

DEPARTMENT HANDOUT: DIRECTOR & EXECUTIVE OVERVIEW

THE THREE-WAY MIRROR

1 Male + 2 Female (M + F + F) | Genre: Sci-Fi/High-Concept | Runtime: 6 - 9 Mins

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| <p><b>OFFICIAL STORY LOGLINE:</b></p> <p>Ek futuristic demo room mein teen log ek mirror-like screen ke saamne apni self-protective lies se takraate hain, aur jo device unki image dikhane aaya tha woh unki sabse gehri insecurity aur loneliness expose kar deta hai. Jo session ek tech demo lagta hai, woh dheere-dheere confession chamber ban jaata hai.</p>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |
| <p><b>DIRECTOR'S DRAMATIC VISION &amp; TONAL CONCEPT:</b></p> <ul style="list-style-type: none"><li>Visual tone: sterile, polished, high-concept sci-fi with emotional claustrophobia; showroom aesthetics ko psychological trap mein turn karna.</li><li>Thematic depth: self-image vs. truth, approval-seeking, control, emotional armor, and the cost of being "seen."</li><li>Pacing: restrained opening, escalating verbal pressure, then a sharp emotional pivot into confession and stillness.</li><li>Performance style: intimate, dialogue-driven, micro-expressions and pauses carry as much weight as the lines.</li><li>Spatial storytelling: the single chair, mirror-screen, and side table should feel like a modern interrogation setup disguised as premium tech.</li></ul>                                                                                                                                                                                                                                                                                                                                                                                                                       |
| <p><b>CAST AT A GLANCE &amp; CHARACTER ARCS:</b></p> <p>• <b>character:</b> Arin   <b>age:</b> 34   <b>look:</b> Formal shirt, polished but restless, sales-executive energy, perfect smile that feels slightly rehearsed.   <b>dramatic_arc:</b> Starts as a careful, image-conscious man who hides behind professionalism and approval-seeking. By the end, he admits his core fear: that he may not be enough as he is.</p> <p>• <b>character:</b> Dr. Elina   <b>age:</b> 41   <b>look:</b> Sleek minimalist clothing, calm precision, cerebral presence, controlled posture, unreadable but elegant.   <b>dramatic_arc:</b> Begins as the confident inventor-host who believes in data and objectivity. Her composure cracks when it becomes clear the device is also exposing her need for validation and control.</p> <p>• <b>character:</b> Maya   <b>age:</b> 30   <b>look:</b> Casual dress, emotionally direct, a visible scar on her wrist, grounded and unfiltered body language.   <b>dramatic_arc:</b> Introduced as the blunt truth-teller who cuts through denial. She gradually reveals that her directness is armor, and that her scar carries the mark of being seen and still not chosen.</p> |
| <p><b>FESTIVAL &amp; AUDIENCE TARGET:</b> Ideal for Short Film Festivals, Indie Showcases, and YouTube Creator Channels. Focus on tight performances, sound design, and authentic Hinglish dialogue delivery.</p>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |

DEPARTMENT HANDOUT: ART, WARDROBE & PROP MASTER

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| <p><b>1. SET DESIGN &amp; SPATIAL DEPTH PLAN:</b></p> <p>A futuristic demo room designed to feel both premium and clinical. The walls should be smooth, matte-white with subtle reflective surfaces that catch blue interface graphics drifting across them. The large mirror-like screen must dominate one side of the room like a technological altar. Center the single chair with enough negative space around it to create vulnerability and exposure. A slim side table should hold the tablet, interface remote, marker, and wristband in a neat, almost ceremonial arrangement. Textures should contrast: soft ambient glow against hard glossy screen edges, clean floor lines against the emotional mess of the scene. Spatial layers should emphasize depth: foreground chair, midground characters, background screen and floating graphics, making the room feel like a showroom that can instantly become a trap.</p>                                                                                  |
| <p><b>2. COSTUME &amp; WARDROBE CONTINUITY:</b></p> <p>• <b>character:</b> Arin   <b>costume:</b> Formal shirt, clean and sales-executive polished, with a neat silhouette that suggests control.   <b>continuity_notes:</b> Shirt should remain crisp but can subtly soften with tension; no major wardrobe changes.</p> <p>• <b>character:</b> Dr. Elina   <b>costume:</b> Sleek minimalist clothing with a precise, composed fit that reinforces her cerebral authority.   <b>continuity_notes:</b> Wardrobe should stay immaculate throughout to support her controlled exterior.</p> <p>• <b>character:</b> Maya   <b>costume:</b> Casual dress, relaxed but intentional, allowing her wrist scar to remain visible.   <b>continuity_notes:</b> Ensure the wrist remains unobstructed for scar visibility and the wristband action.</p>                                                                                                                                                                         |
| <p><b>3. HERO PROPS MASTER CHECKLIST (PRACTICAL ON-SET ASSETS):</b></p> <p>• <b>prop:</b> Large mirror-like screen   <b>visual_details:</b> Dominant reflective surface with blue interface glow; must visibly flicker and display the three phrases at climax.</p> <p>• <b>prop:</b> Single chair   <b>visual_details:</b> Minimal, center-positioned, confession-booth-like placement; should feel isolated and exposed.</p> <p>• <b>prop:</b> Tablet   <b>visual_details:</b> Held by Elina with calm precision; sleek, futuristic, understated.</p> <p>• <b>prop:</b> Interface remote   <b>visual_details:</b> Used to activate the screen and later grabbed by Arin; should feel like a controlled demo device.</p> <p>• <b>prop:</b> Marker   <b>visual_details:</b> Used by Maya to circle her scar; simple but emotionally loaded.</p> <p>• <b>prop:</b> Wristband   <b>visual_details:</b> Resting on the side table, later picked up by Maya; should read as a small but significant personal device.</p> |
| <p><b>4. PRACTICAL SFX &amp; MAKEUP (MUA):</b></p> <p>• <b>character:</b> Arin   <b>details:</b> Light sheen of stress sweat as tension rises; slight under-eye fatigue by midpoint to suggest emotional exposure.</p> <p>• <b>character:</b> Dr. Elina   <b>details:</b> Clean, controlled makeup with minimal shine; subtle facial tension in jaw and eyes as her composure cracks.</p> <p>• <b>character:</b> Maya   <b>details:</b> Natural look with a lived-in texture; wrist scar must be clearly visible and can be emphasized with practical makeup continuity. Add slight emotional flush during confrontation.</p>                                                                                                                                                                                                                                                                                                                                                                                        |

## ACTOR MASTERCLASS &amp; HINGLISH AUDITION SIDES

## STORYDILSE PRODUCTION BIBLE

## DEPARTMENT HANDOUT: ACTORS &amp; CASTING DIRECTOR

## STANISLAVSKI SUBTEXT &amp; CHARACTER DRIVERS:

- **character:** Arin | **super\_objective:** To be accepted without being rejected or replaced. | **subtext:** If I perform well enough, maybe I'll be safe. If they see the real me, they may leave.
- **character:** Dr. Elina | **super\_objective:** To prove her device and her worldview are correct. | **subtext:** If I can control the truth, I can control the room—and avoid my own vulnerability.
- **character:** Maya | **super\_objective:** To force honesty before anyone can hide behind politeness. | **subtext:** I know what it costs to be seen and still not chosen, so I'll cut through the lie first.

## CANONICAL HINGLISH AUDITION SIDES (CLIMACTIC SCENE):

## ARIN

Bas? Mirror therapy? Matlab ab main apni sales pitch ka reflection bhi dekhunga?

## MAYA

Haan. Aur agar lucky hue toh ego ka invoice bhi.

## ELINA

Difference hai. Trial mein outcome uncertain hota hai. Yahan output accurate hoga.

## MAYA

Glitch nahi, exposure hai.

## ELINA

It's not glitching. It's translating.



**DEPARTMENT HANDOUT: CINEMATOGRAPHY & SOUND DEPT****1. CINEMATOGRAPHY CONCEPT & LENS PALETTE:**

Use a restrained, intimate camera language that starts with balanced medium-wide framing and gradually tightens into close-ups as the emotional pressure rises. Favor longer lenses for compression and psychological claustrophobia, with occasional subtle push-ins during key revelations. Keep movement minimal and deliberate: slow dollies, gentle reframes, and stillness that lets the mirror-screen and performances dominate. The camera should feel like a witness inside the room, not an observer outside it.

**2. 3-TIER LIGHTING SCHEMATIC:**

- 1) Opening: soft white ambient base with clean, even exposure; blue interface graphics provide cool accent reflections on walls and faces.
- 2) Escalation: increase contrast subtly, allowing the blue reflections to feel more invasive while maintaining the sterile showroom quality.
- 3) Climax and afterglow: reduce the room's perceived cleanliness by deepening shadows and softening the white light so the space feels more like an interrogation chamber than a demo room.

**3. SOUND DESIGN & FOLEY ATMOSPHERE:**

Minimalist sci-fi soundscape with a low electronic room tone, soft screen hum, and subtle interface beeps. Foley should emphasize chair movement, remote clicks, wristband handling, marker cap sounds, and the small physical shifts of tension. The mirror-screen hum should become more present as the scene intensifies, while dialogue remains dry, intimate, and close-mic'd to preserve emotional immediacy.

**4. COLOR GRADING LUT & PALETTE:**

Cool, clean LUT with white highlights and controlled blue accents. Preserve skin tones but keep them slightly desaturated to support the sterile environment. In the climax, let the blue interface glow feel heavier and the whites less pure, shifting the palette from polished showroom to emotionally exposed chamber.



DEPARTMENT HANDOUT: PRODUCER & LINE MANAGEMENT

| TIME          | ACTIVITY / SCENE BLOCK                                    | KEY DEPARTMENTS INVOLVED  |
|---------------|-----------------------------------------------------------|---------------------------|
| 08:00 - 09:30 | Set dressing, prop placement, and screen calibration      | Art, Camera, G&E;         |
| 09:30 - 10:30 | Block actors and rehearse mirror-screen interactions      | Director, Cast, Camera    |
| 10:30 - 12:00 | Light the room for soft ambient base and blue reflections | G&E,, Camera              |
| 12:00 - 13:30 | Shoot opening dialogue and screen activation beats        | Camera, Sound, Cast       |
| 13:30 - 15:00 | Shoot escalation and confrontation coverage               | Camera, Sound, Cast       |
| 15:00 - 16:00 | Shoot climax, confession, and final stillness             | Camera, Sound, Cast, G&E; |

**LOCATION HACK & BUDGET SAVING TIPS:**  
Use a single practical room with controlled lighting and projection/reflection tricks instead of building a full sci-fi set. Simulate the blue interface graphics with projected visuals or LED spill. Keep the mirror-screen as a high-quality reflective monitor or VFX plate rather than a custom build. Limit coverage to a few strong lenses and motivated camera moves. Let performance and sound carry the tension so the production value comes from precision, not scale.

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

