

DEPARTMENT HANDOUT: DIRECTOR & EXECUTIVE OVERVIEW

NO VACANCY FOR SECRETS

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

OFFICIAL STORY LOGLINE: Ek raat ke baad purane hotel reception par aaya Pranav apni booking ke liye check-in karta hai, lekin register, reflections, aur hallway ke footsteps use us guilt ke saamne le aate hain jisse woh bhaag raha tha. Jaise-jaise sach khulta hai, hotel ek supernatural waiting room ban jaata hai jahan secrets ke liye no vacancy hai.
DIRECTOR'S DRAMATIC VISION & TONAL CONCEPT: • Visual tone: damp, decayed, dreamlike horror with amber-vs-green fluorescent contrast. • Thematic depth: guilt, denial, unfinished business, and the idea that truth is a room you cannot avoid forever. • Pacing: slow-burn escalation with repeated dialogue motifs, then a sharp reveal-driven climax. • Camera language: mostly locked, observational frames that become increasingly unstable as reality fractures. • Performance style: restrained, underplayed fear; supernatural dread should feel bureaucratic and inevitable, not loud. • Atmosphere: the hotel should feel like it has been waiting longer than the characters have been alive.
CAST AT A GLANCE & CHARACTER ARCS: • character: Pranav age: 33 look: Rumpled shirt, jittery smile, tired eyes, suitcase in hand; a man trying to look practical while quietly unraveling. dramatic_arc: Starts as a frustrated late-night guest demanding a room, then becomes confused, defensive, and finally shattered when he realizes he has returned to the site of his buried guilt. • character: Nandita age: 48 look: Immaculate navy suit, precise posture, unreadable face, controlled stillness; she feels like the hotel's authority made flesh. dramatic_arc: Begins as a cold, procedural manager, then reveals herself as a gatekeeper of truth who knows more than she says and delivers the final judgment. • character: Jaya age: 30 look: Pale, haunted stare, night receptionist posture, almost translucent under desk lamp light; minimal movement, mechanical precision. dramatic_arc: Starts as a repetitive, script-like presence, then cracks emotionally at the climax to reveal she was part of Pranav's unresolved past.
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:

The reception must feel small, outdated, and slightly oppressive. Build a compact check-in desk with worn laminate, scuffed edges, and a dusty surface that catches amber lamp light. Place a brass bell prominently near the register book so it becomes a visual and sonic trigger. The register book should look old, heavy, and overused, with visible page thickness and aged paper texture. The wall clock should be large enough to read but slightly too high, emphasizing time pressure; its ticking becomes a story device. The hallway must narrow quickly into darkness, with practical black void beyond the threshold. Add subtle dampness on the floor near the desk and a faint stain under the counter to suggest old, unresolved damage. Fluorescent tubes should be visible overhead, buzzing and uneven, while the desk lamp creates a warm pool that isolates the characters from the rest of the room. The suitcase should sit on the floor as a grounded, ordinary object that later becomes a reveal container. Surfaces should feel dusty, slightly sticky, and neglected, with layered textures of old wood, brass, faded paint, and tired upholstery.

2. COSTUME & WARDROBE CONTINUITY:

- **Pranav:** Rumpled shirt, travel-worn and slightly sweaty by the end of the scene; neutral, everyday colors that make him read as an ordinary late-night traveler. Continuity should preserve increasing distress: collar loosened, shirt creased, body language more disheveled as fear rises.
- **Nandita:** Immaculate navy suit with crisp lines and minimal accessories; wardrobe must remain perfectly controlled throughout. No visible disorder, no softness in silhouette, reinforcing her authority and inhuman composure.
- **Jaya:** Night receptionist look with muted, understated clothing that blends into the desk area; pale under fluorescent and amber light. Continuity should emphasize her stillness and ghostly presence rather than fashion detail.

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

- **prop:** Brass bell | **details:** Small, polished but aged brass bell on the desk; must ring sharply and visually catch amber highlights.
- **prop:** Register book | **details:** Old, thick ledger with visible handwritten entries; must clearly show Pranav's name multiple times and the final STAYED entry.
- **prop:** Room key | **details:** Metal key or key tag marked 404; should feel cold in hand and be visually legible in close-up.
- **prop:** Suitcase | **details:** Dusty, worn travel suitcase that opens to reveal the newspaper clipping and blood-stained hotel key card.
- **prop:** Phone | **details:** Pranav's mobile with low battery warning and dead signal; must be readable enough to establish his failed attempt to verify booking.
- **prop:** Newspaper clipping | **details:** Soggy, old clipping inside the suitcase; visibly damaged and tied to the accident memory.
- **prop:** Blood-stained hotel key card | **details:** Old key card with visible staining; should feel like a recovered, incriminating object from the past.

4. PRACTICAL SFX & MAKEUP (MUA):

Pranav should start with mild travel fatigue, then progress to visible sweat, pallor, and tension around the eyes and mouth. Nandita needs controlled, almost makeup-perfect skin with no visible distress, though lighting should carve her features sharply. Jaya requires pale foundation, subtle under-eye shadowing, and a translucent, drained look under the desk lamp. For the climax, add slight flicker-reactive shine and shadowing to heighten the supernatural effect. No heavy gore is required; the blood-stained key card is enough. The overall makeup approach should support unease through realism and light response rather than overt monster effects.

ACTOR MASTERCLASS & HINGLISH AUDITION SIDES

STORYDILSE PRODUCTION BIBLE

DEPARTMENT HANDOUT: ACTORS & CASTING DIRECTOR

STANISLAVSKI SUBTEXT & CHARACTER DRIVERS:

- **Pranav:** {'super_objective': 'To get through the night and escape the truth he has been avoiding.', 'subtext': 'He is not really asking for a room; he is asking for permission to keep denying what happened.'}
- **Nandita:** {'super_objective': 'To force Pranav to confront the truth and accept the rules of the hotel.', 'subtext': 'She already knows his story and is guiding him toward confession without wasting words.'}
- **Jaya:** {'super_objective': 'To make Pranav remember her and the night he abandoned the truth.', 'subtext': 'Her repetition is not mechanical alone; it is the residue of being trapped in the same unresolved moment.'}

CANONICAL HINGLISH AUDITION SIDES (CLIMACTIC SCENE):

NANDITA

Room available nahi hai.

JAYA

Aap already check-in kar chuke hain.

PRANAV

Yeh mera sign nahi hai.

NANDITA

Hotel mein bahut cheezein first time hoti hain. Yeh unmein se nahi.

JAYA

Aap already check-in kar chuke hain.



DEPARTMENT HANDOUT: CINEMATOGRAPHY & SOUND DEPT

1. CINEMATOGRAPHY CONCEPT & LENS PALETTE:

Use restrained, symmetrical framing to make the reception feel like a trap. Favor 35mm and 50mm lenses for natural perspective in the room, with occasional tighter 85mm close-ups for emotional collapse and reflection details. Keep the camera mostly static or with very slow creeping pushes, so the audience feels the room closing in. Use inserts for the register, key, bell, and reflections. Movement should become slightly more unstable only after the supernatural evidence intensifies, preserving the sense that the hotel itself is the active force.

2. 3-TIER LIGHTING SCHEMATIC:

- 1) Opening: mixed practicals with buzzing fluorescent overheads and a warm amber desk lamp pool; keep the hallway underexposed and unreadable.
- 2) Mid-scene escalation: reduce ambient fill, deepen shadows, and let the lamp carve faces while the fluorescent tubes feel harsher and more sickly.
- 3) Climax: introduce subtle flicker on the practicals, allow reflections to disappear in glass, and let the hallway black deepen into a near-abstract void while the desk remains the only readable island.

3. SOUND DESIGN & FOLEY ATMOSPHERE:

The sound bed should include constant fluorescent buzz, faint rain outside, and a dry, intimate room tone that makes every pause feel exposed. The brass bell must ring with a sharp metallic decay. Footsteps from the hallway should be soft, distant, and then unnervingly close without showing a source. The wall clock tick should become prominent, then stop, then restart at the end. The register page turns, suitcase latch, and key pickup should be crisp Foley details. Silence should be used as a threat, especially after the bell and during reflection reveals.

4. COLOR GRADING LUT & PALETTE:

Use a desaturated, low-contrast horror LUT with warm amber highlights and sickly green-cyan fluorescent shadows. Skin tones should stay slightly drained, with Pranav's face becoming cooler as panic rises. The hallway blacks should be deep and velvety, while brass and lamp light retain a haunted golden sheen. Overall palette: faded navy, dirty beige, oxidized brass, amber, and shadow green.



DEPARTMENT HANDOUT: PRODUCER & LINE MANAGEMENT

TIME	ACTIVITY / SCENE BLOCK	KEY DEPARTMENTS INVOLVED
08:00 - 09:30	Load-in, art dressing, and set texture pass	Art, Grip, Camera
09:30 - 10:30	Lighting rig and practicals test	Gaffer, Electric, Camera
10:30 - 11:15	Blocking with actors and eyeline/reflection rehearsal	Director, Cast, Camera
11:15 - 13:00	Dialogue coverage and insert shots of register, bell, key, suitcase	Camera, Sound, Script Supervisor
13:00 - 14:00	Lunch and reset for climax lighting changes	All
14:00 - 15:30	Climax performance takes, reflection shots, flicker cues	Camera, Lighting, Cast
15:30 - 16:30	Pickup inserts and final hallway darkness plates	Camera, Art, Sound

LOCATION HACK & BUDGET SAVING TIPS:

Shoot the entire film in one practical location with minimal dressing changes. Use real fluorescent fixtures and one desk lamp instead of building complex lighting. Keep the hallway short and blacked out with a simple negative-fill corridor extension. Use sound design to sell footsteps and supernatural presence rather than visual effects. The reflections can be achieved with careful blocking and camera angles instead of VFX. The suitcase reveal should rely on strong prop dressing and close-ups. Limit company moves by designing all action around the desk area.

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

