

DEPARTMENT HANDOUT: DIRECTOR & EXECUTIVE OVERVIEW

THE WAITING BENCH

2 Male + 1 Female (M + M + F) | Genre: Horror/Supernatural | Runtime: 6 - 9 Mins

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| <p><b>OFFICIAL STORY LOGLINE:</b></p> <p>2 baje raat ek nearly empty hospital waiting room mein ek rain-soaked aurat baar-baar ek hi naam poochti hai—Arjun kahan hai? Jaise-jaise Dr. Aditya aur Ramesh purani files aur aadhi-sachchaiyon ko kholte hain, room ka intezaar ek supernatural witness mein badal jaata hai.</p>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           |
| <p><b>DIRECTOR'S DRAMATIC VISION &amp; TONAL CONCEPT:</b></p> <ul style="list-style-type: none"><li>• Visual tone: cold, sterile, claustrophobic horror with fluorescent buzz, hard shadows, and minimal warmth.</li><li>• Thematic depth: grief, institutional neglect, and the idea that unresolved waiting can outlive death.</li><li>• Pacing: slow-burn tension with repetitive dialogue escalation, then a sharp reveal and a final freeze of dread.</li><li>• Performance style: restrained realism from Aditya and Ramesh; Pallavi should feel unnervingly still, almost ritualistic.</li><li>• Camera language: mostly locked or gently creeping frames to trap the audience in the room's emotional stasis.</li><li>• Supernatural treatment: subtle, never flashy—flicker, silhouette, and absence are the scares.</li></ul>                                                                                                                                                                                                                                                                                                                                                                                                                  |
| <p><b>CAST AT A GLANCE &amp; CHARACTER ARCS:</b></p> <ul style="list-style-type: none"><li>• <b>character:</b> Dr. Aditya   <b>age:</b> 42   <b>look:</b> Wrinkled scrubs, loose hospital ID badge, exhausted face, irritated posture, hands always occupied with files.   <b>dramatic_arc:</b> Begins as skeptical and dismissive, then becomes unsettled by the register, and finally is forced into silence by the possibility that the room contains a truth he helped bury.</li><li>• <b>character:</b> Ramesh   <b>age:</b> 50   <b>look:</b> Thin build, night ward attendant, carrying a thermos and heavy bunch of keys, watchful eyes, careful movements.   <b>dramatic_arc:</b> Starts cautious and evasive, reveals he knows more than he admits, and ends burdened by guilt, as if he has been carrying this room's secret for a year.</li><li>• <b>character:</b> Pallavi   <b>age:</b> 34   <b>look:</b> Rain-soaked sari clinging to her body, pale face, still posture, unsettlingly calm, eyes that do not blink.   <b>dramatic_arc:</b> Appears as a grieving woman repeating one question, but gradually reveals herself as something unresolved and possibly beyond ordinary life, anchored to the bench and the waiting.</li></ul> |
| <p><b>FESTIVAL &amp; AUDIENCE TARGET:</b> Ideal for Short Film Festivals, Indie Showcases, and YouTube Creator Channels. Focus on tight performances, sound design, and authentic Hinglish dialogue delivery.</p>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |

DEPARTMENT HANDOUT: ART, WARDROBE & PROP MASTER

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| <div><div>1. SET DESIGN &amp; SPATIAL DEPTH PLAN:</div><div>A nearly empty hospital waiting room at 2 a.m. with cold fluorescent tubes overhead and a flickering corridor spill from outside the room. The space should feel functional but abandoned: one waiting bench centered as the emotional anchor, a water dispenser in the corner with a dull plastic sheen, file racks with old registers and loose papers, and a thermos resting on a side surface or floor near Ramesh. Surfaces should be slightly worn, institutional, and easy to clean—off-white walls, scuffed floor tiles, metal rack edges, and a faint reflective gloss that catches the flicker. Spatial layering should emphasize distance and emptiness: foreground bench, midground file rack and chair, background corridor glow. The room must feel too large for the three people inside it, with negative space used as a threat.</div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                             |
| <div><div>2. COSTUME &amp; WARDROBE CONTINUITY:</div><div><div><div>• <b>character:</b> Dr. Aditya   <b>costume:</b> Wrinkled scrubs in muted hospital tones, loose ID badge hanging visibly, practical shoes, sleeves slightly rumpled from a long shift.   <b>continuity_notes:</b> Should remain visibly tired and slightly disheveled throughout; no wardrobe change. Sweat and fatigue can increase subtly as tension rises.</div><div>• <b>character:</b> Ramesh   <b>costume:</b> Night ward attendant attire, functional and plain, with a heavy bunch of keys and a thermos as part of his carried look.   <b>continuity_notes:</b> Keep him neat but worn from duty. His body language should make the keys and thermos feel like extensions of his role.</div><div>• <b>character:</b> Pallavi   <b>costume:</b> Rain-soaked sari clinging to her frame, pale and slightly translucent under fluorescent light, with no visible accessories that distract from her stillness.   <b>continuity_notes:</b> Her wet look should be consistent at entry; later she appears strangely dry under the fluorescent light despite the dripping sari. Maintain the uncanny contradiction.</div></div></div></div>                                                                                                                                                    |
| <div><div>3. HERO PROPS MASTER CHECKLIST (PRACTICAL ON-SET ASSETS):</div><div><div>• <b>prop:</b> Hospital files   <b>visual_details:</b> Stack of worn paper files carried by Dr. Aditya, slightly bent edges, practical and cluttered.</div><div>• <b>prop:</b> File rack   <b>visual_details:</b> Metal rack holding old registers and drawers that can be opened for the casualty register reveal.</div><div>• <b>prop:</b> Water dispenser   <b>visual_details:</b> Corner unit with a dull plastic body and a visible hum; Pallavi stares at it but never uses it.</div><div>• <b>prop:</b> Thermos   <b>visual_details:</b> Carried by Ramesh, set down uneasily, then picked up again near the end.</div><div>• <b>prop:</b> Keys bunch   <b>visual_details:</b> Heavy bunch of keys in Ramesh's hand, used to reinforce his watchful, custodial presence.</div><div>• <b>prop:</b> Casualty register   <b>visual_details:</b> Old year-old register pulled from drawers; contains the Arjun Mehra entry and must look aged, official, and dusty.</div><div>• <b>prop:</b> Hospital token   <b>visual_details:</b> Small token found near the bench, clearly marked 'ARJUN' in the insert shot.</div><div>• <b>prop:</b> Hospital ID badge   <b>visual_details:</b> Loose badge hanging from Aditya, visible enough for Pallavi to look at.</div></div></div> |
| <div><div>4. PRACTICAL SFX &amp; MAKEUP (MUA):</div><div>Aditya: under-eye fatigue, slight forehead sheen, stress buildup as the reveal lands. Ramesh: subtle sweat at temples, pallor and tension in the face when the register is opened, a drained look by the end. Pallavi: pale complexion, minimal movement in facial muscles, wet-hair and rain effects at entry, with the uncanny note that her sari drips while she appears strangely dry under fluorescent light. No heavy gore; horror comes from stillness, eye behavior, and lighting reactions.</div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             |

## ACTOR MASTERCLASS &amp; HINGLISH AUDITION SIDES

## STORYDILSE PRODUCTION BIBLE

## DEPARTMENT HANDOUT: ACTORS &amp; CASTING DIRECTOR

## STANISLAVSKI SUBTEXT &amp; CHARACTER DRIVERS:

- **character:** Dr. Aditya | **super\_objective:** To maintain control over the situation and preserve his professional certainty. | **subtext:** If I can label this as a routine problem, I do not have to face what happened here a year ago.
- **character:** Ramesh | **super\_objective:** To keep the secret contained while surviving the guilt of knowing too much. | **subtext:** I have been carrying this room's truth for too long, and now it is finally opening.
- **character:** Pallavi | **super\_objective:** To find Arjun, or force the living to acknowledge the waiting that never ended. | **subtext:** You all know what happened, and I am not leaving until the question is answered.

## CANONICAL HINGLISH AUDITION SIDES (CLIMACTIC SCENE):

## PALLAVI

*(slowly turns her head)*  
Arjun kahan hai?

## DR. ADITYA

*(dry)*  
Madam, yeh hospital hai ya aapka ringtone?

## RAMESH

*(low)*  
Sir, woh page mat kholo.

## DR. ADITYA

*(quiet, shaken)*  
Companion ka naam...

## PALLAVI

*(softly)*  
Uska tha.



## DEPARTMENT HANDOUT: CINEMATOGRAPHY & SOUND DEPT

### 1. CINEMATOGRAPHY CONCEPT & LENS PALETTE:

Use restrained, suspenseful framing: mostly medium shots, over-the-shoulders, and tight close-ups for the register reveal and eye-line reactions. Lenses should favor normal to slightly long focal lengths to compress the room and isolate faces against negative space. Camera movement philosophy: minimal and deliberate—slow push-ins only when the truth surfaces, otherwise locked-off frames that let the silence become oppressive. The bench should often be centered or slightly off-center as a visual anchor, with corridor flicker used as a natural cue for supernatural interruption.

### 2. 3-TIER LIGHTING SCHEMATIC:

- **tier:** Base | **description:** Cold fluorescent overhead practicals as the room's constant source, with a sterile white-green cast.
- **tier:** Accent | **description:** Corridor flicker as an intermittent secondary source, used to create unease, silhouette doubling, and momentary contrast.
- **tier:** Climax | **description:** A brief flare from the corridor light and slightly deepened shadow control around the bench and file rack, then a return to flat coldness for the final freeze.

### 3. SOUND DESIGN & FOLEY ATMOSPHERE:

- Fluorescent buzz as the dominant room texture
- Low water dispenser hum
- Paper rustle and file drawer scrape
- Key jingle from Ramesh
- Thermos cap click and metal touch sounds
- Subtle corridor electrical flicker crackle
- Expanded room tone during pauses to emphasize emptiness
- Final silence under the last repeated question, with the buzz remaining

### 4. COLOR GRADING LUT & PALETTE:

- **lut\_style:** Cold institutional LUT with desaturated highlights and a slight green-blue cast
- **tonal\_contrasts:** Hard white overheads against deep blue-gray shadows
- **palette\_notes:** Off-white walls, pale skin tones, muted scrubs, dull metal racks, and the wet sheen of Pallavi's sari should all sit within a sterile, low-saturation palette

DEPARTMENT HANDOUT: PRODUCER & LINE MANAGEMENT

| TIME          | ACTIVITY / SCENE BLOCK                              | KEY DEPARTMENTS INVOLVED  |
|---------------|-----------------------------------------------------|---------------------------|
| 08:00 - 09:00 | Load-in, art dressing, prop placement               | Art, Props, Production    |
| 09:00 - 10:30 | Lighting rig and fluorescent practical tests        | Camera, Gaffer, Electric  |
| 10:30 - 11:30 | Blocking with actors and eyeline rehearsal          | Director, Cast, Camera    |
| 11:30 - 13:30 | Shoot dialogue escalation and register reveal       | Camera, Sound, Cast       |
| 13:30 - 14:30 | Shoot climax, token insert, flicker silhouette beat | Camera, Gaffer, Cast      |
| 14:30 - 15:00 | Pickups, inserts, room tone, wrap                   | Sound, Camera, Production |

**LOCATION HACK & BUDGET SAVING TIPS:**  
Use one real hospital waiting room or a dressed corridor corner to avoid building multiple sets. Practical fluorescent tubes and one flicker unit can carry the entire mood. Keep the cast count to three and stage most tension through performance and sound rather than effects. The casualty register and token can be simple printed props aged with tea-staining and dust. For the silhouette double, use a quick lighting flare and a second body position rather than VFX. Shoot the room tone and fluorescent buzz cleanly on location to save post-production time.

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

