

DEPARTMENT HANDOUT: DIRECTOR & EXECUTIVE OVERVIEW

THE LAST ORDER

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

OFFICIAL STORY LOGLINE: A nearly empty restaurant becomes an interrogation room when Inspector Sameer arrives with a folded receipt and a missing-customer case that quickly unravels into rumor, fear, and a staged frame-up. By the end of the night, he discovers there was never a body—only a fabricated story hiding a real fraud ring.
DIRECTOR'S DRAMATIC VISION & TONAL CONCEPT: • Visual tone: warm-but-unsettling noir realism, where pendant light creates a false sense of safety and fluorescent spill exposes truth. • Thematic depth: fear can manufacture evidence; gossip can become crime; institutions and small businesses can be weaponized by narrative. • Pacing: slow-burn interrogation that tightens beat by beat, with each reveal landing harder than the last. • Performance style: restrained, micro-expressive acting; silence and eye contact carry as much weight as dialogue. • Spatial storytelling: keep the booth, counter, and kitchen pass as the three pressure points of the scene. • Final emotional note: relief mixed with embarrassment and lingering unease, not triumph.
CAST AT A GLANCE & CHARACTER ARCS: • character: Inspector Sameer age: 40 look: Plainclothes, dark shirt, quiet intensity, controlled posture, observant eyes, minimal movement. dramatic_arc: Enters as a calm investigator, reads the room like a chessboard, and shifts from suspected murder inquiry to exposing a fabricated fraud narrative. • character: Mona age: 32 look: Crisp apron, practical restaurant attire, efficient hands, tense jaw, constantly adjusting her apron as if holding herself together. dramatic_arc: Starts defensive and controlled, then cracks under pressure, revealing she helped contain the rumor and protect the restaurant. • character: Lina age: 25 look: Waitress with notebook and name tag, nervous energy, slightly shaky hands, alert eyes that have seen too much. dramatic_arc: Begins anxious and contradictory, confesses she spread the missing-man rumor out of fear, and ends relieved but guilty.
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 restaurant should feel nearly shut down but still alive with residual service energy. Build a single booth under warm pendant lights as the emotional center, with surrounding tables half-wiped and chairs stacked to signal closure. The counter area should hold order pads, kitchen towels, cups, and small service clutter. The kitchen pass must spill cool fluorescent light into the room, creating a hard contrast against the booth's warmth. Surfaces should show practical wear: smudged tabletops, faint coffee stains, slightly greasy metal edges, and a floor that catches shadows. The booth should be the most visually isolated zone, with enough negative space around it to feel like an interrogation corner. Keep the kitchen pass visible enough to suggest off-screen activity and hidden evidence.

2. COSTUME & WARDROBE CONTINUITY:

• **Inspector Sameer:** Dark shirt, plainclothes, no police uniform. Clothing should be matte, understated, and slightly rumpled from a long night. No flashy accessories. Continuity: folded receipt stays in hand or pocket after reveal.

• **Mona:** Crisp apron over workwear, clean but slightly stressed from service. Apron should be visibly adjusted throughout the scene to reflect her attempt to maintain control. Continuity: apron remains on until the end.

• **Lina:** Waitress uniform with notebook and name tag. Practical, service-ready, slightly disheveled from nervous movement. Continuity: notebook remains with her and should visibly tremble or tighten in her grip during key beats.

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

• **prop:** Folded receipt | **details:** Must look like a small, ordinary paper slip that can later be revealed as an old printer training slip folded to resemble evidence.

• **prop:** Order pad | **details:** Held or referenced by Mona; should feel like standard restaurant working paper, not a clue prop until Sameer reads it.

• **prop:** Kitchen towel | **details:** Used by Mona; should have a visible coffee stain because Sameer specifically notices it.

• **prop:** Notebook | **details:** Held by Lina; should be visibly nervous in her hands and used to show her notes and confession.

• **prop:** Name tag | **details:** On Lina's uniform; simple, readable, and service-accurate.

• **prop:** Dessert plate | **details:** Half-cleaned plate with a fork beside it, still on or near the booth area.

• **prop:** Hidden phone | **details:** Small phone found under the booth; must feel like a concealed evidence object, not a murder weapon.

4. PRACTICAL SFX & MAKEUP (MUA):

Keep makeup naturalistic and tired. Sameer should have subtle under-eye shadows and a long-night matte finish. Mona should show controlled stress: slight shine at the temples, tightened lips, and a face that can shift from defensive to cracked. Lina should appear more visibly anxious: faint sweat at the hairline, slightly flushed cheeks, and a shaky, over-alert expression. No gore or injury SFX. Lighting reaction should be important: warm pendant light softens skin tones while fluorescent spill makes fatigue and tension more visible.

ACTOR MASTERCLASS & HINGLISH AUDITION SIDES

STORYDILSE PRODUCTION BIBLE

DEPARTMENT HANDOUT: ACTORS & CASTING DIRECTOR

STANISLAVSKI SUBTEXT & CHARACTER DRIVERS:

- **character:** Inspector Sameer | **super_objective:** To uncover the truth behind the missing-customer story and expose who is manipulating the restaurant. | **subtext:** I already know this room is lying to me; I'm giving you one chance to confess before I prove it.
- **character:** Mona | **super_objective:** To protect the restaurant and keep control of the situation. | **subtext:** If I stay efficient and firm, nobody will see how scared I am.
- **character:** Lina | **super_objective:** To escape blame while also admitting what she saw and what she started. | **subtext:** I didn't mean to create this disaster, but now the truth is the only way out.

CANONICAL HINGLISH AUDITION SIDES (CLIMACTIC SCENE):

SAMEER

Routine nights mein log dessert ke baad gayab bhi hote hain?

MONA

((defensive))

Sir, sab log gaye. Humne close kar diya.

SAMEER

Body kahan hai?

LINA

((hushed))

Sir... body thi hi nahi.

SAMEER

Aaj raat body nahi pakdi gayi. Story pakdi gayi hai.



DEPARTMENT HANDOUT: CINEMATOGRAPHY & SOUND DEPT

1. CINEMATOGRAPHY CONCEPT & LENS PALETTE:

Use restrained, investigative framing with 35mm and 50mm lenses for most dialogue, shifting to 85mm close-ups for emotional breaks and confession beats. Keep the camera mostly static or with very slow push-ins to let tension accumulate naturally. Favor over-the-shoulder compositions that trap characters inside the booth/counter geometry. Let the booth feel like a pressure chamber. Movement should be minimal, deliberate, and motivated by reveals: a slow pan to the receipt, a subtle push toward the booth, a controlled tilt down to the floor edge, and a final reveal under the booth.

2. 3-TIER LIGHTING SCHEMATIC:

Tier 1: Warm pendant practicals over the booth create a false intimacy and isolate the interrogation zone.

Tier 2: Cool fluorescent spill from the kitchen pass acts as truth light, flattening faces and exposing fatigue, lies, and details.

Tier 3: Low ambient half-darkness around the room preserves mystery and negative space, allowing shadows under the booth and around stacked chairs to feel suspicious. As the scene progresses, subtly increase contrast so the booth feels more exposed by the end.

3. SOUND DESIGN & FOLEY ATMOSPHERE:

Use a sparse room tone with faint refrigerator hum, distant kitchen electrical buzz, and the soft scrape of stacked chairs. Foley should emphasize paper handling, notebook taps, towel adjustments, cup stacking, and the subtle creak of booth seating. Dialogue should sit close and intimate, with slight restaurant reverb but no music overpowering the scene. The fluorescent flicker at the end should be audible as a thin electrical texture. Silence after key reveals must feel heavy and accusatory.

4. COLOR GRADING LUT & PALETTE:

Use a restrained neo-noir LUT with warm amber highlights in the booth and desaturated cyan-green shadows near the kitchen pass. Skin tones should remain natural but slightly muted, with contrast lifted enough to make the room feel crisp and emotionally exposed. Keep blacks soft rather than crushed so the half-dark restaurant retains detail. Final palette should emphasize amber, tungsten gold, cool fluorescent blue, and neutral grays.



DEPARTMENT HANDOUT: PRODUCER & LINE MANAGEMENT

TIME	ACTIVITY / SCENE BLOCK	KEY DEPARTMENTS INVOLVED
08:00 - 09:00	Load-in, art dressing, and prop placement	Art, Props, Wardrobe
09:00 - 10:30	Lighting rig and practicals check	Camera, G&E;
10:30 - 11:15	Blocking with cast at booth, counter, and kitchen pass	Director, Camera, Cast
11:15 - 13:00	Dialogue coverage: entry, receipt reveal, initial contradictions	Camera, Sound, Cast
13:00 - 14:00	Confession beats and hidden phone reveal	Camera, Sound, Props, Cast
14:00 - 14:30	Pickup inserts: receipt, notebook, booth underside, fluorescent flicker	Camera, Props, G&E;

LOCATION HACK & BUDGET SAVING TIPS:

Shoot in a real restaurant after closing and use existing practicals as much as possible. Keep the scene contained to one booth, one counter, and the kitchen pass to reduce art and lighting costs. Use one hero receipt prop and one hidden phone prop only. Favor motivated close-ups and over-the-shoulder coverage to minimize set dressing exposure. Let sound design carry tension instead of adding score-heavy production value. Use a small crew and a single camera setup with careful blocking to get multiple emotional angles efficiently.

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

