

DEPARTMENT HANDOUT: DIRECTOR & EXECUTIVE OVERVIEW

THE CALL AT 2:17

3 Female (F + F + F) | Genre: Horror/Supernatural | Runtime: 6 - 9 Mins

OFFICIAL STORY LOGLINE: 2:17 a.m. par ek bedridden dadi ko aane wali ajeeb call ek dark bedroom mein family ko us guilt se rubaru kar deti hai jo pachaas saal se zinda hai. Jo pehle supernatural lagta hai, woh dheere-dheere ek purani yaad aur ek adhoori maafi ka haunting reveal ban jaata hai.
DIRECTOR'S DRAMATIC VISION & TONAL CONCEPT: • Contained horror: ek hi bedroom ko claustrophobic pressure-cooker ki tarah treat karna hai. • Fear ka source jump scares se zyada silence, static, aur unresolved guilt hoga. • Visual language minimal rakho: bedside lamp ka weak yellow pool, phone ka eerie blue glow, aur stuck clock ka constant reminder. • Pacing slow-burn ho, har ring ke saath tension tighten ho aur reveal ke time emotional release aaye. • Supernatural ambiguity ko pehle maintain karo, phir final beat mein memory-as-haunting ka twist cleanly land karna hai. • Performances intimate aur restrained honi chahiye; horror ka core family secret aur regret hai.
CAST AT A GLANCE & CHARACTER ARCS: • character: Nisha age: 29 look: Sleep-deprived, pale, wrinkled pajamas, tense body language, phone screen ki blue light se face aur zyada drained dikhe. dramatic_arc: Shuru mein confusion aur fear mein phansi hui; phir skepticism se emotional understanding tak jaati hai, aur final answer ke through truth witness karti hai. • character: Usha age: 50 look: Night sari, alert eyes, panicked but practical superstition-driven presence, steel tumbler aur prayer thread ke saath. dramatic_arc: Pehle immediate supernatural explanation deti hai; phir fear aur belief ke beech hilti hai, aur end mein reveal se stunned witness ban jaati hai. • character: Meera age: 75 look: Bedridden under blanket, eyes too open, frail but intensely present, face par lamp ki thin yellow line aur emotional weight. dramatic_arc: Initially mysterious and unsettling; then controlled confession se apni guilt reveal karti hai; final mein self-recognition aur release ka moment aata hai.
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: Dark, cramped bedroom with minimal spatial layers: ek bed frame, side table, curtain, aur far wall par stuck clock at 2:17. Bed ko room ka emotional center rakho, jahan Meera under blanket lies and Nisha/Usha bedside edge par crowd ho jaati hain. Side table par bedside lamp practical source ho, jiska weak yellow pool floor aur faces par fall kare. Curtain heavy and still ho, outside world ko almost erase kare. Wall surfaces matte aur slightly worn hon, taaki blue phone glow aur yellow lamp contrast aur stark lage. Floor par enough negative space ho for Usha's movement, tumbler drop, and prayer thread action. Room should feel airless, intimate, and slightly oppressive, with no decorative distractions.
2. COSTUME & WARDROBE CONTINUITY: • Nisha: Wrinkled pajamas in muted, tired tones. Continuity: throughout scene same sleep-disheveled look, no wardrobe change. Hair slightly messy to support interrupted sleep state. • Usha: Night sari, practical and modest, with a lived-in domestic feel. Continuity: steel tumbler and prayer thread always with her once she enters. • Meera: Bedridden in blanket; clothing mostly obscured. Continuity: keep her covered and frail-looking, with face and hands as primary visible wardrobe-adjacent elements.
3. HERO PROPS MASTER CHECKLIST (PRACTICAL ON-SET ASSETS): • Smartphone with eerie blue screen glow • Caller ID display showing UNKNOWN CALLER, then Nisha, then black screen at end • Wall clock stuck at 2:17 • Bedside lamp with weak yellow pool of light • Steel tumbler • Prayer thread • Bed blanket • Pajamas for Nisha • Night sari for Usha
4. PRACTICAL SFX & MAKEUP (MUA): Nisha ke under-eyes dark, skin pale, slight sweat sheen from stress. Usha ke face par panic-driven tension, slight forehead lines emphasized. Meera ke makeup mein age texture, dryness, and frailty; eyes unusually open and reflective under lamp. Final reveal ke time Meera ke tears visible and controlled. No gore required; horror is psychological and atmospheric. Skin should react strongly to blue phone light and yellow lamp contrast.

ACTOR MASTERCLASS & HINGLISH AUDITION SIDES

STORYDILSE PRODUCTION BIBLE

DEPARTMENT HANDOUT: ACTORS & CASTING DIRECTOR

STANISLAVSKI SUBTEXT & CHARACTER DRIVERS:

- **Nisha:** {'super_objective': 'Apni reality ko samajhna aur family ke fear ko control karna.', 'subtext': 'Mujhe lag raha hai kuch galat hai, lekin main abhi bhi isko logic se explain karna chahti hoon.'}
- **Usha:** {'super_objective': 'Ghar ko unseen danger se bachana.', 'subtext': 'Main jo mehsoos kar rahi hoon, usko ignore nahi kar sakti; mujhe action lena hai, chahe koi maane ya na maane.'}
- **Meera:** {'super_objective': 'Apni purani guilt ko finally confess karke release paana.', 'subtext': 'Main is call ka matlab sirf supernatural nahi, apni zindagi ka sabse bada adhoora boj samajhti hoon.'}

CANONICAL HINGLISH AUDITION SIDES (CLIMACTIC SCENE):

VOICE (V.O.)

Meera ko sone mat dena.

NISHA

Mera number?

USHA

Arre baba. Yeh normal nahi hai.

MEERA

Phone band mat karna.

VOICE (V.O.)

Usko sone mat dena.



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

Lenses should stay intimate and compressed: wider lens for room geography, then progressively tighter focal lengths for emotional entrapment. Framing philosophy is to keep characters boxed by bed edges, lamp pool, and clock line. Camera movement minimal, mostly locked-off or subtle push-ins during reveals. Use slow, deliberate reframing rather than flashy motion so the phone rings and dialogue carry the dread. Close-ups on caller ID, eyes, tumbler, and clock should punctuate the scene like visual jumps in memory.

2. 3-TIER LIGHTING SCHEMATIC:

Tier 1: Practical bedside lamp as the only warm source, creating a weak yellow pool and soft falloff into darkness. Tier 2: Smartphone screen as eerie blue key/fill on Nisha's face and occasional spill on Meera's eyes and Usha's hands. Tier 3: Controlled negative fill and minimal bounce to deepen shadows, especially around curtain, bed corners, and wall clock. As the reveal progresses, slightly isolate Meera with the lamp line on her face, then let the final black phone screen and still room hold the silence.

3. SOUND DESIGN & FOLEY ATMOSPHERE:

Room tone should be tight, airless, and almost too quiet. Foley: phone vibration/ring, soft blanket rustle, steel tumbler movement, tumbler drop clang, prayer thread handling, and a faint lamp hum. Static on the call must feel thin and unsettling, with a childlike breath embedded in the voice texture. The clock can be implied through silence and tension rather than loud ticking, since it is stuck at 2:17. Final black-screen beat should land on near-total acoustic stillness.

4. COLOR GRADING LUT & PALETTE:

Use a cold, desaturated base with strong contrast between yellow practical light and blue phone glow. LUT style should preserve skin detail while pushing shadows toward deep navy and charcoal. Palette notes: sickly pale skin tones, muted bedding, warm amber lamp pool, cyan-blue phone highlights, and near-black room edges. Final beat should feel slightly cooler and flatter, as if the room has exhaled after the reveal.



DEPARTMENT HANDOUT: PRODUCER & LINE MANAGEMENT

TIME	ACTIVITY / SCENE BLOCK	KEY DEPARTMENTS INVOLVED
08:00 - 09:00	Load-in, set dressing, clock placement, prop continuity check	Art, Props, Continuity
09:00 - 10:00	Lighting rig and practical lamp test with phone glow balance	Camera, Gaffer, Electric
10:00 - 11:00	Blocking with all three actors, bed geography, eyelines, ring timing	Director, Camera, Cast
11:00 - 12:30	Shoot dialogue beats and caller ID inserts	Camera, Sound, Cast
12:30 - 13:30	Shoot reveal and final answer sequence	Camera, Cast, Sound
13:30 - 14:00	Pickups: clock, phone black screen, tumbler drop, reaction close-ups	Camera, Art, Sound

LOCATION HACK & BUDGET SAVING TIPS:

Use one real bedroom and control it with blackout curtains and practicals. Keep the lamp as the main source and supplement with a phone screen app or dimmable LED. Shoot the clock as a simple practical insert. Use sound design heavily to sell the horror instead of expensive effects. Limit coverage to essential close-ups and one master. Wardrobe should be from actors' own neutral sleepwear if it matches continuity. The final twist can be achieved entirely through performance, sound, and inserts—no VFX needed.

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

