

DEPARTMENT HANDOUT: DIRECTOR & EXECUTIVE OVERVIEW

PROTOTYPE 9

3 Male (M + M + M) | Genre: Sci-Fi/High-Concept | Runtime: 6 - 9 Mins

OFFICIAL STORY LOGLINE: A desperate inventor unveils Prototype 9, a machine that appears to replay the last ten minutes of memory, only to discover it renders each user's emotional version of reality instead of truth. As an investor sees profit, a son sees pain, and a father sees failure, the family must decide whether to preserve a dangerous lie or destroy it.
DIRECTOR'S DRAMATIC VISION & TONAL CONCEPT: • Visual tone: cold, clinical sci-fi trapped inside a domestic garage-lab; the blue prototype glow should feel seductive but morally unsafe. • Thematic depth: truth versus interpretation, invention versus delusion, and the emotional cost of believing what we want to be true. • Pacing: tight, escalating confrontation with minimal movement, using pauses, glances, and technical reveals as dramatic beats. • Performance style: restrained realism with sharp dialogue; the tension comes from subtext, not melodrama. • Spatial storytelling: the garage-lab should feel cramped, lived-in, and intellectually overloaded—science built inside family fatigue. • Final emotional note: the ending must land as quiet devastation, not triumph; the silence after the machine dies is the real climax.
CAST AT A GLANCE & CHARACTER ARCS: • character: Dr. Pranav Mehta age: 44 look: Lab coat over a casual shirt, tired eyes, ink-stained fingers, grease and solder marks on hands, physically worn but mentally stubborn. dramatic_arc: Begins as a desperate inventor seeking proof and ends as a father who accepts that his creation is not a truth machine but a mirror for human bias. He moves from pride and urgency to devastation, then to moral clarity. • character: Eshan Mehta age: 19 look: Hoodie, wired earbuds, skeptical expression, youthful but guarded posture, always half-detached at first. dramatic_arc: Starts as the cynical son mocking his father's science, then becomes emotionally shaken by the machine's personal replay, and finally emerges as the first person to understand the danger of convenient reality. • character: Ritesh age: 38 look: Polished suit, expensive watch, controlled smile, immaculate investor polish that contrasts with the messy lab. dramatic_arc: Begins as a courteous investor representative, becomes unnerved when the machine exposes conflicting interpretations, then reveals his true appetite for monetizing distortion and convenience.
FESTIVAL & AUDIENCE TARGET: Ideal for Short Film Festivals, Indie Showcases, and YouTube Creator Channels. Focus on tight performances, sound design, and authentic Hinglish dialogue delivery.

DEPARTMENT HANDOUT: ART, WARDROBE & PROP MASTER

1. SET DESIGN & SPATIAL DEPTH PLAN:

The entire set is a compact garage-lab at night, designed as a hybrid of domestic clutter and experimental futurism. The room should feel narrow enough that all three men are forced into each other's emotional space. Use cool fluorescent tubes overhead with visible practical fixtures, slightly uneven spill, and a strong blue source from the prototype on the workbench. The workbench should be crowded with a laptop, soldering iron, memory drive, cables, circuit boards, and small tool trays. Shelves in the background should hold old tools, spare parts, boxes, and tangled wires, creating layered depth and visual noise. Surfaces should be worn: scratched metal, stained wood, dusty plastic bins, and taped labels. The lab should look like a family garage that has been repurposed into a failing startup's last stand. Keep the doorway visible for Eshan's entrance/exit framing, and ensure the workbench is the emotional center of the room.

2. COSTUME & WARDROBE CONTINUITY:

• **character:** Dr. Pranav Mehta | **costume:** Lab coat over a casual shirt, slightly rumpled and practical, with signs of long hours. Shirt should be muted and work-worn, not stylish. | **continuity_notes:** Ink-stained fingers and grease marks must remain visible throughout. Lab coat should stay open and slightly disheveled as his stress rises.

• **character:** Eshan Mehta | **costume:** Hoodie with wired earbuds, casual youthwear that reads skeptical and detached. | **continuity_notes:** Earbuds should be visible at the start and removed by the end. Hoodie should remain consistent and unglamorous, reinforcing his outsider stance.

• **character:** Ritesh | **costume:** Polished suit with an expensive watch, crisp and controlled, signaling investor power and social distance. | **continuity_notes:** Suit must remain immaculate in contrast to the lab's mess. Watch should be visible in key moments as a subtle status marker.

3. HERO PROPS MASTER CHECKLIST (PRACTICAL ON-SET ASSETS):

• **prop:** Prototype 9 device | **details:** A compact prototype on the workbench with a visible blue glow, hand-built and slightly improvised, with a hand sensor and a screen that can display waveform-like activity.

• **prop:** Laptop | **details:** Open on the workbench, used to check battery status, sync, and logs. Screen must visibly show waveform and code lines during the reveal.

• **prop:** Soldering iron | **details:** Hot and active, used in the climax to melt the memory drive. Should be visibly capable of producing a sizzle effect.

• **prop:** Memory drive | **details:** A small component connected to the prototype and later removed and melted. It must be identifiable as the object being destroyed.

• **prop:** Wired earbuds | **details:** Eshan's earbuds should hang from one ear at the start and be removed at the end.

• **prop:** Expensive watch | **details:** Ritesh's watch should be sleek and noticeable, reinforcing his polished investor persona.

4. PRACTICAL SFX & MAKEUP (MUA):

Pranav should have subtle under-eye fatigue, slight facial shine from stress, and grease/ink staining on fingers. Eshan should have natural youthful skin with minimal makeup, but his eyes should visibly moisten during the emotional replay. Ritesh should remain clean and controlled, with makeup only to maintain a polished, composed look; his first visible tension should be expressed through micro-expressions rather than heavy makeup. For lighting reaction, all three actors should catch the blue glow on cheekbones, hands, and eye sockets during prototype activation. Add slight sweat sheen to Pranav as the pressure rises. No heavy SFX required beyond practical glow response and the melted memory drive effect.

ACTOR MASTERCLASS & HINGLISH AUDITION SIDES

STORYDILSE PRODUCTION BIBLE

DEPARTMENT HANDOUT: ACTORS & CASTING DIRECTOR

STANISLAVSKI SUBTEXT & CHARACTER DRIVERS:

- **character:** Dr. Pranav Mehta | **super_objective:** To prove his invention has value and preserve his dignity as both scientist and father. | **subtext:** He is not just defending a machine; he is defending the meaning of his life's work and the hope that his son will finally believe in him.
- **character:** Eshan Mehta | **super_objective:** To protect himself from disappointment while testing whether his father can still be trusted. | **subtext:** His sarcasm is armor; beneath it is a son who wants to believe, but fears being hurt again.
- **character:** Ritesh | **super_objective:** To identify, control, and monetize anything that can be turned into leverage. | **subtext:** His politeness is a weapon; he wants the room to think he is reasonable while he evaluates how to own the future.

CANONICAL HINGLISH AUDITION SIDES (CLIMACTIC SCENE):

RITESH

Nice setup. Thoda... scrapyard, thoda sci-fi.

ESHAN

Matlab exactly papa ki company.

PRANAV

Prototype 9. Last ten minutes of memory replay.

ESHAN

Ya hallucination with LEDs.

RITESH

Interesting.



DEPARTMENT HANDOUT: CINEMATOGRAPHY & SOUND DEPT

1. CINEMATOGRAPHY CONCEPT & LENS PALETTE:

Use intimate, claustrophobic framing with a mix of medium close-ups, over-the-shoulders, and selective insert shots on the device, laptop, and hands. Favor longer takes during dialogue exchanges to preserve tension and allow performances to breathe. The camera should feel observant rather than flashy, with subtle push-ins at emotional turns and controlled handheld only if needed for the reveal and climax. Lenses should favor normal to slightly long focal lengths to compress the cramped space and intensify interpersonal pressure. The prototype glow and laptop screen should be treated as visual anchors, with the camera often orienting around them as the scene's emotional center.

2. 3-TIER LIGHTING SCHEMATIC:

Tier 1: Establishment — cool fluorescent overheads create a flat, clinical base while the prototype emits a strong blue practical glow from the workbench. Tier 2: Activation — when the device powers on, increase the blue intensity and add flicker, screen spill, and sharper contrast on faces and hands to make the room feel electrically unstable. Tier 3: Breakdown — after the memory drive is melted and the device dies, let the blue source collapse, leaving only the fluorescent buzz and a more honest, softer ambient exposure that reveals the room's human texture.

3. SOUND DESIGN & FOLEY ATMOSPHERE:

The room should carry a constant fluorescent buzz and a low electronic hum from the prototype. Add subtle laptop fan noise, cable rustle, hand contact on metal, and the sizzle of soldering iron on the memory drive. During activation, layer a rising device hum with waveform-like tonal pulses. The replay moments should feel slightly isolated, as if the room acoustics narrow around the device. After destruction, strip the sound back to fluorescent buzz, breathing, and the quiet of a dead machine.

4. COLOR GRADING LUT & PALETTE:

Use a cool, steel-blue LUT with restrained saturation and strong cyan highlights from the prototype. Skin tones should remain natural but slightly desaturated to preserve the night-time fatigue. Contrast should rise during the reveal, with deeper shadows and brighter blue spill. In the ending, reduce the blue dominance and allow the fluorescent whites to feel more neutral, signaling the return of human reality over technological seduction.



DEPARTMENT HANDOUT: PRODUCER & LINE MANAGEMENT

TIME	ACTIVITY / SCENE BLOCK	KEY DEPARTMENTS INVOLVED
08:00 - 09:00	Art department dress garage-lab, place shelves, tools, cables, laptop, prototype, and workbench dressing	Art, Props
09:00 - 10:00	Rig fluorescent practicals and prototype blue glow, test flicker and spill	G&E;, Camera
10:00 - 11:00	Block actors at doorway, workbench, and laptop positions; rehearse dialogue beats	Director, Cast, AD
11:00 - 12:30	Shoot dialogue setup and investor confrontation coverage	Camera, Sound
12:30 - 13:30	Shoot memory replay inserts, laptop screen inserts, hand sensor activation, waveform shots	Camera, VFX, Props
13:30 - 14:30	Shoot climax: cable disconnect, memory drive melt, device death, final silence	Camera, G&E;, Props, Sound

LOCATION HACK & BUDGET SAVING TIPS:

Use a single real garage or compact workshop and dress it heavily instead of building a set. Practical fluorescent tubes and one programmable blue LED source can create the entire sci-fi look. Shoot the memory replay as laptop-screen inserts and reflected light rather than full VFX-heavy visuals. Keep the prototype mostly off-camera except for key inserts, glow, and hand interaction. Use sound design to sell the device hum and activation. For the melted memory drive, use a safe prop duplicate for the close-up and a separate heat-safe version for the soldering effect. Limit company branding and avoid extra cast or extras to keep the scene focused and affordable.

• **Mandatory Licensing:** Completely free for student/commercial production with on-screen credit: 'Story & Screenplay by Story Dil Se (storydilse.in)'.

