

DEPARTMENT HANDOUT: DIRECTOR & EXECUTIVE OVERVIEW

BOARD MEETING

3 Male (M + M + M) | Genre: Mystery/Crime | Runtime: 6 - 9 Mins

OFFICIAL STORY LOGLINE: A late-night board meeting in a glass-walled office turns into a psychological trap when financial discrepancies reveal a fake identity, a dead founder, and a legal advisor who has quietly authored the entire fraud. As the numbers shift on screen, the real threat in the room is not the missing money, but the man who drafted the system.
DIRECTOR'S DRAMATIC VISION & TONAL CONCEPT: • Cold, clinical, high-pressure tone: the conference room should feel like an operating theater, with every object exposed under harsh white light. • Mystery should unfold through behavior, not action: micro-reactions, pauses, eye-lines, and the physical handling of documents and devices drive suspense. • Pacing should be controlled and escalating: start with stillness, move into suspicion, then reveal the trap with minimal movement and maximum verbal impact. • Visual theme: identity, paperwork, and corporate power as instruments of violence. • The city outside should feel alive but irrelevant, a glittering contrast to the dead, sealed room inside. • Final reveal should land with quiet dread, not melodrama; the calmest character becomes the most dangerous.
CAST AT A GLANCE & CHARACTER ARCS: • character: Amit age: 43 look: Tailored suit, exhausted eyes, controlled smile that gradually cracks; polished executive presence under visible strain. dramatic_arc: Begins as the apparent authority figure trying to maintain control, then becomes defensive and destabilized as the identity fraud closes in on him. • character: Javed age: 39 look: Thin tie, precise posture, calculating gaze; CFO energy with a tightly managed exterior that slips into alarm. dramatic_arc: Starts as the skeptical numbers man, shifts into accusation, then reveals he has been maintaining the fraud rather than creating it. • character: Rohan age: 35 look: Glasses, calm demeanor, notebook always in hand; understated legal advisor with surgical precision in speech and movement. dramatic_arc: Appears to be the mediator and analyst, then emerges as the architect of the fake identity and the true mastermind in the room.
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:

A sleek corporate conference room with a polished central table that reflects the overhead cold white light like a surgical surface. Glass walls should reveal a glittering night skyline, creating a sense of exposure and isolation at once. The room must feel expensive but emotionally sterile: minimal decor, clean lines, hard surfaces, and no warmth in the materials. The laptop should sit at the center like a control device, with financial reports spread in a slightly chaotic but readable pattern. The projector remote should be placed visibly on the table like evidence. The conference phone should remain untouched until the final reveal, when it is moved to the center as a symbolic act of control. Spatial layering should emphasize distance despite proximity: characters separated by the table, reflections in glass, and the city beyond as a silent witness.

2. COSTUME & WARDROBE CONTINUITY:

- **Amit:** Tailored suit in a dark corporate tone, crisp shirt, executive polish with signs of fatigue in the fit and wear. Continuity note: his controlled appearance should gradually look more strained as the scene progresses, but no costume change.
- **Javed:** Formal office wear with a thin tie and precise, restrained styling. Continuity note: posture is part of the wardrobe language; as his composure slips, the tie and shoulders should visually feel less controlled.
- **Rohan:** Professional legal attire with glasses and a notebook always present. Continuity note: his look remains calm and consistent throughout, reinforcing his role as the most composed person in the room.

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

- **prop:** Laptop | **details:** Centered on the table, glowing screen with financial reports that visibly shift during the scene.
- **prop:** Financial reports | **details:** Printed sheets spread across the polished table, used for comparison and visual suspicion.
- **prop:** Projector remote | **details:** Placed like evidence on the table; later handled with frustration and force.
- **prop:** Conference phone | **details:** Untouched for most of the scene, then slowly picked up and placed in the center of the table by Javed and later by Rohan as a power move.
- **prop:** Notebook | **details:** Rohan's key prop; neat columns, signatures, transfer logs, and death certificate scans inside.
- **prop:** Glasses | **details:** Rohan adjusts and later removes them for the reveal moment.

4. PRACTICAL SFX & MAKEUP (MUA):

Keep makeup realistic and restrained, with subtle under-eye fatigue on Amit and Javed to reflect the late hour. Add light forehead sheen and slight facial oil to suggest stress under cold white lighting. Javed's face should visibly drain during the reveal, requiring a pale reaction beat. Rohan should remain comparatively composed, with minimal makeup changes except a faint reflective sheen on glasses and skin to catch the harsh light. No heavy SFX required; the tension comes from performance and lighting reaction. If desired, add slight redness around eyes and lips for all three to suggest prolonged stress and lack of sleep.

ACTOR MASTERCLASS & HINGLISH AUDITION SIDES

STORYDILSE PRODUCTION BIBLE

DEPARTMENT HANDOUT: ACTORS & CASTING DIRECTOR

STANISLAVSKI SUBTEXT & CHARACTER DRIVERS:

- **character:** Amit | **super_objective:** To preserve authority and avoid being exposed as the face of a fraudulent structure. | **subtext:** I need this room to believe I am still in control, even if I am already losing it.
- **character:** Javed | **super_objective:** To prove he is not the originator of the fraud while protecting himself from blame. | **subtext:** I know the system is dirty, but I need everyone to understand I was only maintaining it.
- **character:** Rohan | **super_objective:** To reveal the truth only when it is too late for anyone else to escape his design. | **subtext:** I have already won; now I am simply letting the room understand how.

CANONICAL HINGLISH AUDITION SIDES (CLIMACTIC SCENE):

AMIT

Ye number... abhi yahan tha.

JAVED

(Dryly.)

Aur ab yahan nahi hai. Interesting. Accounting bhi ghost story ban gayi hai kya?

ROHAN

(Calmly, writing.)

Pehle panicking band karo. Phir dekhte hain data kya bolta hai.

AMIT

What the hell?

JAVED

(Leaning in.)

Main hi pooch raha hoon. Main CFO hoon, magician nahi.



DEPARTMENT HANDOUT: CINEMATOGRAPHY & SOUND DEPT**1. CINEMATOGRAPHY CONCEPT & LENS PALETTE:**

Use restrained, precision-based coverage with a clinical feel: mostly medium close-ups, tight singles, and slow push-ins that intensify as the truth emerges. Favor longer lenses for compression and paranoia, making the glass walls and table feel like they are closing in. The camera should move sparingly at first, then become subtly more assertive with slow dolly-ins and slight reframing as Rohan gains control. Avoid flashy movement; the suspense comes from the audience noticing who is still calm while everyone else destabilizes.

2. 3-TIER LIGHTING SCHEMATIC:

Tier 1: Establishing cold white overhead practicals that flatten the room and create an operating-theater feel. Tier 2: Controlled screen and laptop glow to motivate facial highlights and reflections on glasses, reports, and the polished table. Tier 3: Subtle city-light spill through the glass walls as a cool blue-gray background layer, increasing contrast and isolation. As the reveal progresses, allow the projector flicker and screen shifts to create brief instability in the lighting rhythm, while keeping the overall palette sterile and unforgiving.

3. SOUND DESIGN & FOLEY ATMOSPHERE:

Room tone should be almost unnaturally quiet, with faint HVAC hum, soft laptop fan noise, and the occasional paper rustle amplified in the mix. Foley should emphasize small corporate sounds: page flips, pen taps, remote clicks, phone pickup, chair micro-scrapes, and the subtle clack of glasses adjustment. The city outside should remain distant and muffled, like a separate world. Silence is a key sound element; pauses should feel expensive and dangerous.

4. COLOR GRADING LUT & PALETTE:

Use a cool, desaturated LUT with strong whites, steel blues, and muted blacks. Skin tones should remain slightly pale under the cold lighting, with minimal warmth. The polished table should carry sharp specular highlights, and the city lights outside should appear jewel-like but distant. Increase contrast gradually as the reveal unfolds, keeping the room visually sterile and emotionally severe.



DEPARTMENT HANDOUT: PRODUCER & LINE MANAGEMENT

TIME	ACTIVITY / SCENE BLOCK	KEY DEPARTMENTS INVOLVED
08:00 - 09:30	Load-in, art dressing, table polish, prop placement	Art, Props, Production
09:30 - 11:00	Rig cold white overhead lighting and screen glow tests	G&E,, Camera
11:00 - 12:00	Blocking rehearsal with actors around table and phone placement	Director, Cast, AD
12:00 - 13:30	Shoot wide master and dialogue coverage	Camera, Sound, Script
13:30 - 15:00	Shoot close-ups, reveal beats, notebook insert shots, screen inserts	Camera, Props, Continuity
15:00 - 16:00	Pickup shots, flicker effect, final phone-center composition	Camera, G&E,, Director

LOCATION HACK & BUDGET SAVING TIPS:

Use one real conference room dressed minimally to avoid location costs. Rely on practical overheads and a single motivated screen source instead of complex lighting setups. Shoot the shifting numbers as simple screen inserts or practical playback rather than VFX-heavy composites. Keep wardrobe corporate and sourced from actors' own closets with continuity notes. Use a polished table and glass walls as production value; they do most of the visual work. Limit props to the laptop, reports, notebook, remote, and phone. Build suspense through performance, framing, and sound rather than expensive set dressing.

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

