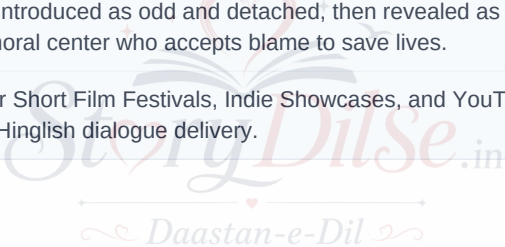


DEPARTMENT HANDOUT: DIRECTOR & EXECUTIVE OVERVIEW

SIGNAL LOST

3 Female (F + F + F) | Genre: Sci-Fi/High-Concept | Runtime: 6 - 9 Mins

OFFICIAL STORY LOGLINE: An underground control room becomes the battleground for a citywide blackout when three women discover the outage was not a failure but a deliberate lockout sent from the future. To save the city, they must trust a warning that could make one of them the blamed villain.
DIRECTOR'S DRAMATIC VISION & TONAL CONCEPT: • Tense chamber-piece sci-fi with claustrophobic framing and a single-location pressure cooker feel. • Visual contrast between cold fluorescent realism and the pulsing red emergency lamp as the emotional heartbeat of the room. • Performance-driven pacing: suspicion, revelation, confession, then precise procedural urgency. • Thematic core: truth arrives late, and responsibility often looks like sabotage before it looks like sacrifice. • Keep the camera intimate and observant, letting monitors, reflections, and radio static create the sense of a future pressing into the present.
CAST AT A GLANCE & CHARACTER ARCS: • character: Dr. Sana age: 33 look: Utility jacket, tablet in hand, wire cutters clipped to her belt; tense, razor-focused, practical, and physically ready to act. dramatic_arc: Begins as a rational problem-solver who believes the outage is technical, then confronts impossible evidence, and finally chooses manual intervention even at the risk of being blamed. • character: Zoya age: 26 look: Headset on, sleek ponytail, monitor-facing, alert and nervous; a data analyst whose body betrays her anxiety before her words do. dramatic_arc: Starts as the skeptical readout expert, becomes the first to recognize the impossible pattern, and ends as the timing anchor who helps execute the bypass. • character: Mira age: 58 look: Cardigan, calm and eccentric, seated with a radio receiver pressed close; stillness, patience, and a quietly unsettling certainty. dramatic_arc: Introduced as odd and detached, then revealed as the one who caused the lockout to prevent catastrophe, and finally becomes the calm moral center who accepts blame to save lives.
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: A small underground control room with a compressed, bunker-like footprint. Walls should feel aged and utilitarian, with cold fluorescent spill flattening the space and making the metal shelves look institutional. Build layers of visual density: blinking monitors at varying heights, old radios stacked on shelves, cable bundles spilling from open panels, and circuit boards scattered as active evidence of a live problem. The red emergency lamp must be physically motivated and visible in frame, creating a rhythmic pulse across faces, reflective monitor glass, and the black screen surfaces. Surfaces should be matte, worn, and slightly dusty, with subtle grime on handles, shelf edges, and panel seams. The room should feel functional but abandoned enough to suggest old infrastructure and long-term neglect.
2. COSTUME & WARDROBE CONTINUITY: • Dr. Sana: Utility jacket with a practical, work-ready silhouette; keep continuity on clipped wire cutters and any tablet handling marks. Wardrobe should read as active field authority, not lab formality. • Zoya: Headset worn throughout, sleek ponytail, clean but work-focused clothing that allows quick movement at the monitor bank. Maintain a consistent tech-operator look with no costume changes. • Mira: Cardigan with a calm, lived-in texture that softens her silhouette. Keep her look understated and slightly eccentric, reinforcing her quiet authority and age without exaggeration.
3. HERO PROPS MASTER CHECKLIST (PRACTICAL ON-SET ASSETS): • Tablet with readable file interface and the third file reveal. • Wire cutters clipped to Sana's belt and used in the climax. • Headset worn by Zoya for monitoring and timing. • Radio receiver pressed to Mira's ear, capable of crackle and distorted voice playback. • Blinking monitors showing readouts, repeating signal gaps, and the city grid map. • Cable bundles and an open panel for the manual bypass action. • Circuit board that Sana handles during the bypass. • Old relay knob that Mira turns at the exact second. • Single red emergency lamp with pulsing intensity.
4. PRACTICAL SFX & MAKEUP (MUA): Keep makeup naturalistic and performance-led. Sana should show controlled stress: slight under-eye fatigue, a light sheen of sweat as the room heats emotionally, and subtle facial tension. Zoya should read as increasingly alarmed, with a pale reaction during the reveal and a nervous flush under pressure. Mira should remain composed, with minimal makeup and a lived-in face that can hold stillness; add only the faintest age texture and a calm, grounded finish. As the climax approaches, introduce stronger sweat and shine on all three due to the room's tension and the pulsing red light. No heavy SFX injuries or damage are required.

ACTOR MASTERCLASS & HINGLISH AUDITION SIDES

STORYDILSE PRODUCTION BIBLE

DEPARTMENT HANDOUT: ACTORS & CASTING DIRECTOR

STANISLAVSKI SUBTEXT & CHARACTER DRIVERS:

- **Dr. Sana:** {'super_objective': 'To restore the grid safely and protect the city without sacrificing accountability.', 'subtext': 'She needs certainty, but the room keeps forcing her to choose trust over control.'}
- **Zoya:** {'super_objective': 'To understand the data and prove what is real before the system or the others dismiss it.', 'subtext': 'Her fear is that the impossible is happening, and her intelligence may not be enough to stop it.'}
- **Mira:** {'super_objective': 'To prevent the disaster by carrying the burden of being misunderstood or blamed.', 'subtext': 'She has already accepted the cost of being right too late, and now she wants the younger women to choose correctly.'}

CANONICAL HINGLISH AUDITION SIDES (CLIMACTIC SCENE):

ZOYA

((urgent, trying to make sense of the data))
Signal gaps are repeating.

VOICE (V.O.)

((distorted, urgent))
Red lamp ko mat chhuna.

MIRA

((calm, then heavy with truth))
Outage maine start kiya tha.

SANA

((shocked, realizing the stakes))
If we restore automatically, relay explodes.

MIRA

((quietly accepting the burden))
Kyunki future ko ek villain chahiye hota hai.



DEPARTMENT HANDOUT: CINEMATOGRAPHY & SOUND DEPT

1. CINEMATOGRAPHY CONCEPT & LENS PALETTE:

Use intimate, compressed framing with a preference for close-ups, over-the-shoulders, and shallow depth of field to trap the characters inside the room. Lenses should favor a naturalistic range with occasional tighter focal lengths to isolate reactions against monitor glow and black screen reflections. Camera movement should be restrained and purposeful: slow push-ins for revelations, static holds for silence, and a controlled handheld feel only during the climax to heighten procedural urgency. Let the radio, screens, and red lamp create visual punctuation rather than relying on excessive movement.

2. 3-TIER LIGHTING SCHEMATIC:

Tier 1: Cold fluorescent base layer for the room, flat and clinical, establishing the underground control-room realism.

Tier 2: Monitor glow and practical screen spill to sculpt faces, create reflections, and give the data a living presence.

Tier 3: Single red emergency lamp as the emotional and suspense accent, pulsing harder during the reveal and climax to drive tension and color contrast.

3. SOUND DESIGN & FOLEY ATMOSPHERE:

Build the room with a constant low ambient hum, faint electrical buzz, and soft monitor beeps. Foley should emphasize radio static, cable handling, tablet taps, wire cutter snips, relay knob turns, and the subtle mechanical click of the circuit board latch. The distorted future voice must feel like it is arriving from inside the room rather than from a distant source. Silence is crucial: after key reveals, drop the room tone enough to make the absence of sound feel threatening.

4. COLOR GRADING LUT & PALETTE:

Cool, desaturated cyan-gray base with restrained contrast to preserve the underground, industrial mood. The red emergency lamp should be the only aggressive warm accent, used sparingly but memorably. Monitor greens should bloom at the climax as the grid comes back online. Overall LUT style should feel clean, clinical, and slightly metallic, with shadows held deep but not crushed so reflections remain readable.



DEPARTMENT HANDOUT: PRODUCER & LINE MANAGEMENT

TIME	ACTIVITY / SCENE BLOCK	KEY DEPARTMENTS INVOLVED
08:00 - 09:30	Load-in, art dressing, monitor placement, cable dressing	Art, Grip, Electric
09:30 - 10:30	Block actors and rehearse radio beats, reveal timing, and bypass choreography	Director, Cast, AD
10:30 - 12:00	Rig fluorescent base, monitor glow, and red lamp practicals	Camera, Electric, Grip
12:00 - 13:00	Shoot dialogue setup and discovery beats	Camera, Sound, Cast
13:00 - 14:00	Shoot confession and manual bypass climax	Camera, Cast, Electric, Sound
14:00 - 14:30	Shoot final reaction, monitor green-up, and radio ending	Camera, Cast, Sound

LOCATION HACK & BUDGET SAVING TIPS:
Use one practical room and let monitor inserts do the heavy sci-fi lifting. Build the control-room density with borrowed cables, mixed old radios, and layered shelf dressing rather than expensive set construction. Keep the red lamp as a single hero practical and motivate most mood through lighting and monitor spill. Record the future voice cleanly in post with slight distortion instead of trying to create it on set. Use blocking and performance to sell the time-pressure rather than VFX. The city grid can be a simple screen graphic or composited insert.

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

