

DEPARTMENT HANDOUT: DIRECTOR & EXECUTIVE OVERVIEW

THE QUIET CAR

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

OFFICIAL STORY LOGLINE: Ek nearly khaali futuristic train compartment mein teen aadmi tab phans jaate hain jab tunnel ke andar jaakar poori awaaz gayab ho jaati hai. Jo pehle ek bizarre malfunction lagta hai, woh dheere-dheere ek high-stakes human decision test ban jaata hai jahan Captain Arvind ko decide karna hota hai ki train aage badhe ya nahi.
DIRECTOR'S DRAMATIC VISION & TONAL CONCEPT: • Visual tone: cold, clinical sci-fi realism with a claustrophobic human-pressure-cooker feel. • Thematic depth: silence as a moral vacuum; duty vs doubt; authority under invisible surveillance. • Pacing: slow-burn setup, sudden sensory rupture in the tunnel, then escalating tension through visual communication and reveals. • Camera language: restrained, observational framing that tightens as the characters lose certainty. • Emotional arc: from mundane commute to existential test, ending on a dry, unsettling reveal rather than melodrama.
CAST AT A GLANCE & CHARACTER ARCS: • character_name: Captain Arvind age: 46 look: Uniform cap, lined face, alert but weary eyes, engineer authority with fatigue in the body. dramatic_arc: Starts as the most composed and operationally responsible presence, then becomes visibly shaken when the silence reveals a hidden test. Ends as a man forced to choose between protocol, human safety, and trust. • character_name: Nilesh age: 33 look: Office bag, earphones around neck, stressed expression, commuter exhaustion written all over him. dramatic_arc: Begins as a defeated, anxious passenger who assumes disaster immediately. His panic turns into dark comic relief through notebook exchanges, then into moral outrage when he realizes he was part of a prototype test. • character_name: Omar age: 39 look: Reflective vest, grease-smudged hands, maintenance flashlight, calm eyes, practical technician energy. dramatic_arc: He is the calm observer who reads the environment before the others do. He shifts from quiet problem-solver to the one who identifies the simulation, then becomes the voice of system-level pragmatism.
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 single futuristic train compartment at night, built to feel metallic, narrow, and acoustically sealed. Cool fluorescent strip lights run overhead with a slightly sterile hospital-like cast. The walls, seat bases, door frames, and control panel should all have brushed metal textures with subtle vibration visible in loose fixtures and reflective surfaces. Windows must allow streaked station lights and tunnel darkness to pass across the compartment in moving bands. The space should feel nearly empty, with enough practical detail to suggest a prototype carriage: hidden indicator light under the panel, maintenance plaque under the seat, emergency brake lever, route display, side compartment for notebook access, and door seals that can be inspected. Spatial layers should emphasize foreground control panel, midground seated/standing actors, and background windows/doorway for the reveal at the end.
2. COSTUME & WARDROBE CONTINUITY: • character_name: Captain Arvind costume_details: Uniform cap, engineer/rail authority attire, practical and slightly worn from long duty. continuity_notes: Cap stays on through the silence sequence; his look must remain controlled but increasingly strained. • character_name: Nilesh costume_details: Office commuter clothing with an office bag and earphones around the neck. continuity_notes: Earphones begin around the neck and are handled during panic; bag remains his constant commuter anchor. • character_name: Omar costume_details: Reflective vest over workwear, grease-smudged hands, maintenance-ready practical clothing. continuity_notes: Vest must be visible enough for the laminated card reveal; grease smudges should remain consistent.
3. HERO PROPS MASTER CHECKLIST (PRACTICAL ON-SET ASSETS): • prop: Train keys visual_details: Held tightly by Arvind near the climax; should read as operational authority. • prop: Emergency brake lever visual_details: Central dramatic prop; physically pulled at the climax. • prop: Notebook visual_details: Used for silent communication; must clearly show handwritten Hindi/Hinglish inserts. • prop: Maintenance flashlight visual_details: Carried by Omar; used to inspect walls, floor, door frame, seat base, and plaque. • prop: Hidden indicator light visual_details: Tiny, non-standard light under the panel; should feel suspicious and prototype-specific. • prop: Maintenance plaque visual_details: Under-seat plaque reading exactly: "QUIET CAR PROTOTYPE / DISASTER RESPONSE SIMULATION" • prop: Laminated card visual_details: Falls from Omar's vest; front reads exactly: "CAPTAIN ARVIND - FINAL DECISION AUTHORITY" and back reads exactly: "If silence persists after tunnel exit, decide whether the train proceeds." • prop: Phone visual_details: Nilesh taps it at the start; should feel like a commuter habit rather than a plot device.
4. PRACTICAL SFX & MAKEUP (MUA): Keep makeup grounded and realistic. Arvind should have tired under-eyes, slight forehead sheen, and a controlled but stressed facial tension that deepens after the card reveal. Nilesh should look increasingly pale and panicked, with subtle sweat at the temples and upper lip once silence hits. Omar should remain comparatively composed, with practical grime on hands and a calm, unflustered face. SFX needs are minimal: no injury makeup, but strong performance-based distress, breath control, and lighting-reactive skin sheen under cool fluorescents. Add slight sweat and tension on necks and brows to support the claustrophobic pressure.

ACTOR MASTERCLASS & HINGLISH AUDITION SIDES

STORYDILSE PRODUCTION BIBLE

DEPARTMENT HANDOUT: ACTORS & CASTING DIRECTOR

STANISLAVSKI SUBTEXT & CHARACTER DRIVERS:

- **character_name:** Captain Arvind | **super_objective:** To protect the train and make the correct human decision under impossible conditions. | **subtext:** He is terrified of being wrong, because his authority is being tested in front of two strangers and an unseen system.
- **character_name:** Nilesh | **super_objective:** To survive the situation and regain control over a reality that has suddenly become absurd. | **subtext:** His panic masks a deeper fear that ordinary people have no power when systems fail.
- **character_name:** Omar | **super_objective:** To diagnose the truth of the system and respond with practical clarity. | **subtext:** He already suspects this is a test; his calmness is not detachment but disciplined observation.

CANONICAL HINGLISH AUDITION SIDES (CLIMACTIC SCENE):

ARVIND

((confused, looking around))

Kya...?

NILESH

((trying to shout))

Arre! Arre! Sun raha hai koi?

NILESH

((half-shouting, helpless))

Main bol raha hoon ya mime kar raha hoon?

ARVIND

((writing fast))

AWAAZ KYUN GAYAB HAI?

NILESH

((writing underneath))

KYA HUM DEAD HAIN?



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

Use restrained, intimate framing with a documentary-like realism inside the carriage. Start with wider compositions that establish the empty compartment and the three men in separate zones, then progressively move into tighter close-ups and insert shots as silence becomes psychological pressure. Favor 35mm and 50mm equivalents for natural perspective, with occasional 85mm close-ups for emotional isolation. Camera movement should be minimal and deliberate: gentle handheld or stabilized drift during normality, then locked-off tension once the silence hits, punctuated by precise inserts of the notebook, plaque, card, lever, and indicator light.

2. 3-TIER LIGHTING SCHEMATIC:

- 1) Establishment: cool fluorescent top-light as the base, with passing station light streaks creating moving bands across faces and metal surfaces.
- 2) Silence/tunnel phase: reduce perceived ambient fill, deepen shadows, and let the compartment feel more sealed and clinical; keep faces readable with hard, cold overhead practicals.
- 3) Reveal/climax: introduce flicker and violent light response when the brake is pulled, then restore stronger practical illumination as sound returns and the doors open to the brighter platform environment.

3. SOUND DESIGN & FOLEY ATMOSPHERE:

The opening should carry a low futuristic train hum, subtle metal vibration, and faint carriage resonance. When the train enters the tunnel, the sound must cut to total silence with an unnerving vacuum effect, making breath and body movement feel almost audible by implication. After the brake pull, bring back a violent mechanical groan, metallic screech, distant station announcement, air rush, and outside human voices. The acoustic profile should emphasize the contrast between enclosed hush and sudden external reality.

4. COLOR GRADING LUT & PALETTE:

Use a cool, desaturated sci-fi LUT with cyan-white fluorescent highlights and steel-gray midtones. Skin tones should remain slightly drained but not dead, preserving human warmth against the cold environment. Increase contrast subtly during the tunnel silence to make the compartment feel more oppressive. At the climax, allow flicker and brighter practical whites to spike briefly, then settle into a more neutral platform light when the doors open.



DEPARTMENT HANDOUT: PRODUCER & LINE MANAGEMENT

TIME	ACTIVITY / SCENE BLOCK	KEY DEPARTMENTS INVOLVED
08:00 - 09:00	Load-in, art dressing, prop placement, wardrobe prep	Art, Wardrobe, Props
09:00 - 10:30	Block actors and mark camera positions inside compartment	Director, Camera, AD
10:30 - 12:00	Rig fluorescent practicals and window light streak effects	G&E,, Camera, Art
12:00 - 13:30	Shoot normality setup and tunnel silence sequence	Camera, Sound, Cast
13:30 - 15:00	Shoot notebook inserts, plaque reveal, card reveal	Camera, Props, Script Supervisor
15:00 - 16:30	Shoot climax brake pull, flicker, and door-open reveal	Camera, G&E,, Sound, Cast

LOCATION HACK & BUDGET SAVING TIPS:

Keep the entire film inside one practical compartment set or a dressed train coach corner. Use real fluorescent tubes or LED battens with dimming/flicker control instead of expensive VFX. Create passing station light streaks with moving slashes of light through windows using a simple gobo or moving source. The silence effect is free if the sound mix is disciplined, so spend on post sound design rather than visual spectacle. Use one hero notebook, one hero card, and one plaque insert with clean close-up framing to sell the twist. Keep the cast small and the blocking precise to minimize coverage needs.

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

