

DEPARTMENT HANDOUT: DIRECTOR & EXECUTIVE OVERVIEW

THE CLIENT IN CABIN 3

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

OFFICIAL STORY LOGLINE: Cabin 3 mein ek missing-person complaint aur blackmail suspicion ke beech Inspector Dev ko do contradictory stories milti hain, lekin har clue yeh dikhata hai ki room khud ek staged trap hai. Jaise-jaise sach khulta hai, victim, witness, aur accomplice ki pehchaan ulat-ti jaati hai, aur asli mastermind sabse kam suspect nikli.
DIRECTOR'S DRAMATIC VISION & TONAL CONCEPT: • Visual tone: sterile, claustrophobic, corporate-noir tension with half-drawn blinds, hard slashes of afternoon light, and a clinical office texture. • Thematic depth: truth as performance; every character is both narrator and suspect, and the room itself becomes evidence. • Pacing: tight, dialogue-driven escalation with micro-pauses, silence beats, and sudden reversals rather than action-heavy movement. • Camera language: observational at first, then increasingly suspicious—subtle push-ins, detail inserts, and reveal-driven reframing. • Emotional arc: from procedural confidence to epistemic collapse, ending on a chilling realization that the inspector was the intended target of the narrative.
CAST AT A GLANCE & CHARACTER ARCS: • character: Inspector Dev age: 41 look: Plainclothes inspector, clipped moustache, notebook in hand, controlled posture, alert eyes, understated authority. dramatic_arc: Enters as a calm investigator, becomes a skeptic of the room itself, and ends as the manipulated 'client' who realizes he has been fed a false story. • character: Kavya age: 33 look: Tailored blazer, composed smile, unreadable eyes, polished corporate-lawyer presence, precise gestures. dramatic_arc: Initially appears as the confident lawyer with answers, then reveals herself as a forced accomplice and witness caught inside Maya's setup. • character: Maya age: 36 look: Elegant but exhausted, bruised wrist half-hidden, rigid seated posture, controlled voice that can crack into menace. dramatic_arc: Starts as the tired client-like figure, then gradually reveals herself as the orchestrator of the staged narrative and the true mastermind.
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:

Compact office cabin with a compressed, high-pressure layout: desk centered slightly off-axis, blinds half-drawn to create slatted light bands across faces and paperwork, a desktop lamp with a deliberately adjustable angle, a glass partition that reflects and distorts movement, and a visible AC unit whose low hum becomes part of the tension. Surfaces should feel sterile but lived-in: matte desk finish, slightly smudged glass, paper edges with handling wear, and a coffee mug placed as a visual red herring. Spatial layering should allow foreground desk objects, midground seated characters, and background partition reflections to all compete for attention. The cabin must feel too small for the amount of deception happening inside it.

2. COSTUME & WARDROBE CONTINUITY:

• **Inspector Dev:** Plainclothes investigative wear in muted tones, practical shirt and trousers, no flashy accessories. Notebook should be easy to access. Wardrobe continuity: sleeves and collar should remain consistent through the scene to preserve procedural realism.

• **Kavya:** Tailored blazer with clean corporate lines, polished and structured silhouette, neutral palette. The blazer lining must be practical enough to conceal a tiny recorder. Continuity note: blazer should remain crisp even under pressure, reinforcing her controlled exterior.

• **Maya:** Elegant businesswear with subtle signs of fatigue. Sleeves should allow the bruised wrist to be partially hidden at first and then revealed. Continuity note: bruised wrist must remain visible by the reveal, with no wardrobe change that would obscure the handcuff-like mark.

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

• **prop:** Notebook | **details:** Inspector Dev's working notebook, used for notes and the hidden transfer slip reveal. Must look used, compact, and believable as an active case notebook.

• **prop:** Desk lamp | **details:** Desktop lamp with adjustable angle; its placement and reflection are key to the staged-shadow clue. Warm yellow light, slightly harsh on paper surfaces.

• **prop:** Case file | **details:** A file with pages that appear cut-paste and not original. Must be visibly manipulated when Dev flips through it.

• **prop:** Contract papers | **details:** Loose papers on the desk, central to the forged-contract accusation and later tapped by Maya as part of the reveal.

• **prop:** Coffee mug | **details:** Plain office mug with a lipstick mark that functions as a false clue. Must be positioned to catch light clearly.

• **prop:** Pen | **details:** Pen in Kavya's hand, later identified as Maya's pen. Must be simple, office-appropriate, and easy to track visually.

• **prop:** Tiny recorder | **details:** Small recorder clipped inside Kavya's blazer lining. Must be discreet but readable enough for the reveal when Dev pulls it out.

• **prop:** Hidden transfer slip | **details:** A small slip hidden inside Dev's notebook, bearing the department seal. Must be inserted so it can fall out naturally on opening.

4. PRACTICAL SFX & MAKEUP (MUA):

Naturalistic corporate makeup with escalating distress details. Dev should remain mostly clean and controlled, with slight under-eye fatigue only. Kavya should have polished makeup that stays intact, reinforcing composure. Maya needs subtle exhaustion: softened under-eyes, slightly flattened lipstick, and a bruised wrist makeup effect that reads as restraint rather than random injury. The wrist bruise should be designed to catch the desk lamp flicker in the final beat, resembling a handcuff mark. Skin should react to the warm lamp and cool AC contrast with mild sheen, especially on temples and hands.

ACTOR MASTERCLASS & HINGLISH AUDITION SIDES

STORYDILSE PRODUCTION BIBLE

DEPARTMENT HANDOUT: ACTORS & CASTING DIRECTOR

STANISLAVSKI SUBTEXT & CHARACTER DRIVERS:

- **Inspector Dev:** {'super_objective': 'To identify the truth before the room can control the narrative.', 'subtext': 'He is not just solving a case; he is trying to determine whether his own perception can be trusted.'}
- **Kavya:** {'super_objective': 'To survive the room by controlling what Dev believes.', 'subtext': 'Every calm answer is a defensive move; her composure is a shield against exposure.'}
- **Maya:** {'super_objective': 'To redirect suspicion away from herself and complete the staged trap.', 'subtext': 'Her exhaustion is partly real, partly performed; every pause is a calculated beat in a larger plan.'}

CANONICAL HINGLISH AUDITION SIDES (CLIMACTIC SCENE):

DEV
((dry))
 Aur aap dono? Office ki decoration?

KAVYA
 Simple cases hi dangerous hote hain, Inspector.

MAYA
 Agar sach bolne diya jaye toh.

DEV
 Toh shuru karte hain. Missing kaun hai?

KAVYA
 Arvind Mehra.



DEPARTMENT HANDOUT: CINEMATOGRAPHY & SOUND DEPT

1. CINEMATOGRAPHY CONCEPT & LENS PALETTE:

Use intimate 35mm and 50mm coverage for dialogue tension, with occasional 85mm close-ups for emotional fractures and clue reveals. Framing should begin with balanced two-shots and medium singles, then progressively isolate characters with tighter close-ups and over-the-shoulder suspicion angles. Camera movement philosophy: minimal but purposeful—slow push-ins on contradictions, static holds during silence, and precise insert shots for lamp, fingerprints, mug, recorder, and hidden slip. The camera should feel like a quiet fourth investigator in the room.

2. 3-TIER LIGHTING SCHEMATIC:

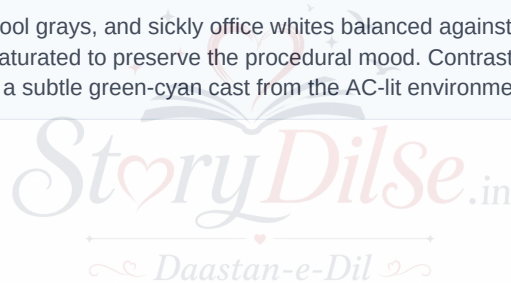
- 1) Opening: afternoon slashes through half-drawn blinds, creating hard linear shadows across the desk and faces; lamp adds a warm practical pool on files.
- 2) Investigation beat: slightly cooler fill from the glass partition side, preserving the sterile office feel while allowing detail on hands, papers, and facial reactions.
- 3) Reveal beat: lamp flicker and stronger contrast between warm desk light and cool ambient AC tone; final wrist reveal should be isolated by a controlled highlight so the handcuff-like bruise reads clearly.

3. SOUND DESIGN & FOLEY ATMOSPHERE:

Dominant AC low hum throughout, used as a tension bed that grows perceptibly louder by the end. Foley should emphasize paper flips, pen taps, recorder click, notebook snap, and the soft shift of clothing when characters turn or stand. Room tone must feel enclosed and slightly metallic due to the glass partition. Silence beats are crucial—especially after the question about the missing phone and before the reveal lines.

4. COLOR GRADING LUT & PALETTE:

Corporate-noir grade with muted neutrals, cool grays, and sickly office whites balanced against the warm amber of the desk lamp. Skin tones should remain natural but slightly desaturated to preserve the procedural mood. Contrast should rise gradually through the scene, with deeper shadows in the final reveal and a subtle green-cyan cast from the AC-lit environment.



DEPARTMENT HANDOUT: PRODUCER & LINE MANAGEMENT

TIME	ACTIVITY / SCENE BLOCK	KEY DEPARTMENTS INVOLVED
08:00 - 09:00	Set dressing, prop placement, and continuity photo pass	Art, Props, Script Supervisor
09:00 - 10:00	Lighting rig for blinds slash, lamp practical, and glass reflection control	Camera, Gaffer, Grip
10:00 - 10:45	Wardrobe, makeup, and bruise continuity check	Wardrobe, Makeup, SFX
10:45 - 12:30	Block dialogue scene and rehearse reveal beats	Director, Cast, Camera
12:30 - 14:00	Shoot master and medium coverage	Camera, Sound, Script Supervisor
14:00 - 15:30	Shoot inserts: lamp, fingerprints, mug, recorder, notebook slip	Camera, Props, Art
15:30 - 16:30	Shoot final reveal and cut-to-black ending	Camera, Lighting, Cast

LOCATION HACK & BUDGET SAVING TIPS:

Use one compact office location and motivate all tension through blocking, lens choice, and practical light changes. Keep the desk lamp as the primary hero practical and use blinds for free patterning instead of expensive set dressing. Shoot inserts in the same setup to avoid relighting. The glass partition can be achieved with a real pane or acrylic sheet with controlled reflections. For the bruise reveal, use makeup rather than VFX. Keep wardrobe minimal and character-specific so continuity is easy and reshoots are cheap. Record clean room tone and AC hum separately for sound flexibility in post.

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

