

DEPARTMENT HANDOUT: DIRECTOR & EXECUTIVE OVERVIEW

THE INTERVIEW ROOM

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

OFFICIAL STORY LOGLINE: A missing wallet interrogation in a stark police interview room spirals into a deadly truth when two witnesses expose contradictory timelines—only to reveal Inspector Farhan has been manipulating the record all along. As the tape recorder keeps rolling, the room turns from a witness box into a trap.
DIRECTOR'S DRAMATIC VISION & TONAL CONCEPT: • Visual tone: claustrophobic, procedural, and morally rotten—one room, one light, one spinning fan, and a growing sense that truth is being edited in real time. • Thematic depth: perception vs. record, institutional power vs. witness truth, and how official notes can weaponize ambiguity. • Pacing: slow-burn interrogation that tightens with each answer, then snaps into a sharp reveal and final freeze of tension. • Performance style: restrained, micro-expressive acting; every pause, glance, and breath should feel like evidence. • Camera language: mostly locked or minimally drifting frames to preserve pressure, with subtle push-ins as the lie structure collapses. • Spatial strategy: keep the metal table as a battlefield and the door as a threat, using the room's emptiness to amplify every line.
CAST AT A GLANCE & CHARACTER ARCS: • character_name: Inspector Farhan age: 44 look: Plain shirt, weary eyes, controlled posture, official but tired presence; later becomes colder and more dangerous without changing his outward calm. dramatic_arc: Begins as a composed interrogator managing a routine case, then gradually reveals he has manipulated evidence and notes, ending as the exposed center of the crime. • character_name: Zoya age: 26 look: Hoodie, restless body language, guarded eyes, sharp intelligence, casual but defensive silhouette. dramatic_arc: Starts combative and dismissive of authority, then becomes the first to sense the timeline fracture, and finally realizes the inspector has been controlling the narrative. • character_name: Meenal age: 39 look: Formal wear, elegant and composed, small scar on her hand, controlled stillness with a precise, intimidating calm. dramatic_arc: Enters as the polished counter-accuser, appears to be framing Zoya, then shifts into a colder truth-teller who helps expose Farhan's manipulation.
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 room must feel institutional, airless, and emotionally hostile. Build a sparse police interview room with a metal table centered as the primary confrontation surface, two chairs on one side and one on the opposite side, creating an asymmetrical power dynamic. The walls should be flat, worn, and slightly stained, with no decorative relief. Use a harsh overhead tube light as a practical source, visible or strongly motivated, and a spinning ceiling fan that creates subtle moving shadows across faces and the table. The room should be echoey, with hard surfaces that bounce sound unnaturally. Place a tape recorder, case file, pen, metal cup, and evidence bag on the table as the only meaningful objects. Textures should read cold: brushed metal, scratched laminate, dull paint, and slightly dusty corners. The door should feel heavy and functional, with enough presence to become a visual beat when Meenal enters and when the final tension shifts toward escape or confrontation.

2. COSTUME & WARDROBE CONTINUITY:

• **character_name:** Inspector Farhan | **costume_details:** Plain shirt with a tired, unshowy police-interrogation look; sleeves practical, no visual vanity. The shirt should remain consistent and slightly rumpled as the scene progresses. | **continuity_notes:** Keep the shirt unchanged throughout; any shift in authority should come from posture and expression, not costume changes.

• **character_name:** Zoya | **costume_details:** Hoodie, casual streetwear energy, slightly oversized for a defensive silhouette. The hoodie should support her restless, guarded presence. | **continuity_notes:** Maintain the hoodie throughout; do not add accessories that distract from her face and reactions.

• **character_name:** Meenal | **costume_details:** Formal wear, elegant and composed, clean lines that contrast with Zoya's casual look. Her small scar on the hand must remain visible when practical. | **continuity_notes:** Wardrobe should stay immaculate and controlled; the scar is the only visible sign of past violence or contact.

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

• **prop:** Tape recorder | **visual_details:** Small, old-school recorder with a visible red recording light and a tactile play/rewind button feel; must be central to the reveal and final tension.

• **prop:** Case file | **visual_details:** A worn police file folder opened by Farhan; should look official, handled often, and capable of hiding or implying altered notes.

• **prop:** Pen | **visual_details:** Simple inspector's pen used for note-taking; should be visible when Farhan writes and stops mid-thought.

• **prop:** Metal cup | **visual_details:** Plain, institutional metal cup with a cold reflective surface; sits unused but adds to the sparse room texture.

• **prop:** Evidence bag | **visual_details:** Transparent or semi-opaque evidence bag containing a watch, a crumpled receipt, and a recording slip; must be handled carefully and revealed as a key story object.

• **prop:** Watch | **visual_details:** Arjun Malhotra's watch inside the evidence bag; should read as personal, recovered, and incriminating.

• **prop:** Crumpled receipt | **visual_details:** Folded and distressed receipt with Inspector Farhan's initials visible on it.

• **prop:** Recording slip | **visual_details:** A file-related slip that appears to belong to Farhan; must be legible enough for Zoya and Meenal to identify it as his.

4. PRACTICAL SFX & MAKEUP (MUA):

Keep makeup realistic and minimal, with stress and fatigue doing most of the work. Farhan should have weary under-eyes, slight shine from heat or tension, and a controlled but increasingly strained face. Zoya should look alert, restless, and slightly flushed from agitation, with natural skin texture and a defensive energy. Meenal should remain composed, with clean makeup that can still catch hard overhead light; her small scar on the hand must be visible and slightly emphasized by lighting and close-ups. Add subtle sweat sheen only where tension peaks, especially under the tube light. No heavy SFX gore is required; the only physical distress cue is the mention of blood, which should be handled as dialogue and implication rather than shown explicitly.

ACTOR MASTERCLASS & HINGLISH AUDITION SIDES

STORYDILSE PRODUCTION BIBLE

DEPARTMENT HANDOUT: ACTORS & CASTING DIRECTOR

STANISLAVSKI SUBTEXT & CHARACTER DRIVERS:

- **character_name:** Inspector Farhan | **super_objective:** Control the narrative and keep the case file aligned with his version of events. | **subtext:** He is not just asking questions; he is managing damage, editing reality, and trying to stay one step ahead of exposure.
- **character_name:** Zoya | **super_objective:** Protect herself and force the truth into the open before she becomes the scapegoat. | **subtext:** She is smarter than the room expects, and every sarcastic line is a shield against being cornered.
- **character_name:** Meenal | **super_objective:** Expose the manipulation and reclaim the truth of what she saw. | **subtext:** Her calmness is not passivity; it is precision. She knows exactly when to strike with facts.

CANONICAL HINGLISH AUDITION SIDES (CLIMACTIC SCENE):

FARHAN File mein bohot kuch likha hota hai. Sach kam.
ZOYA Toh aaj kaun sa version chahiye?
FARHAN Raat ke 9:10 par tum kahan thi?
ZOYA Mere haath mein nahi tha.
MEENAL Aapne mujhe bulaaya aur yeh already mujhe frame kar chuki hai?



DEPARTMENT HANDOUT: CINEMATOGRAPHY & SOUND DEPT

1. CINEMATOGRAPHY CONCEPT & LENS PALETTE:

Use restrained, investigative framing with 35mm and 50mm lenses for most dialogue coverage, keeping faces close enough to catch micro-reactions but wide enough to preserve the room geometry. Favor locked-off compositions, slow push-ins, and occasional over-the-shoulder reverses to emphasize power shifts. The camera should feel like a silent third witness, never flashy, always observant. As the reveal escalates, tighten the framing and reduce negative space so the room feels smaller and more dangerous. Movement philosophy: minimal, deliberate, and motivated by emotional turns rather than action.

2. 3-TIER LIGHTING SCHEMATIC:

Tier 1: Establishing harshness. Use a single strong overhead tube-light practical as the dominant source, with hard top-down shadows and a cold institutional feel.

Tier 2: Interrogation pressure. Add subtle negative fill on the sides to deepen eye sockets and isolate faces against the sparse room; keep the fan shadow moving across the table and walls.

Tier 3: Reveal and collapse. Maintain the same harsh practical but let contrast deepen around the recorder and evidence bag, with faces catching sharp highlights as the truth is exposed. The final image should feel trapped, clinical, and inescapable.

3. SOUND DESIGN & FOLEY ATMOSPHERE:

Prioritize room tone, tube-light buzz, fan creak, chair scrapes, pen scratches, recorder clicks, and the hollow echo of each line. The room should sound larger and emptier than it looks, with every pause hanging in the air. The tape recorder is a key sonic device: record, rewind, play, and the final voice playback must land like a legal and emotional weapon. Keep ambient police-station presence minimal so the interview room feels sealed off from the world.

4. COLOR GRADING LUT & PALETTE:

Use a cold, desaturated LUT with greenish-cyan institutional undertones and muted skin tones. Preserve harsh whites from the tube light and let shadows fall into dirty gray-blue. The palette should stay sparse: metal silver, dull beige, faded blue, and sickly fluorescent highlights. Contrast should increase subtly as the reveal progresses, making the room feel more severe and morally contaminated.



DEPARTMENT HANDOUT: PRODUCER & LINE MANAGEMENT

TIME	ACTIVITY / SCENE BLOCK	KEY DEPARTMENTS INVOLVED
08:00 - 09:30	Load-in, set dressing, and practical placement of tube light, fan, table, chairs, and props	Art, Grip, Electric
09:30 - 10:30	Camera blocking and eyeline rehearsal for all three actors	Director, Camera, Cast
10:30 - 12:00	Shoot Farhan and Zoya interrogation coverage	Camera, Sound, Script Supervisor
12:00 - 13:00	Shoot Meenal entrance and confrontation beats	Camera, Cast, Art
13:00 - 14:00	Shoot evidence bag reveal and tape recorder playback close-ups	Camera, Props, Sound
14:00 - 15:00	Shoot final three-way tension and cut-to-black ending	Camera, Cast, Sound

LOCATION HACK & BUDGET SAVING TIPS:
Keep the entire film in one controlled room with one primary practical light and one fan for motion texture. Use a single table, three chairs, and a few hero props to carry the story. Prioritize strong performances and sound design over production complexity. Shoot coverage efficiently with a two-camera setup only if available; otherwise, block carefully and capture all key reversals in a few master angles plus inserts. Use real institutional textures instead of building new ones—scratched walls, old furniture, and practical fluorescent spill can do most of the work. The tape recorder playback can be recorded cleanly in post if the on-set device is unreliable.

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

