192 – 40 – 611). Supervised by our honorable head of the department of MCT and Associate Professor Md. Salah Uddin.

As for doing this project we made a group of three. So, we distributed our works in three sections. In this, I did my work in the pre-production phase. In pre-production phase there are many stages. These stages help to build or generate the film in production phase. The works I did in this project are-

5.1 Idea: As we are group of three so did some brainstorming and reached in the conclusion to make VFX short film. Then our supervisor gave us the idea to make it on game addiction.

5.2 Story: The story making was a difficult part for us to make. First, I gave a story then discussed with my teammate and they gave feedback. Then with the consultation of their we fixed our story. An unresolved story.

ঘড়িতে সময় হবে দুপুর ১টা তখন বিশাল ঘুম থেকে উঠবে। ঘুম থেকে উঠেই সে শুয়ে শুয়ে গেম খেলবে। এরপর শোয়া থেকে উঠে বিছানায় বসে খেলবে। আবার কখনো চেয়ারে বসে খেলবে। এরপর ওকে ওর বন্ধু আশরাফ দরজায় নক করে দুপুরের খাবার খেতে ডাকবে। কিন্তু বিশাল গেম খেলার জন্য খাবার খেতে যাবে না। আর বিশালের বন্ধু চলে যাওয়ার পর বিশাল জোরে দরজা ধাক্কা দিয়ে আটকে দিবে। এরপর গেম হেরে গিয়ে ফোন আছাড় মারবে আর কিছুক্ষন চেয়ারে বসে থাকবে। চেয়ার থেকে উঠে দাঁড়াতেই বিশাল অজ্ঞান হয়ে বিছানায় পড়ে যাবে। এরপর ওর শরীর থেকে ওর আন্তা বের হয়ে গেম খেলার জন্য পিসির সামনে বসবে আর টেলিপোর্ট হয়ে পিসির স্ক্রীনে ঢুকে যাবে। তারপর বিশালকে দেখা যাবে একটা অবাস্তব পরিবেশে। সেখানে যাওয়ার পর ও নিজের দিকে তাকাতেই দেখবে ওর সব ড্রেস চেঞ্জ হয়ে গেছে। এরপর দেখা যাবে আকাশ থেকে গুলি পড়বে আর এইসব অ্যাটাক থেকে নিজেকে বাঁচানোর জন্য বিশাল একটা জায়গায় আশ্রয় নিবে। ওর হাতে একটা ঘড়ি থাকবে ওটা ক্লিক করার পর ভার্সুয়াল স্ক্রীন দেখা যাবে যেখানে অনেক বন্দুক এর মডেল আসবে। বিশাল একটা বন্দুক বাছাই করবে আর সেটা এনিমেশন এর মধ্যে ওর হাতে আসবে। এর পর দেখা যাবে ওর আশ্রয় নেয়া জায়গায়তেও ওর উপর হামলা করছে স্পেসশিপ থেকে। এরপর বিশাল এইসব স্পেসশিপ এর সাথে ফাইট করবে এবং একপর্যায়ে স্পেসশিপ ব্লাস্ট হয়ে যাবে সাথে বিশালও ইনজুরড হবে। এরপর রিভার্সে টেলিপোর্ট হয়ে দেখা যাবে যে বিশাল বেডে শুয়ে আছে। এরপর বিশালের বন্ধু আশরাফ এসে দেখবে বিশাল বেডে শুয়ে আছে আর বিশালকে ডাকবে কিন্তু বিশাল উঠবে না।

Figure 5.1: Screenshot of Story.

5.3 Scripting: As this is our first time to make a film I didn't know how to write a script. Then I read some guidelines in google and wrote the script. Don't know whether I wrote the script of our supervisor's expectation or not. In the script there are total 21 scenes 3 sequences.



Figure 5.2: Screenshot of Script.

5.4 Casting: Casting was not really difficult for us. As this story fully revolve about a boy. So, we used one of our teammates to do this job. As he is a non-actor so it was difficult for him doing the shooting. But he gave his 100% to do this job.

5.5 Storyboard: The storyboard is done based on story. The imagination of story is done through storyboard. So, I tried my best to make the storyboard. Storyboarding is done to visually make each scene.

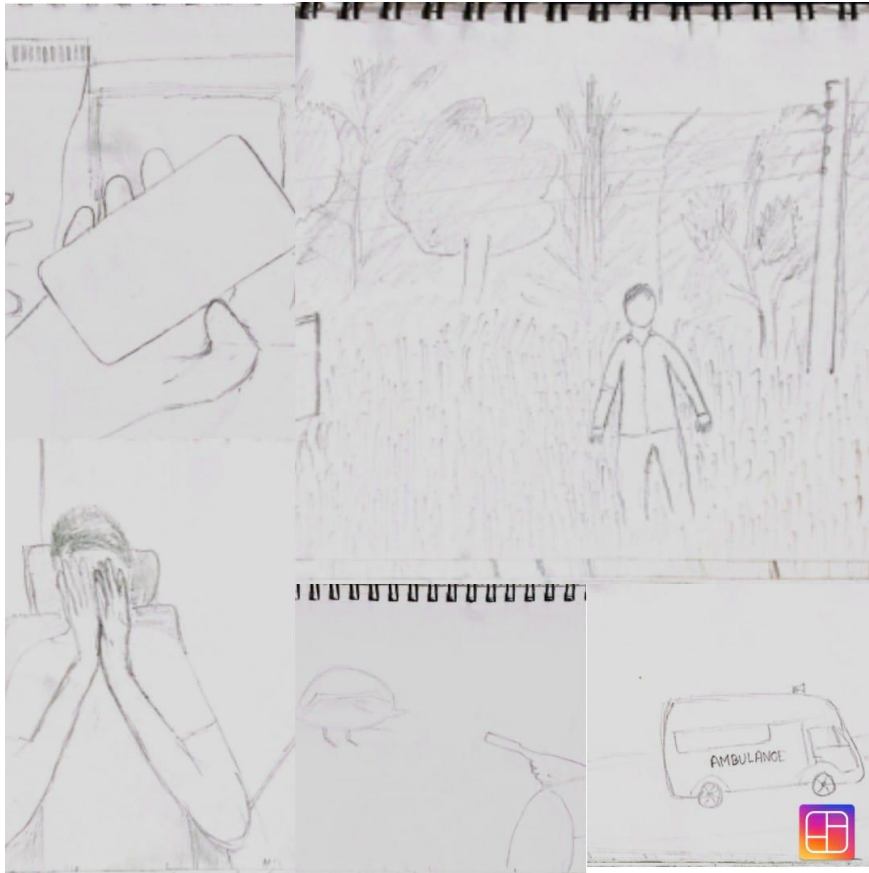


Figure 5.3: Screenshot of Storyboard.

5.6 Location Scouting: As we had only 3 sequences so it was easy for us to fix the location. In 1st sequence and 3rd sequence we shoot our film indoor for this we used our group member room. The 2nd sequence was outdoor. For doing outdoor shoot we needed a ground where there will be no buildings so we did this shooting in near our varsity area.



Figure 5.4: Outdoor Location.

5.7 Voice Over: In the last of our short film there we added two incidents. For making a game addiction short film when we did some background researches we found some real life tragedy that occurred because of game addiction. At first we showed these incidents only in motion. But later our supervisor suggested us to show it with voice. So, I recorded this two incidents in mp4 and my other team member who worked as editor merged it in the last of the film.

5.8 Props: Props are used to align with the characters and setting. As, a prop we used chair, computer, watch, bed, table, gun.



Figure 5.5: Props for shooting.

5.9 Budgeting: Budgeting was a crucial stage for us. But we all group member expenses equally for doing this project. A detailed budget was created for covering all costs for production, equipment, locations, post-production and other. Mainly, funding is secured through investors, producers, or studios. In our project we all three team members funded equally.

5.10 :Assistant Direction: In the film the main direction was given by one of my group member. But when we shoot the outdoor shooting I played the role of his assistant director.



Figure 5.6: Small glimpse of my AD.

The pre-production stage is an essential for ensuring the film's production runs smoothly. By planning every details from casting to location scouting to budgeting the team sets the stage for a successful production.

Form all the above explanation I can say that I played the role of Pre - Production manager in this project. And it is not an easy job to do. I had to make sure all the works done in time with no ups and down. Any wrong was not acceptable for doing this job.

CHAPTER 6

DISCUSSION AND CONCLUSION

Discussion:

‘‘LOST IN THE SCREEN’’ is an awareness short film combination with Visual Effects, Video Production, Motion Graphics.

This story is about a game addicted boy. Here, we will show how game is destroying people physically and mentally.

When gaming takes over our life and affects in our daily life it become game addiction. Mainly game is designed to keep use playing. Some play it to escape from their stress and others problem. They do not want to face their problem thus they play online games and this led them connected with online game.

Because of excessive playing they don't do well in results they do poor performance in their study. They don not give their time to family or friends. They isolate themselves in their room. They don not communicate with others.

As gaming has bad side it also has some good side. It depends on us how we use it. If we play game for fun or as hobby it will be the best use of game. There are many games that teaches us team work, some time it helps us to improve our skills in problem solving.

We can be a responsible if we set times for playing games, parents should focus on their child what are they doing or how many times they are using to play games.

We should play games as hobby for only fun. We should also search other hobbies. And if anyone near us are becoming game addict we should help them to come out from this.

Recognizing the harmfulness of these game countries like India, Nepal, Japan and many other countries have banned PUBG and Free Fire. But despite these discussions and criticism in our Bangladesh these game could not be banned.

If the young generation cannot be freed from this addiction, they may face severe consequences in the future.

Conclusions:

Through this project we wanted to spread about an awareness of game addiction.

This project is the proof that our final year is completed. We made a VFX short film for our final year project. The problem we showed in the film has become a common problem worldwide.

This short film shows how game addiction can harm people's lives, affecting their health and future. It explains how spending too much time gaming can lead to isolation and miss out real life.

This film encourages gamers, families and society to take action by creating balance to play games.

To make this project we have done everything on our capability. We divided our works. Though this project we understand the importance of teamwork. We understand the value of communication. We learn how communication and team co-ordination is importance in doing any group work. A little bit of gap between teammates can destroy the project easily.

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