

THE THREE-WAY MIRROR — VISUAL STORYBOARD GUIDE

DIRECTOR'S VISUAL APPROACH (Sci-Fi/High-Concept): This storyboard is designed as an easy, creative guide to help you shoot the film. Each scene beat below describes what the audience sees on screen, character movement/staging, the lighting vibe, and the dramatic purpose.

SCENE 01: THE POLISHED TRAP

Camera Vibe: Wide Room View

- **What We See on Screen:** A sterile futuristic demo room with soft white ambient light, blue interface graphics drifting across the walls, a large mirror-like screen dominating one side, and a single chair centered like a confession booth. Arin stands near the chair while Elina holds a tablet and Maya sits casually with her wrist scar visible.
- **Actor Movement & Staging:** Arin tries to appear composed but restless; Elina remains calm and precise; Maya sits with relaxed directness, already reading the room.
- **Lighting & Mood:** Clean white base with cool blue reflections, polished and clinical, almost too perfect.
- **Why This Shot Works (Director Note):** Establish the room as both a premium demo space and a psychological trap, so the audience feels the tension before anyone speaks.

SCENE 02: THE SCREEN WAKES UP

Camera Vibe: Medium Shot on the Mirror-Screen and Arin

- **What We See on Screen:** The interface remote activates the mirror-screen, and Arin's reflection appears with a forced grin, shoulders forward, eyes scanning for approval. The screen's glow reflects on his face and the walls.
- **Actor Movement & Staging:** Arin laughs off the situation at first, then stiffens as the reflection becomes more needy and rehearsed. Elina watches with calm certainty. Maya leans in, amused and sharp.
- **Lighting & Mood:** Blue interface light intensifies slightly, making the room feel more invasive.
- **Why This Shot Works (Director Note):** Reveal the central concept visually: the mirror does not show appearance, it exposes behavior and self-presentation.

SCENE 03: EXPOSURE TURNS PERSONAL

Camera Vibe: Tight Three-Shot / Alternating Close-Ups

- **What We See on Screen:** The mirror shifts to Maya's guarded reflection, then to Elina's controlled, lonely image. The room feels smaller as the camera tightens on faces and reactions.
- **Actor Movement & Staging:** Maya's expression flashes with pain before she masks it with a laugh. Elina stays composed but visibly tightens. Arin begins to realize the device is not malfunctioning.
- **Lighting & Mood:** Soft white light remains, but the blue reflections now feel sharper and more accusatory.
- **Why This Shot Works (Director Note):** Push the scene from curiosity into confrontation, letting each character's defense mechanism become visible.

STORYBOARD: THE DRAMATIC BUILDUP & CLIMAX

SCENE 04: THE LOCKOUT

Camera Vibe: Close-Up on Remote and Hands

- **What We See on Screen:** Arin grabs the interface remote and clicks it repeatedly, but nothing happens. Maya stands and picks up the wristband from the table, holding it beside her scar.
- **Actor Movement & Staging:** Arin's frustration spikes; Elina stays still, almost expecting this; Maya becomes the one who names the truth behind the device.
- **Lighting & Mood:** The room's clean look starts to feel harsher, with deeper shadows around the edges.
- **Why This Shot Works (Director Note):** Create a physical moment of helplessness that forces the conversation from image to motive.

SCENE 05: THE THREE LIES

Camera Vibe: Mirror-Screen Insert with Character Reactions

- **What We See on Screen:** The screen flickers and displays three phrases: I'M FINE, THIS IS OBJECTIVE, I DON'T NEED ANYONE. The words pulse softly while the characters stare at them in silence.
- **Actor Movement & Staging:** Arin freezes, then admits his fear of not being enough. Elina finally cracks and confesses she built it to prove herself right. Maya reveals her scar as a reminder of being seen and still not chosen.
- **Lighting & Mood:** Blue graphics slow down; white light feels less pure, more interrogative than clinical.
- **Why This Shot Works (Director Note):** Deliver the emotional climax where each lie is named and each character becomes vulnerable in a different way.

SCENE 06: STILLNESS AFTER TRUTH

Camera Vibe: Slow Push-In to Final Three-Shot

- **What We See on Screen:** The mirror remains glowing softly while the three characters stand in silence, no longer polished or protected. The room now feels like an interrogation chamber rather than a showroom.
- **Actor Movement & Staging:** Arin looks at the two women with new honesty; Maya offers a small real smile; Elina sets the remote down and accepts the unresolved truth.
- **Lighting & Mood:** Softened white light with subdued blue accents, leaving the room emotionally exposed and quiet.
- **Why This Shot Works (Director Note):** End on unresolved honesty rather than victory, allowing the audience to sit with the cost of being seen.

CREATIVE SHOOTING CHEAT-SHEET FOR THE DIRECTOR:

- **Keep Camera at Eye-Level:** In small rooms or single locations, eye-level framing makes the audience feel trapped in the room with the characters.
- **Reaction Shots are Gold:** When a secret or punchline lands, hold the camera on the character *listening* to capture their silent shock.
- **Audio Drives Emotion:** Whispers, deep sighs, and awkward silences carry 60% of the dramatic tension.