

DEPARTMENT HANDOUT: DIRECTOR & EXECUTIVE OVERVIEW

BROTHER'S SIGNAL

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

OFFICIAL STORY LOGLINE: Ek claustrophobic police interrogation room mein ek witness ki seemingly inconsistent testimony do inspectors ke beech chhupi family-loyalty aur evidence tampering ko expose kar deti hai. Murder se zyada dangerous yeh hai ki sach ko kisne aur kyun manipulate kiya.
DIRECTOR'S DRAMATIC VISION & TONAL CONCEPT: • Visual tone: claustrophobic, noir-leaning, harsh overhead light, deep shadows, minimal color, maximum psychological pressure. • Thematic depth: truth vs loyalty, evidence vs emotion, and the idea that crime can begin before murder—through silence, omission, and tampering. • Pacing: slow-burn interrogation with sharp verbal spikes; tension should escalate through micro-reactions, pauses, and reversals rather than physical action. • Performance style: restrained, intelligent, with subtext-heavy exchanges; the room should feel like a pressure cooker where every line is a test. • Camera language: static dominance with subtle push-ins and reaction holds to trap the audience inside the room and inside each character's suspicion.
CAST AT A GLANCE & CHARACTER ARCS: • character: Inspector Dev age: 41 look: Plain clothes, intense eyes, controlled posture, notepad and pen always in hand. dramatic_arc: Begins as the measured interrogator, then becomes the one who recognizes the deeper betrayal. His arc moves from procedural control to moral clarity when he realizes the crime is tied to family loyalty and evidence tampering. • character: Inspector Kabir age: 37 look: Neat beard, skeptical expression, radio belt clipped, physically present but emotionally guarded. dramatic_arc: Starts as the sharp, challenging second inspector who questions everything, but gradually reveals panic and guilt when the evidence envelope exposes his involvement. His arc collapses from authority into exposure. • character: Sana age: 30 look: Simple salwar suit, shaken yet sharp, cracked phone held like a lifeline. dramatic_arc: Appears to be a nervous witness, but is actually the test-maker. She controls the room by feeding selective truths, forcing the inspectors to reveal who reacts first and who is hiding what.
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 small, claustrophobic police interrogation room built to feel airless and oppressive. The metal table should be cold, slightly scratched, and reflective enough to catch harsh light in fragments. One ceiling fan hangs centrally, slow-moving, with visible dust on the blades to suggest neglect and long hours. The overhead light should be practical and unforgiving, creating deep eye sockets and hard facial shadows. Walls should be plain, slightly worn, with muted institutional paint and minimal decor. Spatial layering must emphasize distance and tension: Dev seated on one side, Kabir standing on the other, Sana centered but psychologically in control. The room should feel too small for the truth it contains.
2. COSTUME & WARDROBE CONTINUITY: • Inspector Dev: Plain clothes in muted tones, no flashy texture, practical and understated. Wardrobe should support his controlled, procedural presence. Keep continuity clean and unchanging to emphasize his stability under pressure. • Inspector Kabir: Plain police-appropriate attire with a radio belt clipped visibly. Neat beard and crisp grooming should contrast with the unraveling tension. Clothing should remain structured, but his body language will carry the stress. • Sana: Simple salwar suit in subdued color, modest and unremarkable at first glance. The cracked phone becomes her visual anchor. Wardrobe should allow her to appear vulnerable while still reading as observant and sharp.
3. HERO PROPS MASTER CHECKLIST (PRACTICAL ON-SET ASSETS): • prop: Metal table details: Cold, institutional, slightly scratched surface that catches overhead light in hard reflections. • prop: Ceiling fan details: Slowly rotating, visibly present in frame, with a tired, dusty feel. • prop: Harsh overhead light details: Practical source that creates deep shadows and severe facial contrast. • prop: Notepad details: Used by Dev; pages should be visibly handled, flipped, and noted upon. • prop: Pen details: Dev taps and grips it tightly; it becomes a stress indicator. • prop: Radio belt details: Clipped to Kabir, with a working radio that can crackle and be muted. • prop: Cracked phone details: Sana's phone with visible screen damage; later reveals a hidden micro-SD chip under the cracked back. • prop: Evidence envelope details: Case-file envelope brought by Dev; contains a blood-stained cloth and a keychain. • prop: Blood-stained cloth details: Small, visibly stained item inside the envelope, used as evidence of tampering. • prop: Keychain details: Identified by Dev as Kabir's car keychain; must be visually distinct enough to read as personal. • prop: Micro-SD chip details: Hidden under the cracked phone back/tape, revealed as backup recording evidence.
4. PRACTICAL SFX & MAKEUP (MUA): Keep makeup naturalistic and performance-led. Dev should have minimal sheen, with slight under-eye fatigue from a late-night interrogation. Kabir should have controlled grooming but allow a subtle sweat line or temple shine as guilt rises. Sana should look shaken but not melodramatic: slight under-eye stress, dry lips, and a faint pallor from tension. As the scene escalates, introduce subtle sweat on upper lip and forehead for all three, especially under the harsh overhead light. No heavy SFX required; the realism comes from lighting reaction, skin shine, and micro-expressions.

ACTOR MASTERCLASS & HINGLISH AUDITION SIDES

STORYDILSE PRODUCTION BIBLE

DEPARTMENT HANDOUT: ACTORS & CASTING DIRECTOR

STANISLAVSKI SUBTEXT & CHARACTER DRIVERS:

- **character:** Inspector Dev | **super_objective:** To uncover the truth without losing moral authority. | **subtext:** He suspects the room is hiding more than the witness says, and he must determine whether Kabir is compromised before the case is irreparably damaged.
- **character:** Inspector Kabir | **super_objective:** To protect the brother and preserve the lie long enough to survive it. | **subtext:** Every question is a threat because the evidence may connect him to tampering; he must appear skeptical and in control while panic grows underneath.
- **character:** Sana | **super_objective:** To force the truth to reveal itself by making the men expose their reactions. | **subtext:** She is not merely a witness; she is measuring guilt, testing loyalty, and waiting for the first crack in the facade.

CANONICAL HINGLISH AUDITION SIDES (CLIMACTIC SCENE):

SANA

((dry))

Imagination hoti toh main yahan nahi hoti, Sir.

SANA

Face... reflection mein tha. Par jo dikha, woh saamne wala nahi tha.

SANA

"Recording band karo."

SANA

Main bhi jhooth nahi bol rahi. Main test kar rahi thi.

DEV

Yeh keychain... Kabir, tumhari gaadi ki hai.



DEPARTMENT HANDOUT: CINEMATOGRAPHY & SOUND DEPT

1. CINEMATOGRAPHY CONCEPT & LENS PALETTE:

Use a restrained, interrogation-driven camera grammar: mostly locked-off frames, slow push-ins, and selective reaction close-ups. Favor 50mm to 85mm equivalents for compressed tension and shallow depth of field, with occasional wider framing to emphasize the room's claustrophobia. Keep movement minimal and purposeful; the camera should feel like a silent fourth interrogator. Framing should constantly triangulate power: Dev seated, Kabir standing, Sana centered. Let pauses breathe so the audience can read guilt in micro-expressions.

2. 3-TIER LIGHTING SCHEMATIC:

- 1) Base layer: harsh overhead practical as the dominant source, creating deep eye shadows and a stark institutional feel.
- 2) Character emphasis layer: subtle negative fill on the sides to deepen facial contrast, with controlled bounce only when a key reveal needs to be readable.
- 3) Escalation layer: slightly increase contrast and let the overhead feel even more oppressive by the end, making the room colder and the shadows heavier as the truth surfaces.

3. SOUND DESIGN & FOLEY ATMOSPHERE:

The room tone should be tight, dry, and intimate, with the ceiling fan's slow rotation as the primary ambient texture. Foley should emphasize pen taps, paper flips, the soft scrape of the metal table, Kabir's radio crackle, and the tiny plastic click of the phone and envelope. Silence must be used aggressively after key lines, especially after the reflection reveal and the keychain exposure. The acoustic profile should feel enclosed, with no sense of outside world except the radio burst.

4. COLOR GRADING LUT & PALETTE:

Use a desaturated, cool-toned LUT with muted greens, grays, and steel-blue shadows. Skin tones should remain natural but slightly drained under the overhead light. Contrast should be strong, with crushed blacks in the corners and a hard highlight roll-off on the table and faces. The palette should feel institutional and emotionally cold, with only the phone screen and radio indicators offering tiny points of visual life.



DEPARTMENT HANDOUT: PRODUCER & LINE MANAGEMENT

TIME	ACTIVITY / SCENE BLOCK	KEY DEPARTMENTS INVOLVED
08:00 - 09:00	Load-in, set dressing, and prop placement	Art, Props, Camera
09:00 - 10:30	Rig overhead practical and shape negative fill	G&E,, Camera
10:30 - 11:30	Blocking with actors and eyeline calibration	Director, Camera, AD
11:30 - 13:00	Shoot dialogue coverage and reaction close-ups	Camera, Sound, Script
13:00 - 13:30	Shoot reveal inserts: envelope, keychain, micro-SD chip	Camera, Props, Art
13:30 - 14:00	Pickup shots and room tone recording	Camera, Sound

LOCATION HACK & BUDGET SAVING TIPS:

Use a single practical overhead light and shape the room with negative fill instead of expensive lighting setups. Shoot the entire scene in one controlled location with minimal art dressing. The cracked phone, envelope, keychain, and radio are the only hero props needed, so prioritize their visual clarity. Keep the ceiling fan real if possible; its motion adds production value cheaply. Use tight framing to hide set limitations and make the room feel larger through sound and performance rather than construction.

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

