



IF

AN INTERACTIVE FILM

PRODUCTION DOCUMENT

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INTRODUCTION



During the third sem of UCA, we started with the Production unit, During this unit I had to take roles in different projects and earn points to pass the semester. There were in total 15 roles spread in different departments.

I worked in many different roles but this production document is about my Individual film, 'THE INTERACTIVE FILM". How I came up with the whole idea of this project to the execution as a Director and Director of Photography.




DESCRIPTION

The Interactive Film is a short journey of a mentally disturbed supernatural human being. This journey contains his experience of his uncontrollable superpower and how he encounters different people in his journey that ends by him meeting his own self waiting for him at the end of the journey

What do you mean by an interactive film. An interactive film is a movie or a short film where viewer interacts with the protagonist and the choices that they make. Viewers have the choice to make the decision for the protagonist and that would lead to certain consequences in the film.

Having done with lots of research for this film I decided to make a short demo of a large scale narrative to give an interactive experience to the viewer because of the limited resource and research.



A stylized graphic consisting of two concentric circles in a golden-brown color. The word "REFERENCE" is written in white, uppercase, sans-serif font across the center of the circles. To the right of the circles, there are several abstract, thin golden-brown lines that branch out, resembling a tree or a network diagram. One line extends horizontally to the right, ending in a small circle, with several other lines branching off it at various angles.

REFERENCE



HELLBLADE

SENUA'S SACRIFICE

A video game developed by a company based in Cambridge, A action adventure game, Its a journey of a broken warrior set in viking era haunted by voices in her head.





I took the reference of the narrative of this game, how the character faces psychosis and the way this game makes the player experience the visuals

A feature film directed by Dardenne Brothers, about the struggles of a teenage girl

Rosetta

un film écrit et réalisé par

Luc et Jean-Pierre DARDENNE



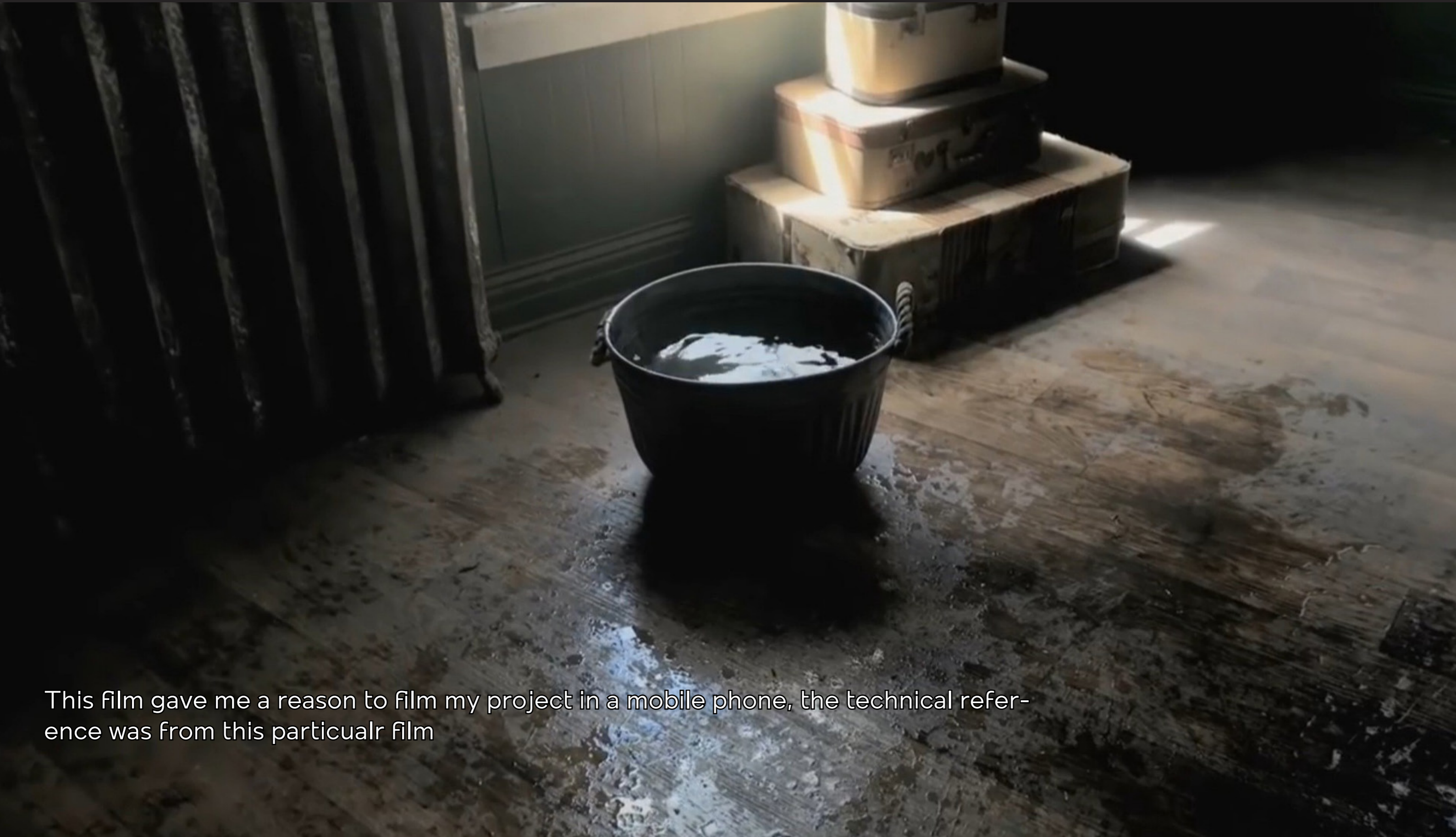
Cinematography style of this film became the base of what I wanted to experiment with

A short film directed by Zack Snyder on a mobile phone, the film is forced prostitution and a fight against it.

SNOW STEAM IRON

NEW YORK NY PD

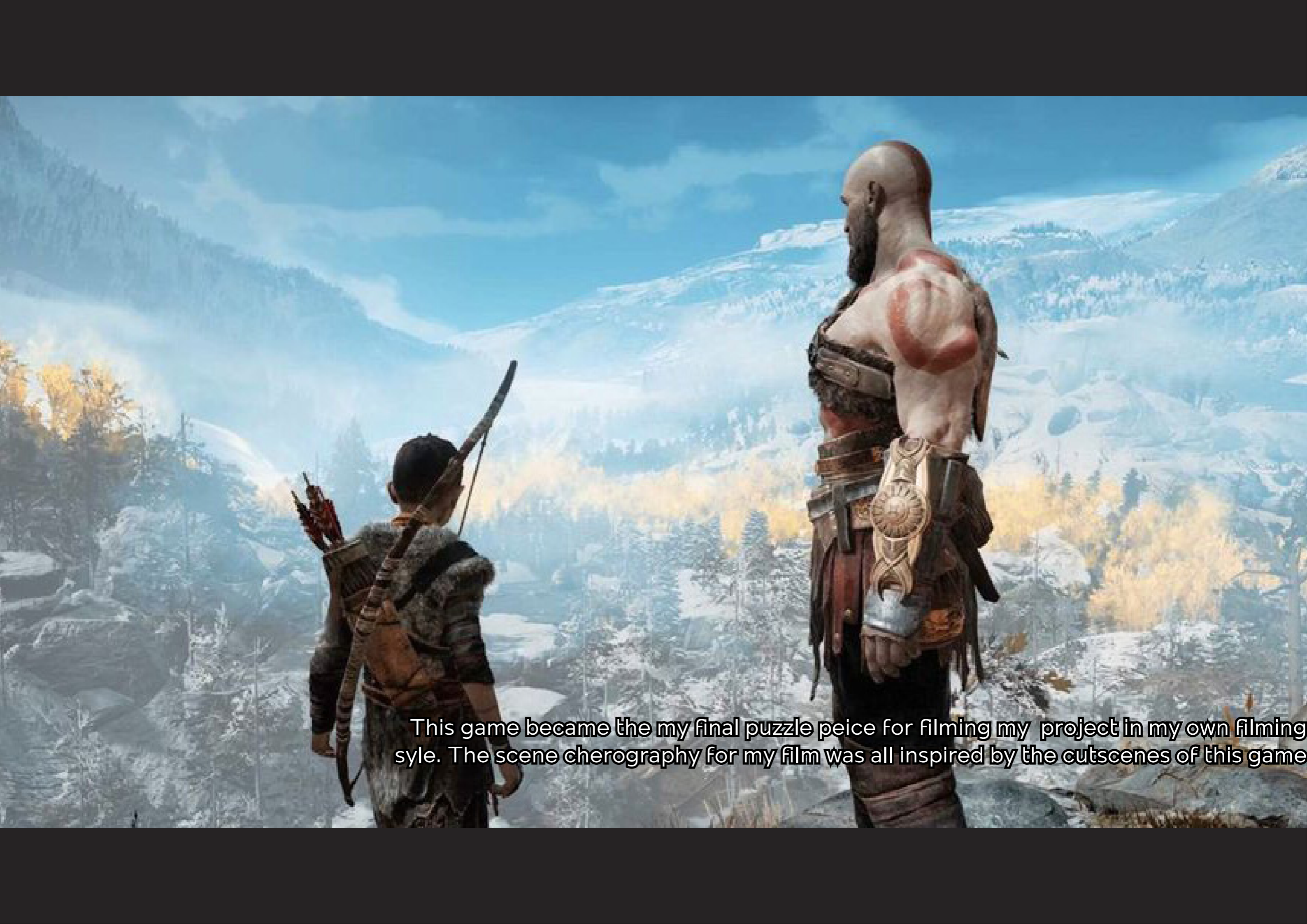
279 LIN WOO



This film gave me a reason to film my project in a mobile phone, the technical reference was from this particular film



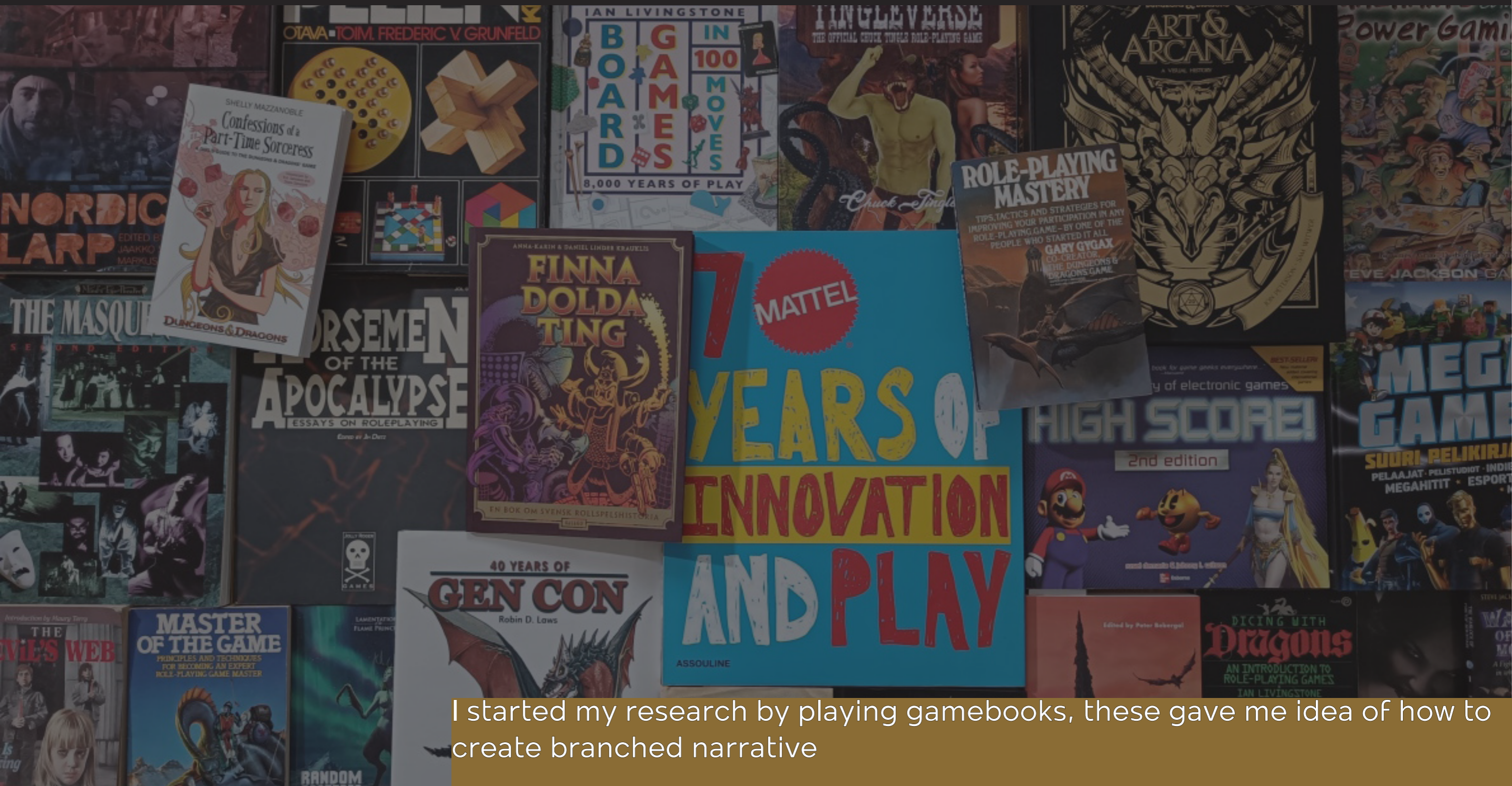
A video game developed by Santa Monica Studio, based on a journey of a father and his son into a mysterious forest full of mythological stories



This game became the my final puzzle peice for filming my project in my own filming syle. The scene cherography for my film was all inspired by the cutscenes of this game

RESEARCH





I started my research by playing gamebooks, these gave me idea of how to create branched narrative

Go
back



Free
Choice



Heal
Me!



KENS



The Ramon clone is not moving.



ASURIA AWAKE



confident that it can count on you to do what you want. You give it the wand and the silk. You calmly take the wand out of your pocket, along with the silk. Ramon's eyes widen. Realising what you are about to do, he charges at you, but he is too far away to stop you. You rub the wand with the silk and then point it at the simulacra. A bolt of lightning flies out of the wand and strikes the Ramon simulacra in the chest.


Ramon looks at you with pain and




er assaults your senses as you leave
You hear two heavy bolts being
s the door behind you, so retreat is
ion. Drawing your cloak tightly
shoulders, you begin your journey
lodgings, aided by the lamps that
of the city's crossroads. Between
of light, the inky blackness lies
penetrable. The new moon is
and the darkness is as complete
ce. You could almost imagine
e last human alive - what was

The sound of harsh raised voices float towards you on the still night air. They originate from an alleyway to your right. Creeping

along the alley as quietly as you are able, you can make out what seems to be an altercation. A dropped hand lantern bathes the tableau in an eerie, flickering light.

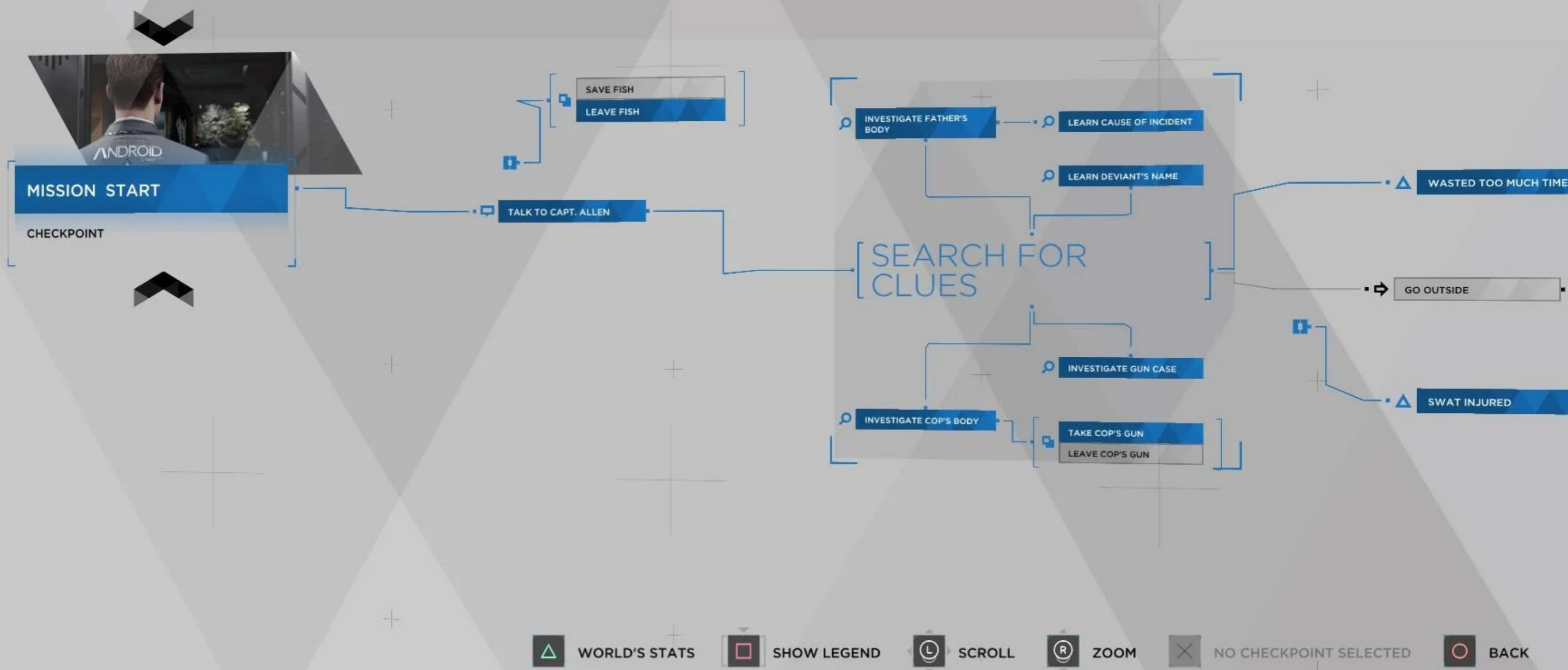
Will you hide in the shadows and observe what is taking place by turning to 394? 

Or will you rush in to attack and turn to 198? 



100% COMPLETED

THE HOSTAGE



Studying the flowchart for different video

CONFRONT DEVIANT OUTSIDE

CHECKPOINT

NEGOTIATE WITH DEVIANT

FRIENDLY APPROACH
COLD APPROACH

FAIL TO NEGOTIATE
REFUSE TO DISMISS HELICOPTER
DISMISS HELICOPTER

LEAVE WOUNDED COP
SAVE WOUNDED COP

BE HONEST ABOUT GUN
LIE ABOUT GUN

BE HONEST WITH DEVIANT

LIE TO DEVIANT

SACRIFICE SELF

USE GUN

GET CLOSE ENOUGH

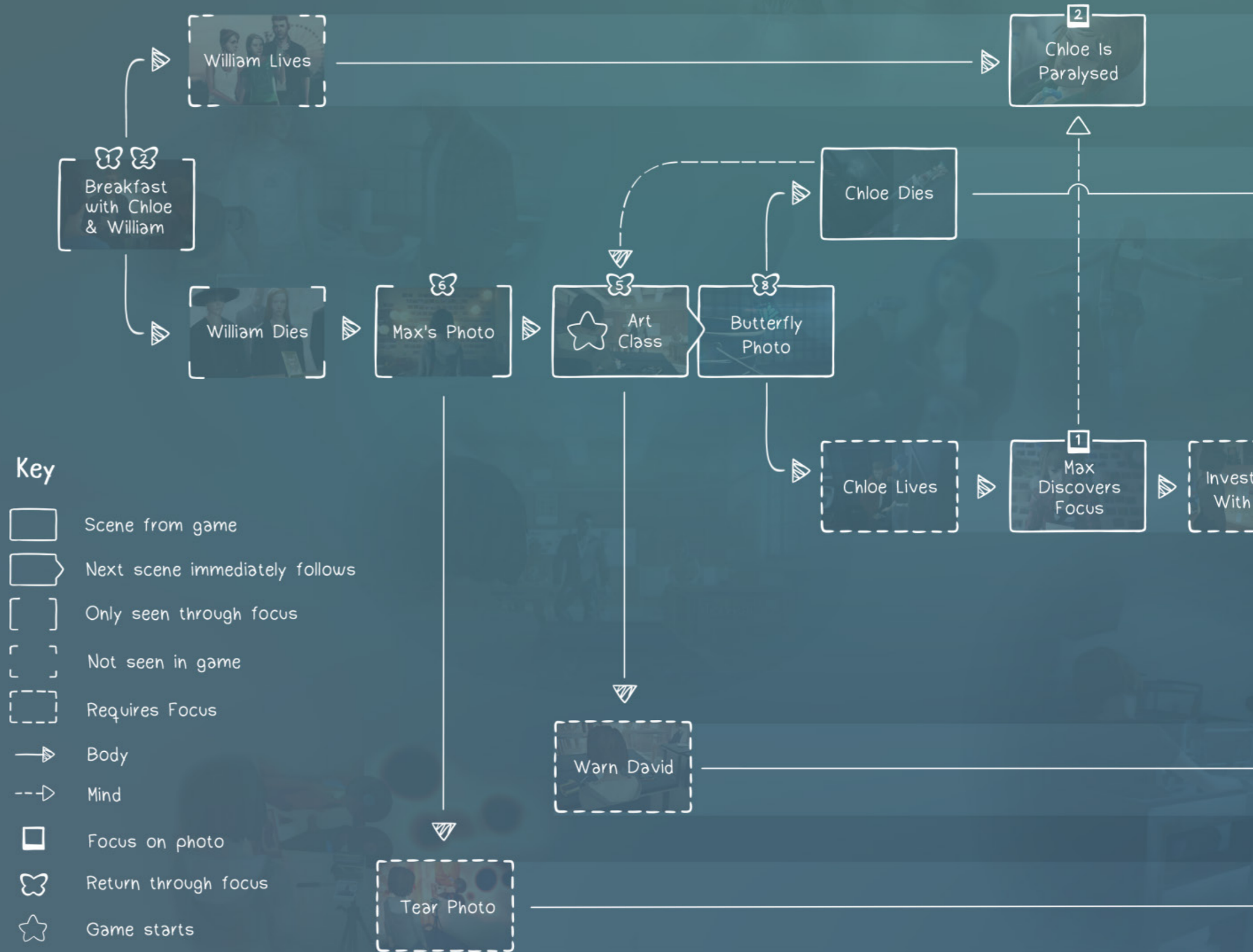
FAIL TO BUILD TRUST
BUILD TRUST

DEVIANT EMMA

- WORLD'S STATS
- SHOW LEGEND
- SCROLL
- ZOOM
- NO CHECKPOINT SELECTED
- BACK

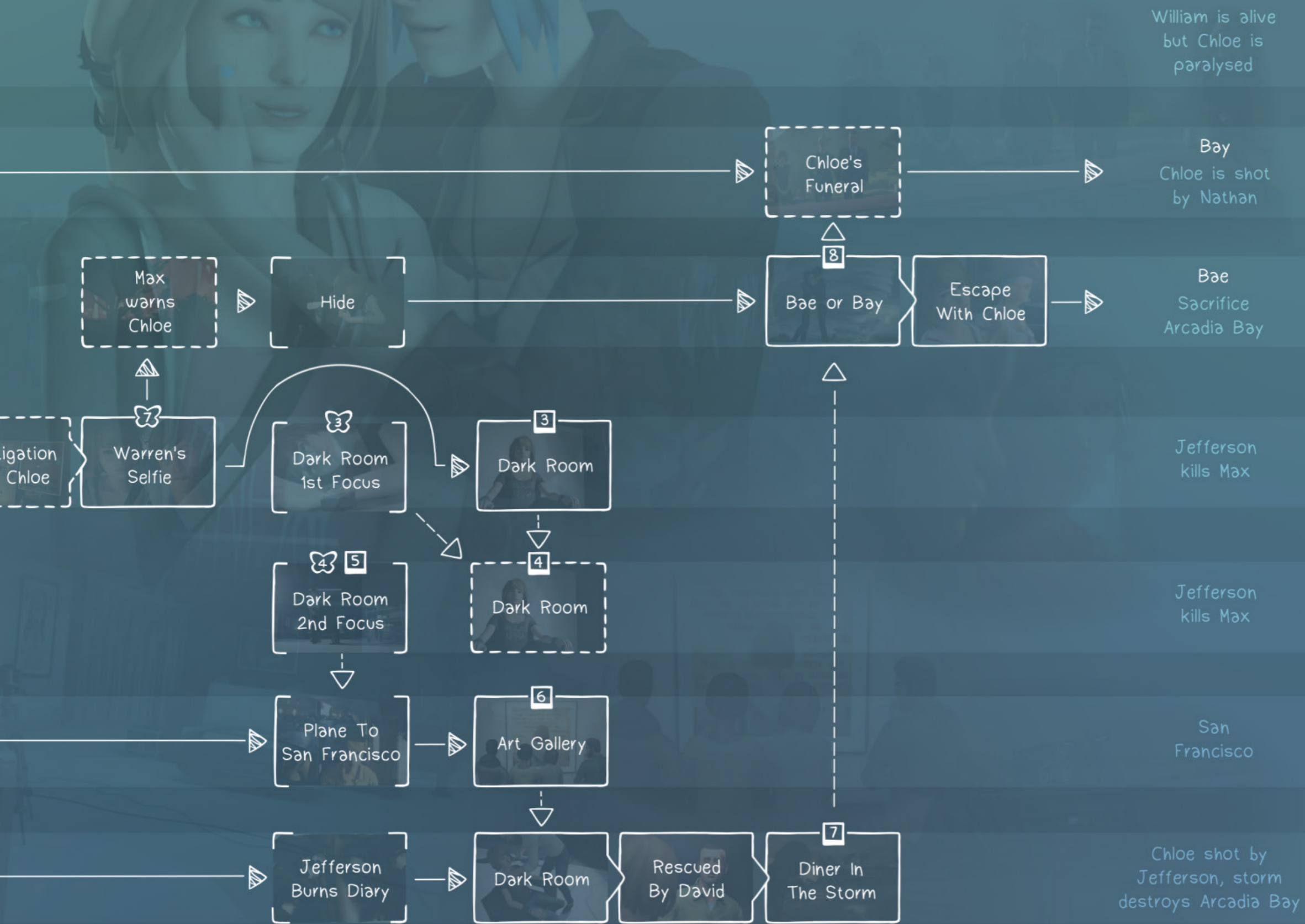
CONNOR SHOT DEVIANT

Continued deconstructing games and tried to get something interesting from them



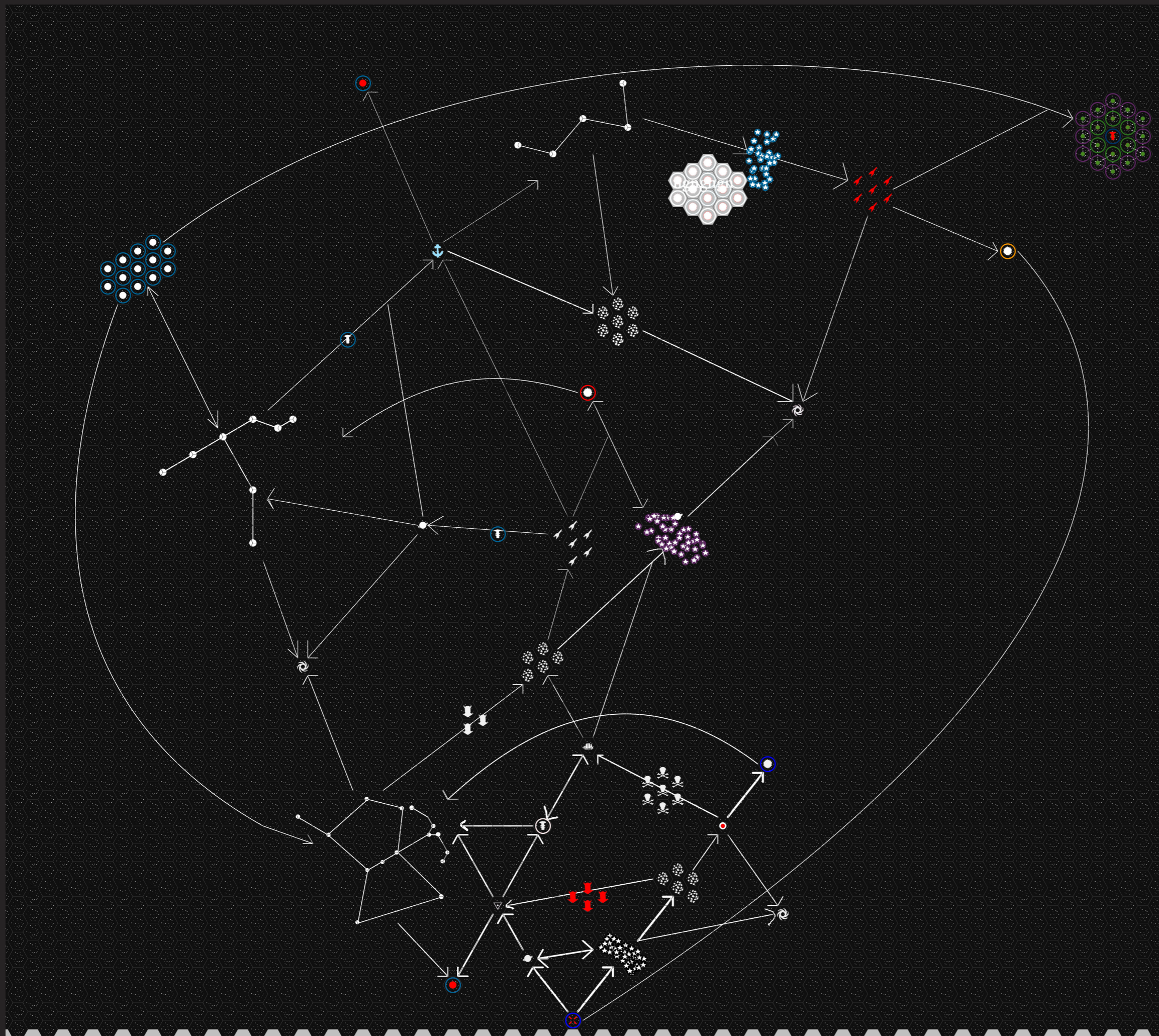
Strange flowchart

OceanOwl



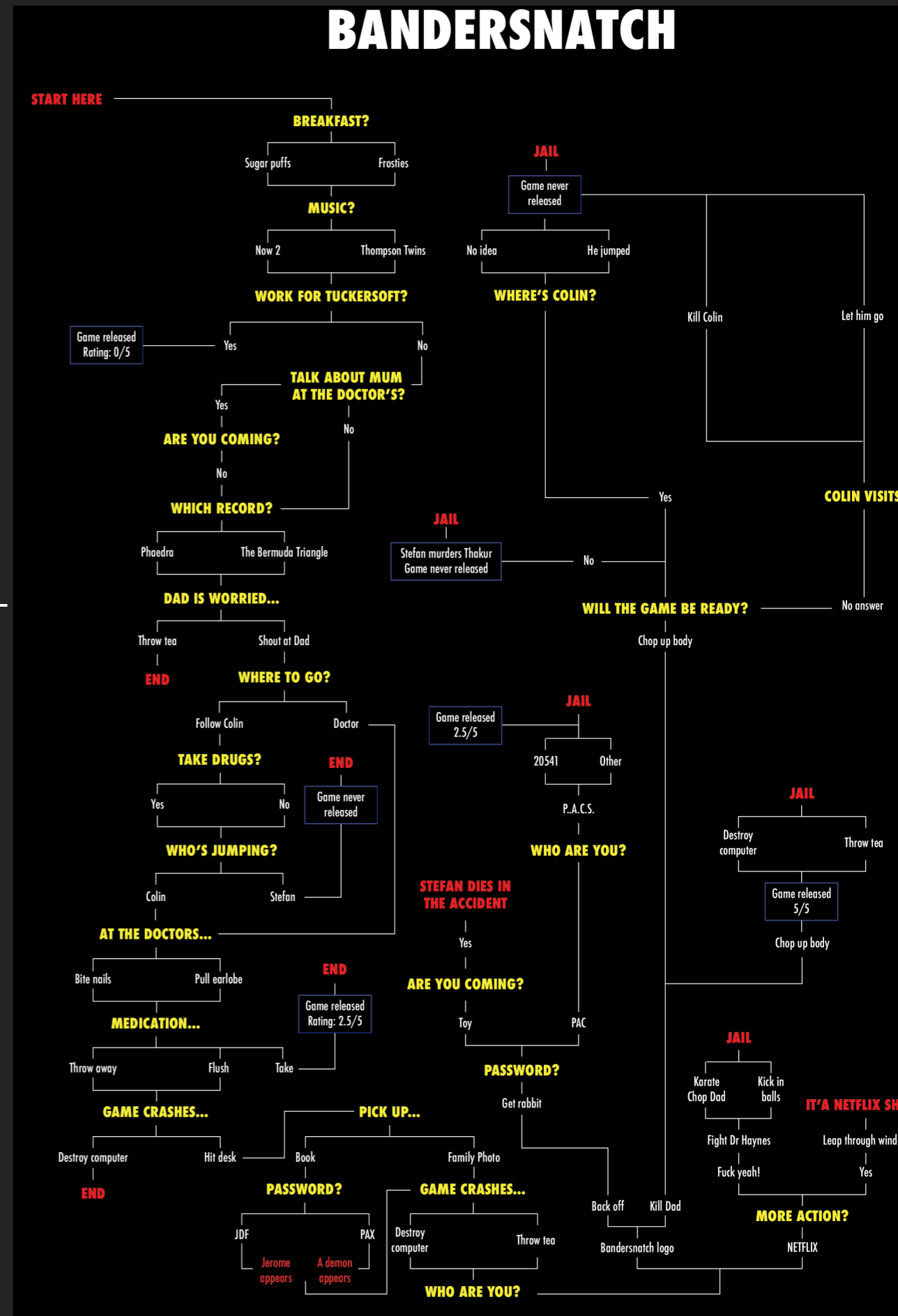
Took out my old game design flowcharts to refresh my mind and create something new

Flowchart from
my own gamebook
that I created in my
Bachelor'e



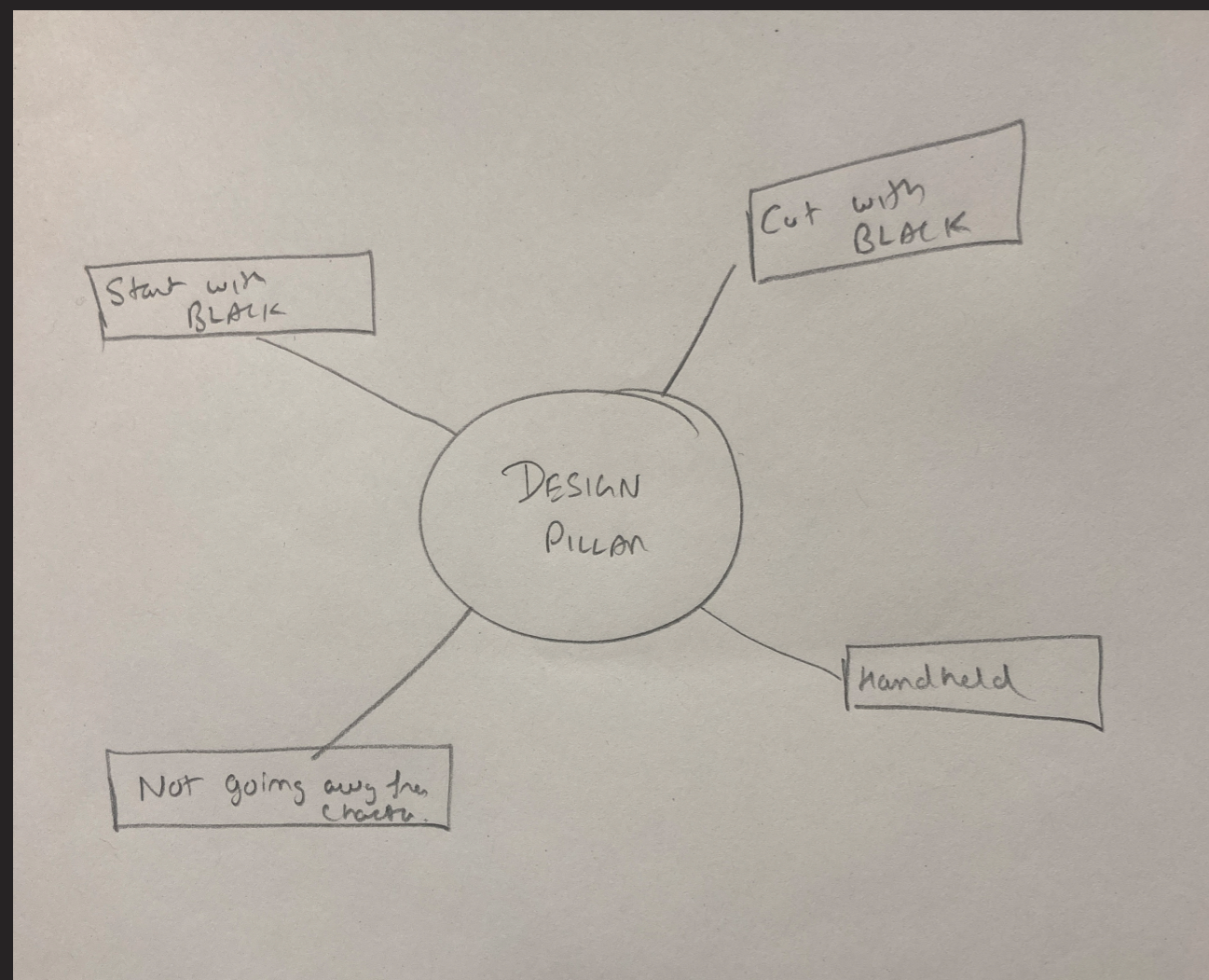


Blackmirror Bander-
snatch became my refer-
ence and i start-
ed studying its flow-
chart as I was cre-
ating a live action
film



CINEMATOGRAPHY DESIGN PILLARS

After some research and deciding how to let viewer interact with the film, I ended up deciding to edit the film in both Premier and a game engine. Premier or any video editor will allow me to do edits, sound design and color grading. A game



This decision made me create design pillars for the cinematography for this film. The 4 pillars are

- Every shot will cut with closeup so the camera goes to black
- Every shot will start with a closeup or a black screen
- Complete hand held
- Not going away from the main character

NARRATIVE



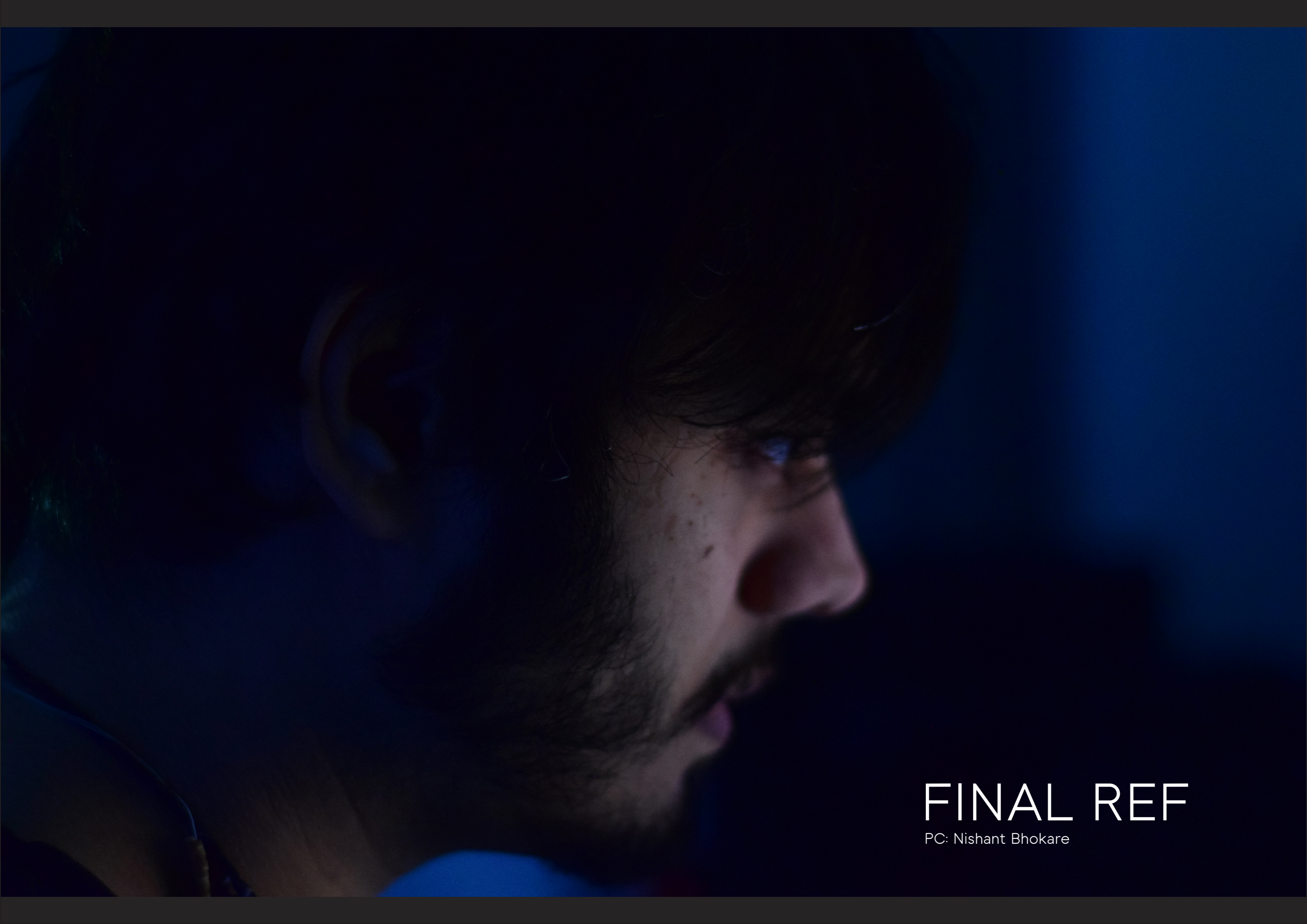
CHARACTER

RAZ

Highly interlectual character, faceing an mental issue.
A character who is honorable but disturbed and manipulated by his alter egos

EXPLORATION





FINAL REF

PC: Nishant Bhokare

JOURNEY

DOUBT

It can be very ambitious if i try to tell story in a large scale. How can I tell a story which is not a complete story that follows heros journey but feels like a journey

SOLUTION

What if I make it like a quest just how it is in a video game. A small side quest but telling the viewers the struggles he is going through.

The solution is to tell a small tale of his moment, A mental episode where he is experiencing his woen power. A journey where he is about to meet himself.

CASTING / LOCATION

A hand-drawn diagram in a golden-brown color on a dark grey background. It features a central circle with a smaller inner circle. A line extends from the bottom-left of the outer circle to a complex, abstract shape consisting of several overlapping lines and a small circle. Another line extends from the bottom-right of the outer circle to a simple curved line. A third line extends from the top-right of the outer circle to a simple curved line. The text 'CASTING / LOCATION' is written in white, uppercase letters across the center of the diagram, overlapping the circles.

SELECTION

Its the most difficult part that I had to go through, Finding a person who is build enough but also seems disturbed because of the characters mental status.

First thing I did was posted on Mandy for the role and see how many people were interested in making an experimenal project than a film. A later on shuffle throuth them.

Roles

Name: Raz

Type: N/A

Role Details: Raz is an intellectual, smart and very calculative person, He is facing Psychosis, A mental illness where he sees and listens to things and people. This Voice manipulates him to do things.

Playing Age: 23 - 31

Gender: Male

Ethnicities: White / European Descent,Black / African Descent,Latino / Hispanic,Asian,South Asian / Indian,Indigenous Peoples,Middle Eastern,Southeast Asian / Pacific Islander,Ethnically Ambiguous / Multiracial,11

Payment: No

BATCH 1



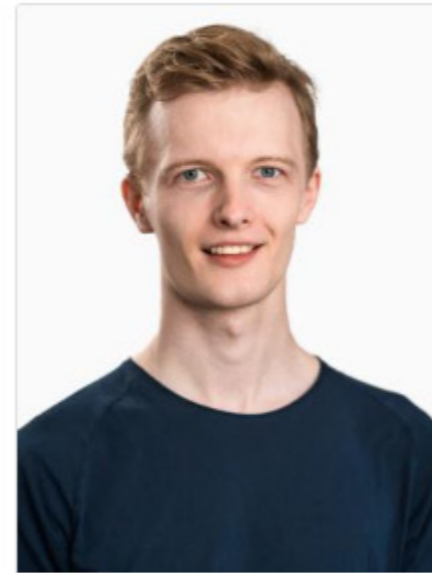
Julian Lloyd Patten



Jason Hall



Stephen McManus



Frederick Brandes

BATCH 2



Jonathan Cooper



Aman Anam



Adris Asghar



Arnold Voysey



Aman Anam

Male

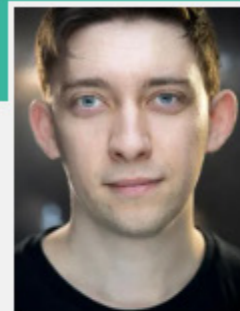
Location: london

MESSAGE ▾

PRINT

SHARE

Ethnicity	Asian - Indian
Age Range	20 - 30
Height	5' 5" (1m 66cm)
Weight	11st. 5lb. (72kg)
Hair Colour	Black
Eye Colour	Brown
Build	Medium



Arnold Voysey

Male

Location: London / Hampshire

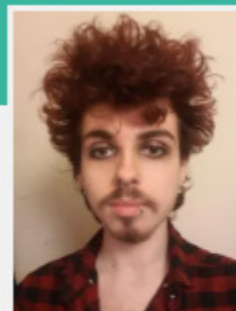
MESSAGE ▾

PRINT

SHARE

Ethnicity	Caucasian
Age Range	22 - 32
Height	6' 5" (1m 96cm)
Weight	14st. 7lb. (92kg)
Hair Colour	Brown
Eye Colour	Blue
Build	Medium

These were good but they did not have that charm that I was looking for



Sonny Williams

Male

Location: Cardiff

MESSAGE

PRINT

SHARE

Ethnicity	Caucasian
Age Range	16 - 26
Height	5' 12" (1m 82cm)
Weight	1st. 6lb. (9kg)
Hair Colour	Red
Eye Colour	Hazel
Build	Slim

FINAL SELECTION





Danniell Jackson

age - 22

location - Cambriage

charming

can look psycho if needed

A photograph of the interior of a Gothic cathedral, viewed from the back of the nave looking towards the altar. The architecture features high, pointed arches and ribbed vaulting. A large, ornate organ is positioned on a balcony in the center. The floor is covered with rows of wooden pews. The lighting is dramatic, with a strong light source from the altar area, creating a sense of depth and grandeur. The overall color palette is dark, with highlights on the stone and wood.

CATHEDRALL

WHY

Spiritual
Sense of morality



GUILDFORD
CATHEDRAL

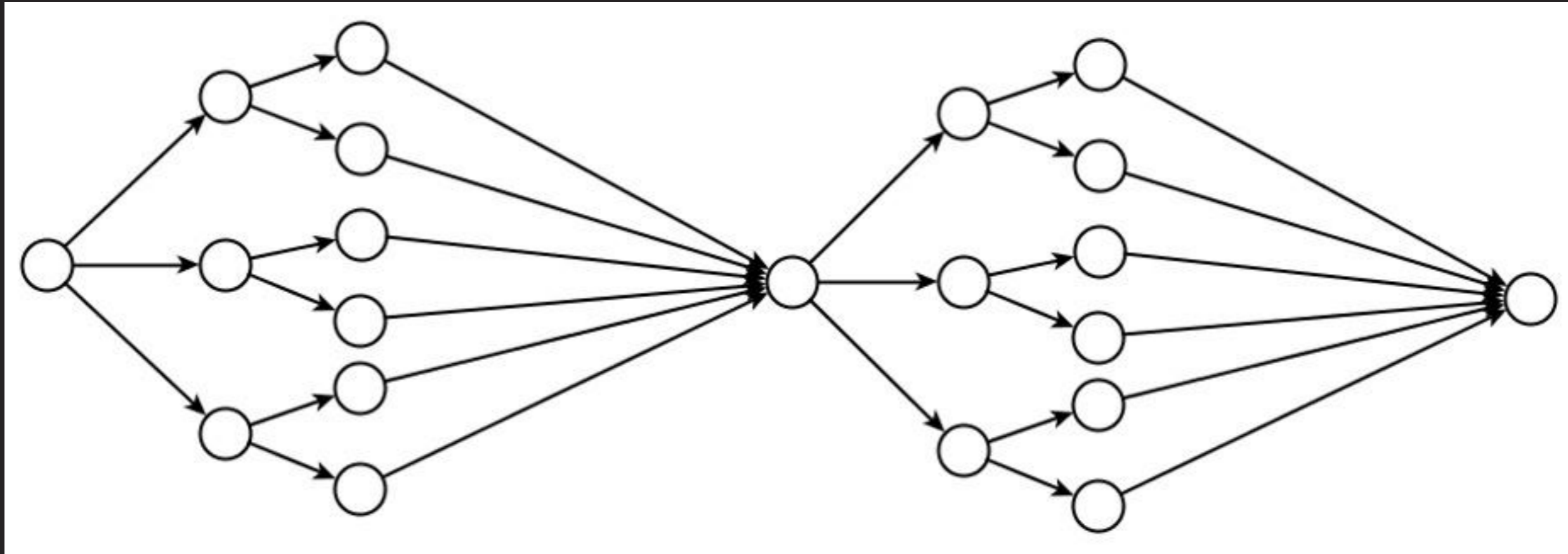
RECCE PICTURES



FLOWCHART

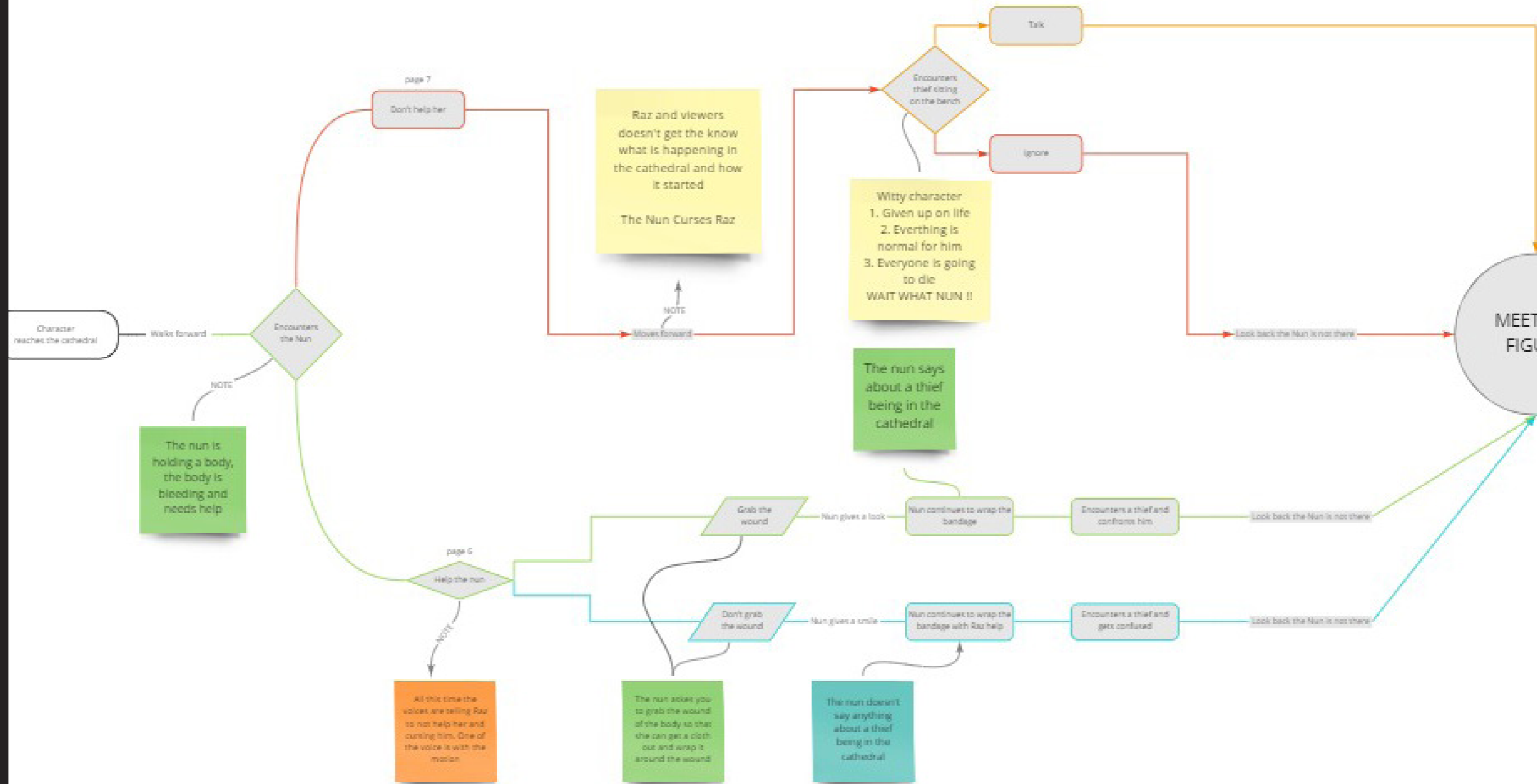


BOTTLENECK NARRATIVE



A complete branched narrative would be monster to film, to give a sense of choice and being little smart I planned to make a bottleneck narrative, where the choices comes to the same point at the end

FINAL FLOWCHART



THE
URE

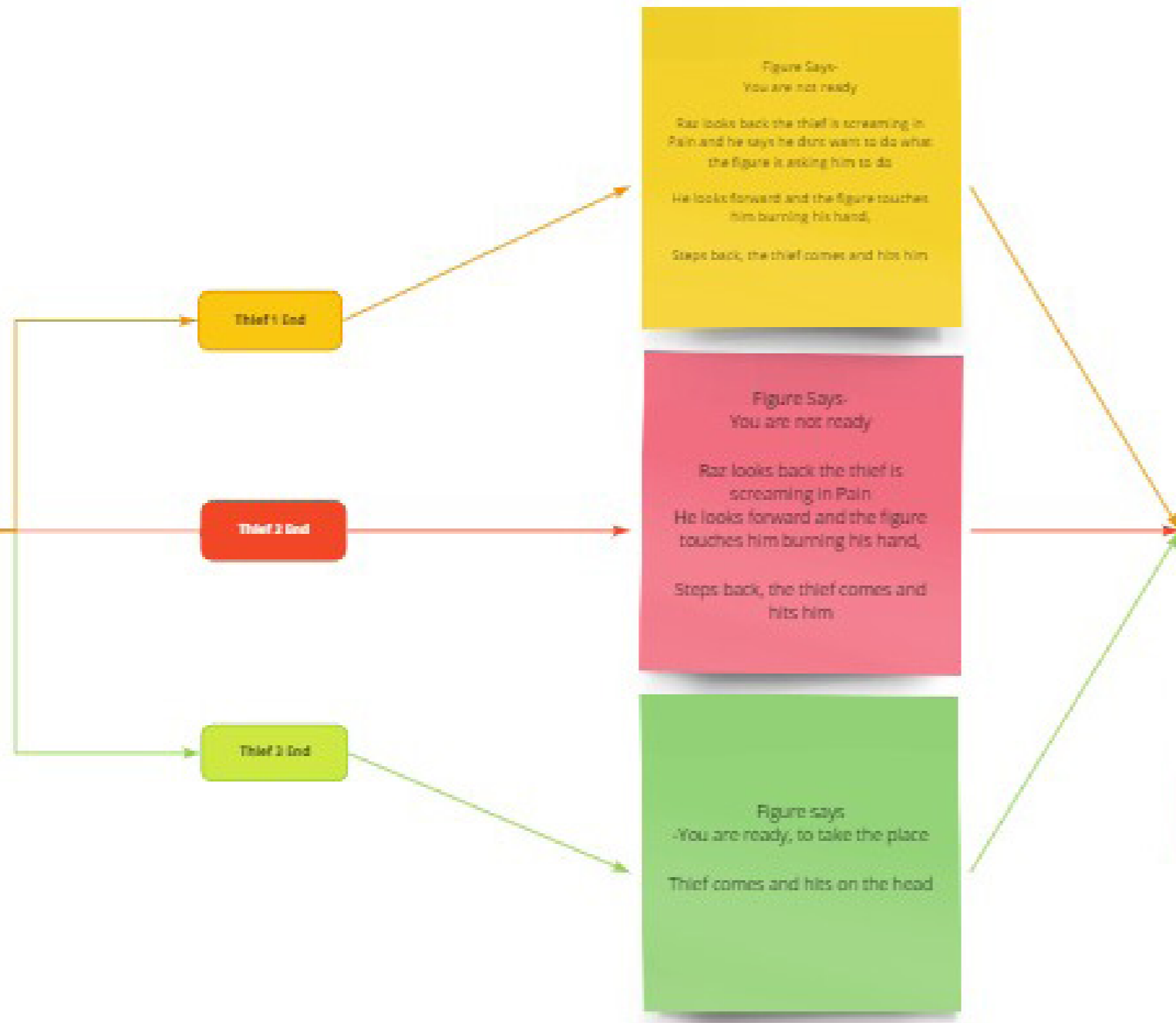


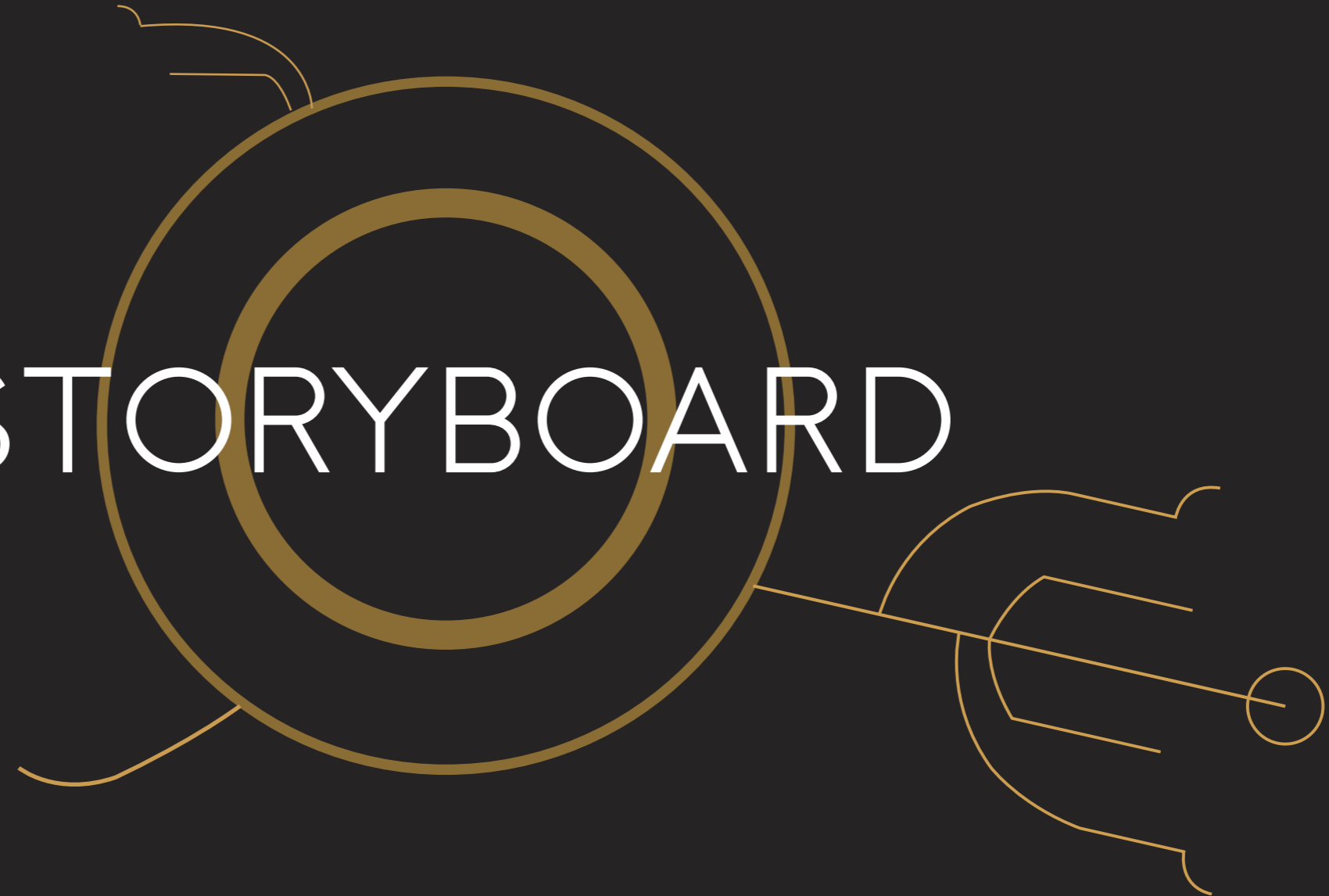
Figure Says -
You are not ready
Raz looks back the thief is screaming in Pain and he says he dont want to do what the figure is asking him to do
He looks forward and the figure touches him burning his hand,
Steps back, the thief comes and hits him

Figure Says -
You are not ready
Raz looks back the thief is screaming in Pain
He looks forward and the figure touches him burning his hand,
Steps back, the thief comes and hits him

Figure says
-You are roady, to take the place
Thief comes and hits on the head

Raz falls on the ground on the position of the body, We see a woman come rinnong and helping him.
She waits for a while and a person arives. She looks at him and says
"For the love of god please help me"

STORYBOARD

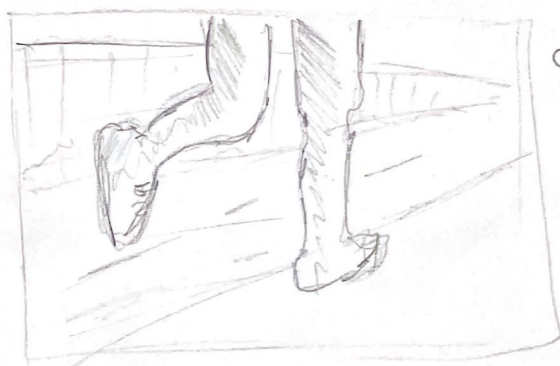


Because of the decision of using handheld and a mobile phone to shot the film there was no possible way for me to make storyboard for the entire film. So the storyboard was made only for the intro sequence and rest was up to my scene choreography to figure the camera movements out

INTERACTIVE PROSE



① Close up - character running
TRACKING SHOT



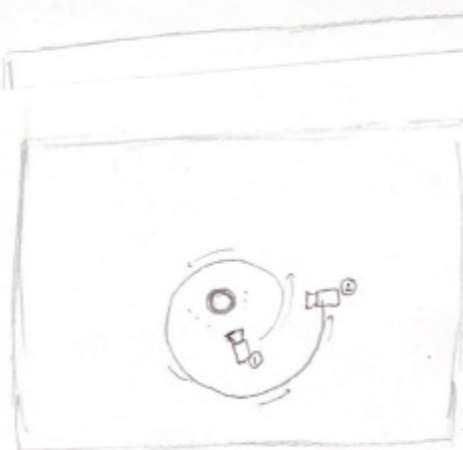
② Same, Different Angle



③ Front Angle



④ Static shot
From here camera ~~to~~ goes
Around the character



A Dark
Camera Revolving around the
character



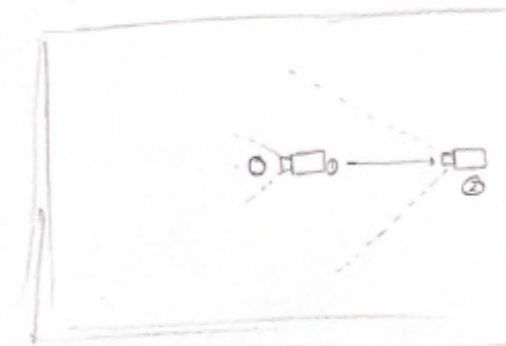
Close up of the
character struggling.



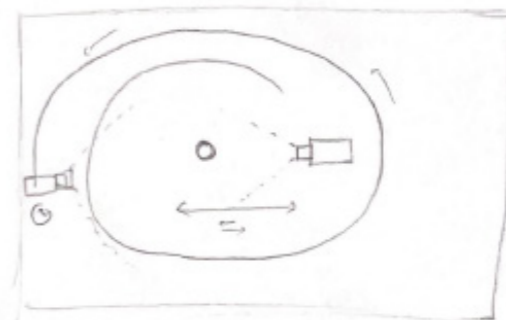
Camera moves forward...



Extreme close up and
cut to different location.



A Dark room.
Camera dolly Back to show the
surrounds.



cut to different locat.
church



SCENE CHOREOGRAPHY



Once the interactive script was locked, as a DOP I broke it down into fragments as it was a one scene but with various interaction and actions. Because of it being shot on a phone and wanted to make it feel like one shot I choreographed each scene and made camera movement plans

INTERACTIVE PROJECT
(THIS IS AN INTERACTIVE SCRIPT)

BY

VINAY KUMAR SHARMA

SHOT BREAKDOWN SCRIPT

NOTE: ALL THE VOICES WILL BE ADDED IN POST EDITING AND SOUND RECORDING AS THOSE ARE JUST VOICES IN THE CHARACTERS HEAD, NO ONE WILL SPEAK THESE IN THE HOLY CATHEDRAL.

FADE IN:

EXT. STREET - DAY

It's a very cloudy day, the street is unusually empty It feels like something is off. The wind is flowing in a very aggressive even when it's not supposed to be stormy.

The time of the year doesn't match the weather right now.

In the gist of this we see a man running, he is running like running for his life. His movement is aggressive and uneven, a single mistake and he can fall on his face. He is panting and breathing faster and faster, He can collapse anytime now, but he doesn't seem to care about it.

VOICE 1 (FEMALE)

Run fast. or else you will miss him

VOICE 2 AND 3 TOGETHER SYMULTANIOUSLY (FEMALE)

Voice 2 - You call that running, Hahaha

Voice 3 - No No No No... you are going to fail...

He stops suddenly and bends down to catch his breath. He keeps his hands on his ears and covers it. He starts shaking his head rigorously in a very aggressive way and closes his eyes

VOICE 1 AND 3 TOGETHER SYMULTANIOUSLY (FEMALE)

Voice 1 - No don't stop now!!!

Voice 2 - And he says he is not weak...

Voice 3 - We are all going to die..., noting is going how it supposed to go. I knew it...

VOICE 2 TO VOICE 3

Shut up. he has no chance to this

RAZ

Stop stop stop stopppppppp...
Get out of my head.

As he says the last sentence, he opens his eyes and finds himself in a dark room.

After seeing that he becomes silent for a second and looks around trying to understand where he is.

The room is pitch black and we can only see him well lit, He tries to scan the place and collects his thoughts

VOICE 4 (MALE)

Calm down.
(With a rough voice)

VOICE 1

Where are we..

VOICE 3

Where has he got us now.

VOICE 2

Shh shhhhh shhhhh
(Whispers)

We are in his mind...

VOICE 1

You mean, this is our home?

VOICE 2

Its empty, just like his life.

Raz looks at the origin of the voice in an angry way.

VOICE 3

Shhhhh shhhhh, He heard us. Step back.

VOICE 4

You don't have to listen to them.
Just do what you are told to...

Raz stands gets up and looks around starts running to see where does this room end

VOICE 4

Reach your destination

As he hears these lines he stops once again and closes his eyes

VOICE 2

3

Camera
Pan out

Low angle
Rumy
Shot

Camera
Zoom in

2

Camera
Zoom better
to her
fill head



Camera
Close to
Eyes
and
Complexion
Close

Camera
Zoom around him/
half left

Camera close on

Camera
Zoom back
Fast

WOMAN
You... I have seen you around. You always
come here and pay your respect...

VOICE 1
Lie.
VOICE 2
Lies...
VOICE 3
Completely lie...

WOMAN
She is not responding, I need to get
her to help.
Help me...

VOICE 2
Pathetic...
VOICE 4
Do whatever you want to do, just
remember we don't have much time.

→ CUT ←

CHOICE

HELP THE WOMEN
(GO TO PAGE 19 OR CLICK HERE)

(DONE)

DO NOT HELP THE WOMAN
(GO TO PAGE 7 OR CLICK HERE) (DONE)

Look
back at
RAZ
Carmen slowly
back and go
OTS of RAZ
Carmen
move
back
slowly
behind RAZ

7

VOICE 1
Wise choice,
VOICE 2
Well done.
VOICE 3
Finally

Raz starts moving forward closer to the figure, his head
starts hurting as he gets near and near to the altar.

FIGURE
Just a little bit more, I was waiting
for you since long time.

VOICE 4
Don't be afraid, he knows your
presence, you need to be calm and
collected.

He walks on the pathway on the centre of the church, he
crosses the benches that were unevenly placed. Raz keeps
walking and ignoring all the voices that are talking in his
head. Soon as he walks, he sees a Man sitting on one of the
benches.

He looks at him and pauses for a second, the man is just
sitting and looking at the figure. It feels like he can see
the figure, but he is not reacting. He is too calm considering
the situation.

VOICE 2
Can he see him...
VOICE 1
Why is he not running, does he wish to
die?
VOICE 3
Kill him.
VOICE 2
don't bother just run, you can still do
that. You coward
(Raz suddenly looks straight like he is
looking at the voice straight in their
eyes)

VOICE 1
Shh shh shh, He heard you. Hahahaha

CHOICE

CUT

TALK TO THE MAN OR GO TO PAGE 21

CONTINUE WALKING OR GO TO PAGE 8 (DONE)

Carmen
come to
the left of
Raz and
walk at
front of him
and go back
Dolly, Beck

Raz
is on
the left
of the
figure

Can you
behind
his head
and
cut

A

Raz looks at the man and realises that he has no time for this thing and starts walking straight and suddenly.

UNKNOWN MAN

I am bad, very bad
(Starts confessing)
I have done many wrong things in my life. Can I still be forgiven?
(Starts sobbing)

People have asked me to go to confession box for confession, but my sins are so great that I need to speak up in public so that everyone can hear me.
(Looks up at the altar)

But look at this, there is no one in this church.

CUT

Raz hears this and confirms that he cannot see the figure at the altar. He ignores his words and starts moving forward as he is just about to reach.

VOICE 2

Wait turn back!!

VOICE 3

Where is she?

After hearing this Raz slowly turns back and looks at the location where woman was sitting with the body. His expression changes and he look confused and scared.

There is no one at that place. The unknown man was not wrong, he was all alone in the church

Camera moves forward and then back fill OTS..

VOICE 1

Did you kill her too? You animal

VOICE 3

Or did we make you kill her

RAZ

Where is she
(Speaks to himself)

FIGURE

Come close!!

Camera comes in front of RAZ (He is going out now) camera moves back with RAZ and stops as they speak. Camera moves close to them and as he completes the dialogue, camera comes by head CUT

Camera switches from to RAZ then when the woman was

Camera goes behind RAZ and the man in front of him back as he screams...

Raz starts screaming in pain and turns towards the figure. He gets closer to him, and his pain starts reducing bit by bit. The figure is clearer now, he is looking at the altar.

Camera turns with Raz

As Raz reaches close to the figure, he suddenly turns to Raz and grabs his hand.

CUT

FIGURE

You!!
(Pulls him little closer)
No no... You are not ready yet

The figure says this and looks away, Raz follows the same action and looks behind, He can hear someone scream.

As Raz looks back he sees the Unknown man screaming in pain. He has kept his hand on his head and just pulling his hears, after some time he starts scratching his face.

Raz is on the left of the screen and Jigsaw holds him close. Camera zoom in

UNKNOWN MAN

Stop..Stop..STOPP!!!!

VOICE 1

What is happening..

VOICE 4

Stick to the plan. Let's see we were this will take us.

VOICE 2

No NO, we are all goanna die.

Camera turn to the Unknown Man and zoom in... then zooms out till OTS of RAZ

Raz look at the figure, they both share a stare and suddenly his hands start burning, He could feel the heat increasing and he screams. As He screams the figure pushes him very hard.

Camera moves from his head to his face showing the burn....

Raz gets knocked back. He starts feeling dizzy and everything is blurred in front of him. He stumbles upon the benches and still manages to keep his balance

After moving unevenly for some time. He manages to get his balance and looks ahead. His eyes open widely as he sees the unknown man in front of him with a baseball bat.

Camera see in POV.

With a great thrust he hit Raz on his head, the impact is so hard that it makes Raz turn and fall on the ground slowly. His hands are burnt, and his head is bleeding but not too much and slowly he loses his conscious. We see the unknown man run and go somewhere and hides. Its completely silent and nothing can be heard.

Twins and and stops in front of stronger and seen H?

After some time, we hear some footsteps from outside, someone enters the cathedral. As this person enters the main hall, she sees Raz's body and runs towards him. She sits down beside him

CUT

Camera moves from over

12

and holds him hard trying to figure out how to heal the wounds on his hands.

The door opening sound is heard again and someone enters the Cathedral. We don't see this person as we can only hear his footsteps coming closer and closer.

The woman looks up at the person and sees hope

WOMAN
For the love of God... Please Help.

END

START AGAIN FROM THE CATHEDRAL TO KNOW MORE
OR GO TO PAGE 4

CAM
Pulls
in RAZ
doll..

13

Raz moves takes the bodies hand and puts it back where it was, He looks at the hand, its black and looks little burnt. He notices some mark on the hand.

VOICE 3
Oh no, how is this possible

VOICE 2
This cannot be him

VOICE 3
HAHAHAH, we are D-O-N-E !!

Raz struggles with his thoughts and voices. He tries to say something, but he can't.

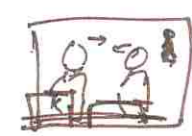
NUN
I can see that you are disturbed. All I can say it be careful, its bad times.

FIGURE
The time is nigh...
(The voice echoes)

Raz suddenly looks at the figure and stands up. Woman looks at him in confusion and then looks at the altar. After a moment Raz starts moving forward

Raz gives a very subtle stare and starts moving ahead. He is thinking very hard trying to piece the situation.

CAM
Come out
beside his
head out
zoom in
to the hands...



CAM
you
side of him
the character
and
then zoom
in to the
figure

Cut on
the bench
Close up

CUT

14

CAM
Close to
RAZ
one OTS

VOICE 3
Why did it have to be you?
Pathetic...

VOICE 2
Waste of time, that's it.

VOICE 4
He can hear us...

VOICE 3
He can see us

VOICE 4
Shhh, Shut up...

VOICE 2

Shut up..

SHUT UP!!

RAZ

RAZ look
As the comm and
shut up.

As Raz moves forward a man who is hurt and has bruises on his head comes up from the right of the cathedral. His hair is messy as if he was pulling it out. He comes running and crashes with Raz making him turn completely. Raz looks at him, he stops too and puts both her hands in front.

Raz is completely confused

Who is he!!

VOICE 1

Kill Him

VOICE 3

Kill Him!!

VOICE 3

Stop...

RAZ

UNKNOWN MAN

I was not the one...
He made me do that...

RAZ

Who are you?
You must be the one who hurt the man on
the ground there.

As the man says this, the expression on Raz's face completely changes.

UNKNOWN MAN

What do you mean by that?
What body?

stays still for a second and then points at the place where the women was sitting but something catches his eyes. His expression changes and we can see fear and confusion on his face.

VOICE 1

HAHAHA, we are going to die for sure...

Comer
Comer in
Just a RAZ
and Mow
with him..

Sudden it turns
to wash, the
thing..

This is clay This
UP -> Comer clay
Comer up
Comer
conversation

Comer
turn toward
RAZ (COS)
Pointy
at the
Bods
and we
room in



VOICE 2
How is this possible

VOICE 3
Where did they go

The women and the body just disappeared. There is not a single mark of anyone's existence in that place.

VOICE 4
Enough!!! Stay focused...

UNKNOWN MAN
(With a crying face)
He won't forgive me for this.
I should have finished my job

The man says and, in a rush, starts running towards the exit of the cathedral

UNKNOWN MAN
He will not forgive me!!

We see Unknown man run and disappear out of Raz's perspective.

Raz turns back and he slowly walks towards the figure. As Raz reaches close to the figure, he suddenly turns to Raz and grabs his hand.

FIGURE
You!!
(Pulls him little closer)
No no... You are not ready yet

The figure says this and looks away, Raz follows the same action and looks behind, He can hear someone scream.

Raz look at the figure, they both share a stare and suddenly his hands start burning, He could feel the heat increasing and he screams. As He screams the figure pushes him very hard.

Raz gets knocked back. He starts feeling dizzy and everything is blurred in front of him. He stumbles upon the benches and still manages to keep his balance

After moving unevenly for some time. He manages to get his balance and looks ahead. His eyes open widely as he sees the unknown man in front of him with a baseball bat.

Comer
Comer
S slowly
turn away
out
As the
they
Runs
the
comer
shows
the
that
out
Comer turn
to wash
RAZ
and RAZ
Turn
COS

15
Next
or
NEXT
SHOT

With a great thrust he hit Raz on his head, the impact is so hard that it makes Raz turn and fall on the ground slowly. His hands are burnt, and his head is bleeding but not too much and slowly he loses his conscious.

UNKNOWN MAN

Its done now..
(He screams)

We see the unknown man run and go somewhere and hides. It's completely silent and nothing can be heard.

After some time, we hear some footsteps from outside, someone enters the cathedral. As this person enters the main hall, she sees Raz's body and runs towards him. She sits down beside him and holds him hard trying to figure out how to heal the wounds on his hands.

The door opening sound is heard again and someone enters the Cathedral. We don't see this person as we can only hear his footsteps coming closer and closer.

The woman looks up at the person and sees hope

WOMAN

For the love of God... Please Help.

END

START AGAIN FROM THE CATHEDRAL TO KNOW MORE
OR GO TO PAGE 4

*SAME
AS LAST
STUT*

UNKNOWN MAN

(With a crying face)
He won't forgive me for this.
I should have finished my job

The man says and, in a rush, starts running towards the exit of the cathedral

UNKNOWN MAN

He will not forgive me!!

This event leaves Raz in a very confused state. He stays still for a second and then turns back but something catches his eyes. His expression changes and we can see fear and confusion on his face.

VOICE 1

HAHAHA, we are going to die for sure..

VOICE 2

How is this possible

VOICE 3

Where did they go

The women and the body just disappeared. There is not a single mark of anyone's existence in that place.

VOICE 4

Enough!!! Stay focused..

Raz turns back and he slowly walks towards the figure. As Raz reaches close to the figure, he suddenly turns to Raz and grabs his hand.

FIGURE

You!!
(Pulls him little closer)
You are now ready.

The figure says this and looks away, Raz follows the same action and looks behind, He can hear someone scream.

Raz look at the figure, they both share a stare and suddenly his hands start burning, He could feel the heat increasing and he screams. As He screams the figure pushes him very hard.

Raz gets knocked back. He starts feeling dizzy and everything is blurred in front of him. He stumbles upon the benches and still manages to keep his balance

*SAME
AS
PREVIOUS
STUT*

After moving unevenly for some time. He manages to get his balance and looks ahead. His eyes open widely as he sees the unknown man in front of him with a baseball bat.

With a great thrust he hit Raz on his head, the impact is so hard that it makes Raz turn and fall on the ground slowly. His hands are burnt, and his head is bleeding but not too much and slowly he loses his conscious.

UNKNOWN MAN
Are you happy now...?
(He screams)

SAME
AS PREVIOUS
& NOT

We see the unknown man run and go somewhere and hides. It's completely silent and nothing can be heard.

After some time, we hear some footsteps from outside, someone enters the cathedral. As this person enters the main hall, she sees Raz's body and runs towards him. She sits down beside him and holds him hard trying to figure out how to heal the wounds on his hands.

The door opening sound is heard again and someone enters the Cathedral. We don't see this person as we can only hear his footsteps coming closer and closer.

The woman looks up at the person and sees hope

WOMAN
For the love of God... Please Help.

END

START AGAIN FROM THE CATHEDRAL TO KNOW MORE
OR GO TO PAGE 4

(17)

Continue Jan
the choir to
epiphany
Now

Raz looks at the figure for a brief second and turns away, He looks at the nun and moves towards her.

VOICE 1	VOICE 2	VOICE 3
Is that a wise choice?	I knew it	Everyone is going to die,
Is that what you want?	I told you all	Everyone is going to suffer
Is that even worth it?	But you did not listen	Everyone is going to
If not, then it is	And yes, it is	And it will be
All your fault!!!	All his fault	All your fault

RAZ
Just shut up.
I know what I am doing
If I don't help her, she will die.

Camera come
to right of RAZ
and move back
→ RAZ paven
and look back

He runs towards the women and gets on his knees to talk to help her, He sees the women is grabbing the body's wrist, its black in colour and looks like little burnt, there is a clot spread on this man's body.

Raz tried to see the face of the body on the ground, but he is not able to. As he tried to move ahead to see the body's face.

Camera
move
toward the
woman
and slow
to the head
(Body)-
and Jan RAZ

NUN
I knew you would come to help me. The man needs our help.

VOICE 2
Who is this?

VOICE 3
What is this?

VOICE 4
This is curious!

RAZ
What happened to him?

NUN

Camera
zooms in
to RAZ

Camera slowly goes
behind
woman.

CUT

I am as clueless as you are. I came in for my daily prayer. And I found this person fallen on the ground.

VOICE 1
She hates him that's why she is lying

VOICE 2
She is so beautiful

The nun lifts her one hand to grab something beside her. The hand of the body just moves forward.

NUN
There is something here, I can feel it. Something is really wrong going on here.

Raz stops and looks at the figure at the altar who is looking at him directly

VOICE 3
Wait what!! She can't see him

VOICE 2
You are immature, this is the sign.

VOICE 1
Run!!

VOICE 2
Runn!!!

Nun looks at Raz and signals her to grab the body's hand as she needs help to get something from beside her to wrap the wound.

CHOICES

GRAB THE WOUND
(GO TO PAGE 15 OR CLICK HERE)

DON'T GRAB THE WOUND
(GO TO PAGE 11 OR CLICK HERE)

(DONE)

Woman is
impr
front of
the figure
and comes towards
toward the woman

comes
man
Raz bowed
his
hand
and slows
moves
back...
behind
RAZ
head
and
CUT

Raz starts screaming in pain. He gets closer to him, and his pain starts reducing bit by bit. The figure is clearer now, he is looking at the altar.

As Raz reaches close to the figure, the figure suddenly turns to Raz and grabs his hand.

FIGURE
You!!
(Pulls him little closer)
No no... You are not ready yet

The figure says this and looks at the Unknown man, Raz follows the same action and looks behind, He can hear someone scream.

As Raz looks back he sees the Unknown man screaming in pain. He has kept his hand on his head and just pulling his hears, after some time he starts scratching his face.

UNKNOWN MAN
Stop..Stop..STOPP!!!!
I can't do this...
Someone please make it stop... I can't do this to him!!

VOICE 1
What is happening..

VOICE 4
Stick to the plan. Let's see where this will take us.

VOICE 2
No NO, we are all going to die.

Raz look at the figure, they both share a stare and suddenly his hands start burning, He could feel the heat increasing and he screams. As He screams the figure pushes him very hard.

Raz gets knocked back. He starts feeling dizzy and everything is blurred in front of him. He stumbles upon the benches and still manages to keep his balance

After moving unevenly for some time. He manages to get his balance and looks ahead. His eyes open widely as he sees the unknown man in front of him with a baseball.

With a great thrust he hit Raz on his head, the impact is so hard that it makes Raz turn and fall on the ground slowly. His hands are burnt, and his head is bleeding but not too much and slowly he loses his conscious. We see the unknown man run and go somewhere and hides. It's completely silent and nothing can be heard.

SOME
AS
PREVIEW
SHOT

After some time, we hear some footsteps from outside, someone enters the cathedral. As this person enters the main hall, she sees Raz's body and runs towards him. She sits down beside him and holds him hard trying to figure out how to heal the wounds on his hands.

The door opening sound is heard again and someone enters the Cathedral. We don't see this person as we can only hear his footsteps coming closer and closer.

The woman looks up at the person and sees hope

WOMAN

For the love of God... Please Help.

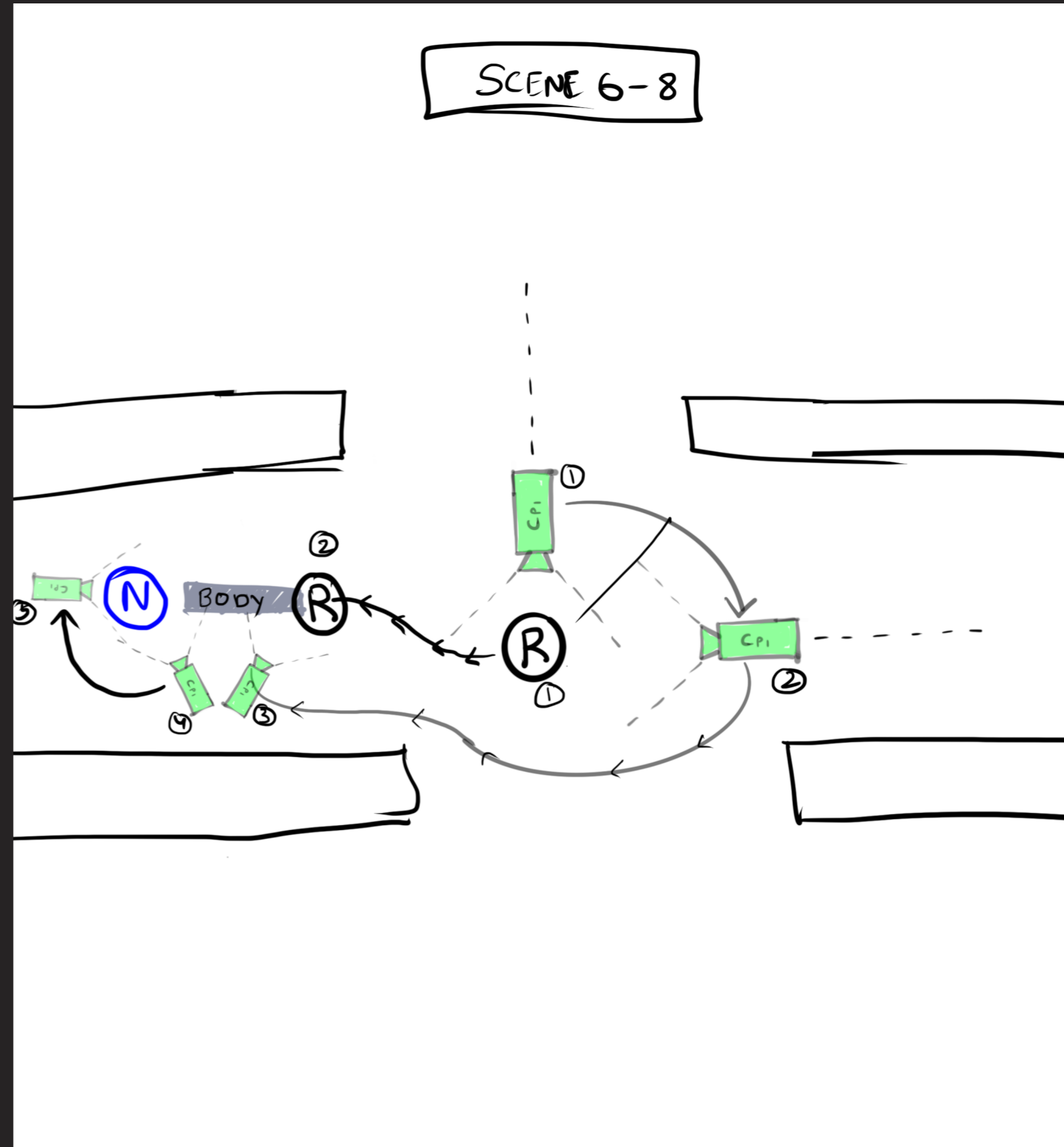
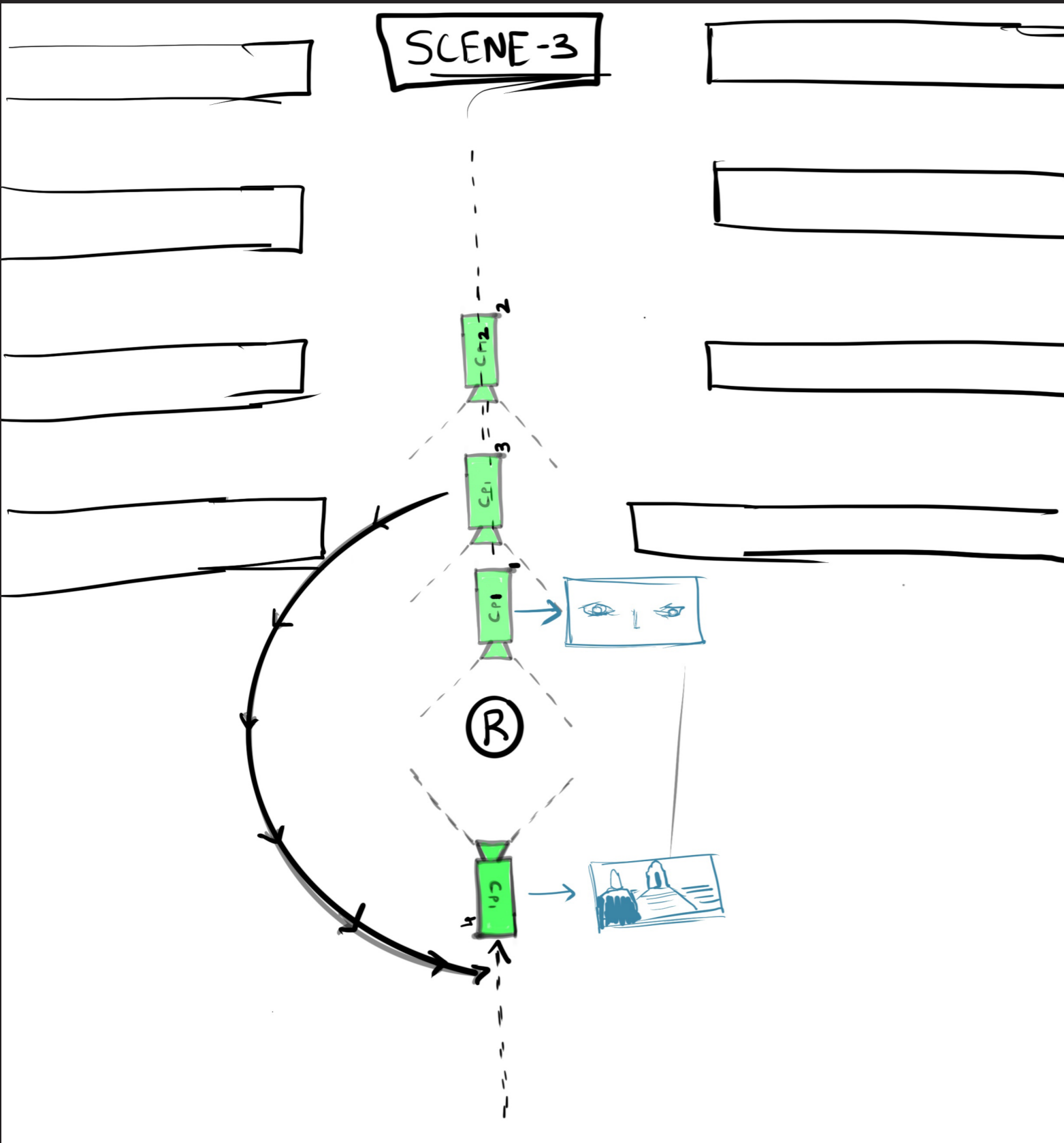
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START AGAIN FROM THE CATHEDRAL TO KNOW MORE
OR GO TO PAGE 4

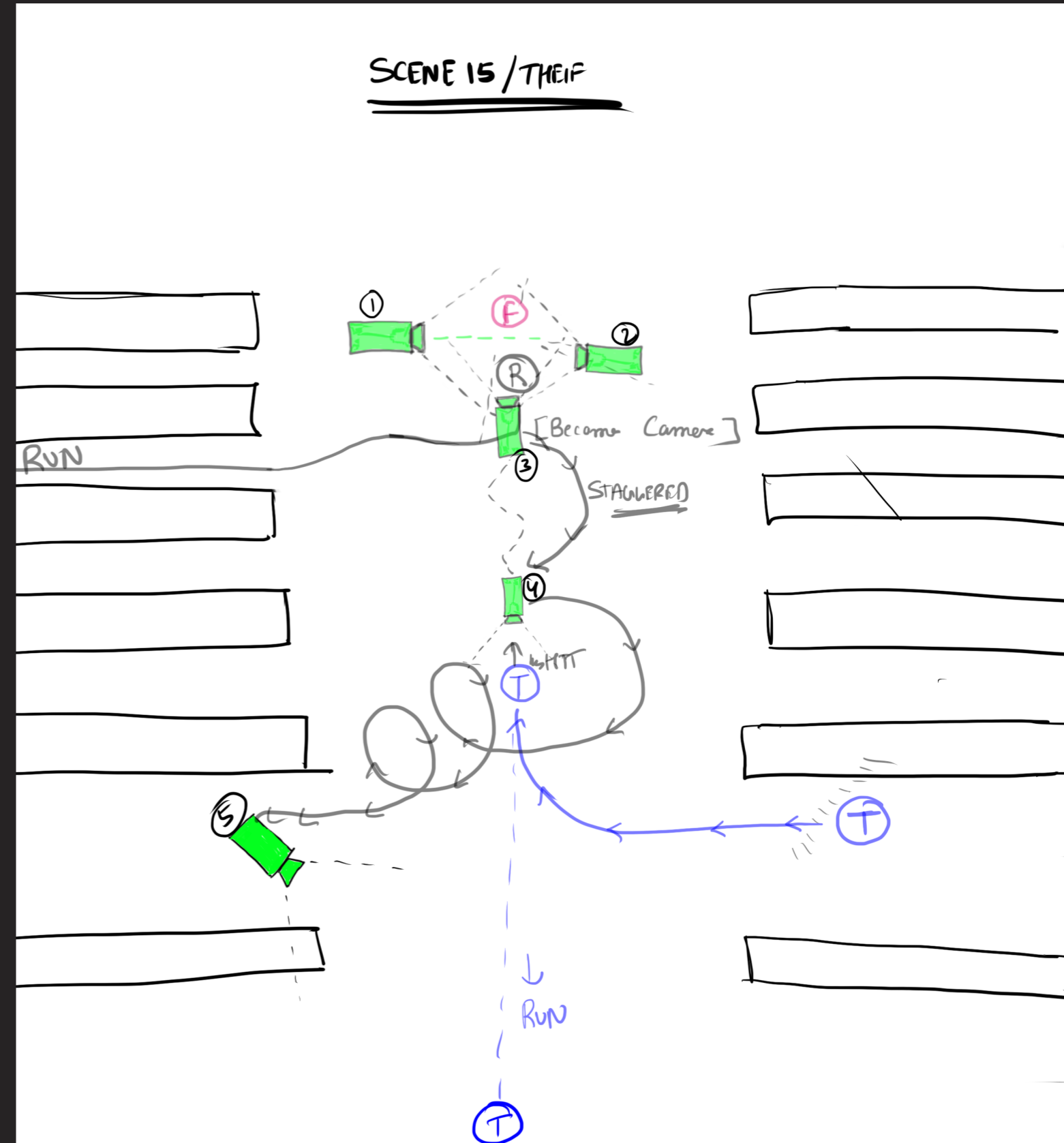
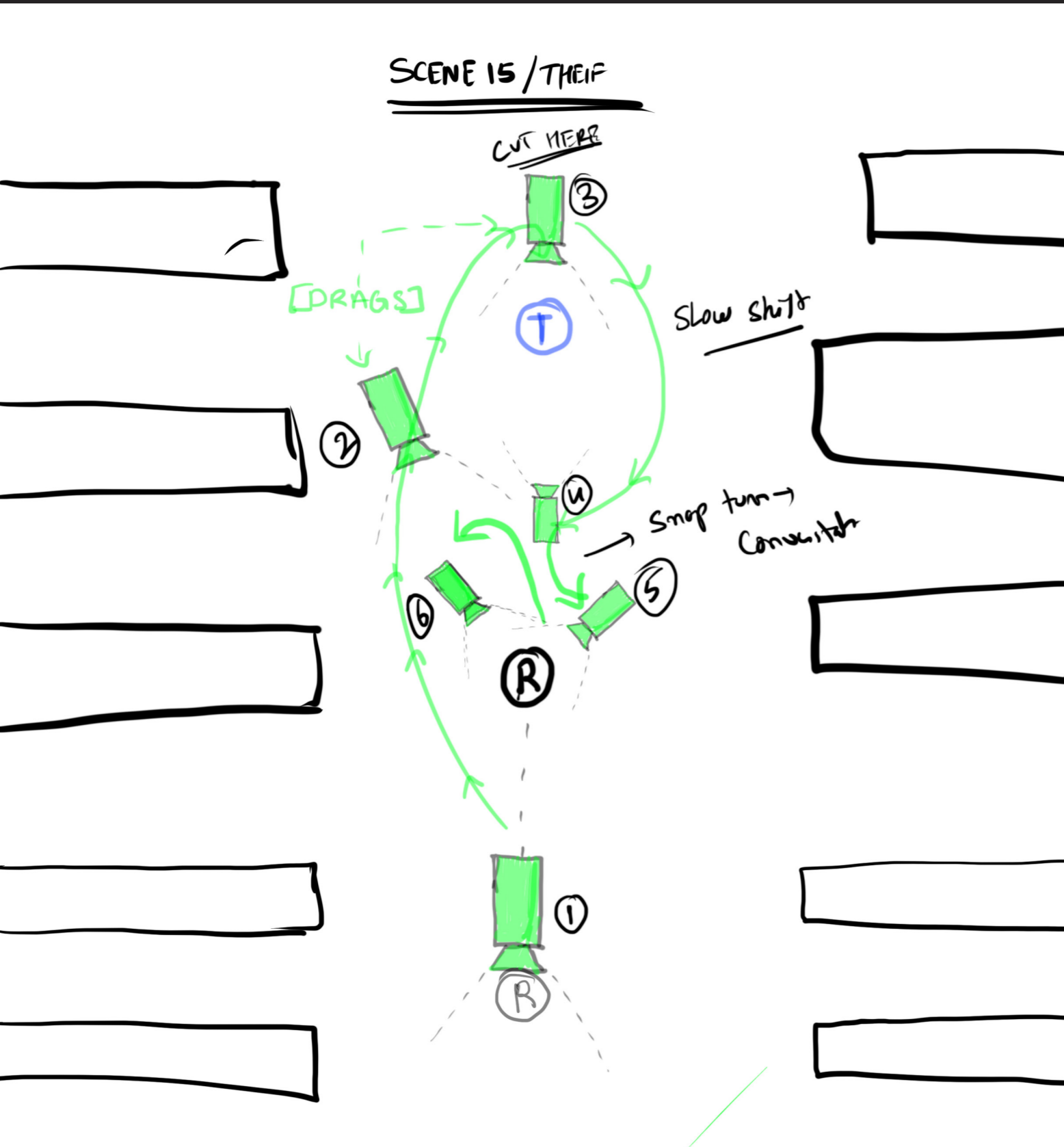
SAME
AS
PREVIOUS
SHOT

Next was to create the camera movement like a dance sequence to give me and my actors, sound recordist an idea of how the movement and story will flow

Camera Movements



Camera Movements



SHOTLIST



Shot List with each path colorcoded to remind me of which path is I was filming

Shot List THE INTERACTIVE PROJECT

Scene # : 1		Cathedral		Page Count: 1		Setups: 12							
Shot (Directors Script)	INT / EXT	Subject	Framing	Camera	Angle	Movement	Path Color Code					Path	
4	INT	RAZ	Close up	lphone13	Various	Closeup from eyes to mid body then turns around as the voices speak. One of the voice asks him to focus and focus on the figure ahead and cuts at a close up	Blue						
5	INT	RAZ	Close up			Camera moves to profile of Raz, and he bends and screams. After completion he looks forward and camera goes behind his head	Blue						
6	INT	RAZ	MCU	lphone13	Various	Follow the character till he reaches his first interaction, camera waits for making choices and fades to black behind his back. Camera zooms at the nun and waits till she talks and goes back to OTS of raz. cuts on his back (Raz in left of the frame)	Blue						
DONT HELP THE NUN PATH													
7	INT	RAZ	MCU	lphone13	Various	Closeup from eyes to mid body then turn around and focus on the figure ahead, Raz is on the left of the camera frame and then goes in front. he walks and camera again goes close to him as he sees the man on the bench. Raz is on the left of the frame and voice speak rubbish and raz reacts. camera hides on his back	Blue	Green					
DONT TALK TO THE UNKNOWN MAN PATH													
8	INT	RAZ	MCU	lphone13	Various	Camera comes in front of raz and raz is moving straight close up on raz and stops. Camera looks at the unknown man as he talks and gets close to him till he completes his dialog. Before he says there is no one in the church. the camera comes back to Raz and cuts behind his head.	Blue	Green	Grey				
9	INT	RAZ	MCU	lphone14	Various	Camera pans suddenly to see the women and zooms in. it zooms out slowly moving behind raz and towards his left as he scream. Camera moves forward and cuts on a extreme close up	Blue	Green	Grey				
10	INT	RAZ	MCU	lphone13	Various	Figure holds Raz and then camera shows Razes face then focuses on the unknown man screaming. Camera pans to Razes hand and becomes his POC, camera jerks back and turns showing the unknown man hitting Raz(camera) The camera falls on the ground and we see the women coming in again and sitting in front of the camera	Blue	Green	Grey				
END 1													
HELP THE NUN PATH													
11	INT	RAZ	MCU	lphone13	Various	Camera moves back a bit and Raz looks at the camera in anger. Raz moves forward to the women and zoom in her as she is speaking. Camera slowly pans to Raz and moves back. Behind the women it cuts	Blue	Orange					
12						Women is on the right of the frame and the camera comes in front of ther as she speaks. She moves a bit to do some action and camera turns towards raz. Slowly it dolly back to ots of Raz and we see Womens call for help. Camera goes on womens head and cuts.	Blue	Orange					
DONT HELP NUN FOR BANDAGING THE BODY													
13	INT	RAZ	MCU	lphone13	Various	The camera moves towards the left and Women is on the right of the frame, we see raz reaction after seeing the hand the camera zooms on to raz and gets close (Dolly zoom) Camera turns towards the women as she speaks about his struggle. camera suddenly pans to the figure and we do a cut on razs head.	Blue	Orange	Yellow				
14	INT	RAZ	MCU	lphone13	Various	Raz stands up and is on the left of the frame. He looks back to shut up the voices. the camera goes in front of him and walks with him. After a point it stops as we hear the thief. Raz reacts to the voices. Camera goes behind the thief and cuts	Blue	Orange	Yellow				

15	INT	RAZ	MCU	lphone13	Various	Camera comes out from another side and rapidly moves back showing the thief as he talks. Camera is near Raz, when he talks about the body we zoom in towards their for the expression. Camera pans fast as Raz turns and come to his right and we see there is no women and thief runs out of the frame.				
16						Raz turns and suddenly the figure appears and the camera shows both of them in one frame from side profile. Camera closes up on Raz and then show his hand as he is screaming. Similar to the end.				
HELP NUN FOR BANDAGING THE BODY										
17						Raz stands up and is on the left of the frame looks at the women as she says her dialouge. He looks back to shut up the voices. the camera goes in front of him and walks with him. After a point it stops as we hear the thief and keeps his hands up. Raz reacts to the voices. Camera goes behind the thief and cuts				
18						Camera comes out from another side and rapidly moves back showing the thief as he talks. Camera is near Raz, when he talks about the body we zoom in towards their for the expression. Camera pans with their running out of the frame and we turn the camera towards the location of women and the women is disappeared there				
19						Raz turns and suddenly the figure appears and the camera shows both of them in one frame from side profile. Camera closes up on Raz and then show his hand as he is screaming.				
TALK TO UNKNOWN GUY										
20	INT	RAZ	MCU	lphone13	Various	Camera moves with Raz and stops with him as he speaks. Camera then moves closer and goes beside the thief. after he says there is no one the camera goes behind him. camera starts from the left of the man and moves forward really fast. and cuts on his back				
21	INT	RAZ	MCU	lphone13	Various	Camera moves forward and shows the place where women was and there is no one, the thief speaks and then Raz screams and a jump cut				
22	INT	RAZ	MCU	lphone14	Various	Raz reaches Figure and the Figure holds Raz and then camera shows Razes face then focuses on the unknown man screaming. Camera pans to Razes hand and becomes his POC, camera jerks back and turns showing the unknown man hitting Raz(camera) The camera falls on the ground and we see the women coming in again and sitting in front of the camera				

EXECUTION









EXPEDITION

BY JAMES W. HUBBARD AND SAMUEL HODGERS
1982

PAPER, CARTON, CAN, PLASTIC BOTTLE
FOOD WASTE: ALL FOOD REMAININGS, NO PAPER/PLASTIC PLATE
FREE BOX IS = give what you need and
IF YOU'RE THINKING OF NEED ANYMORE, PUT IT
IF I CAN DO IT, U CAN DO IT!

KENZO



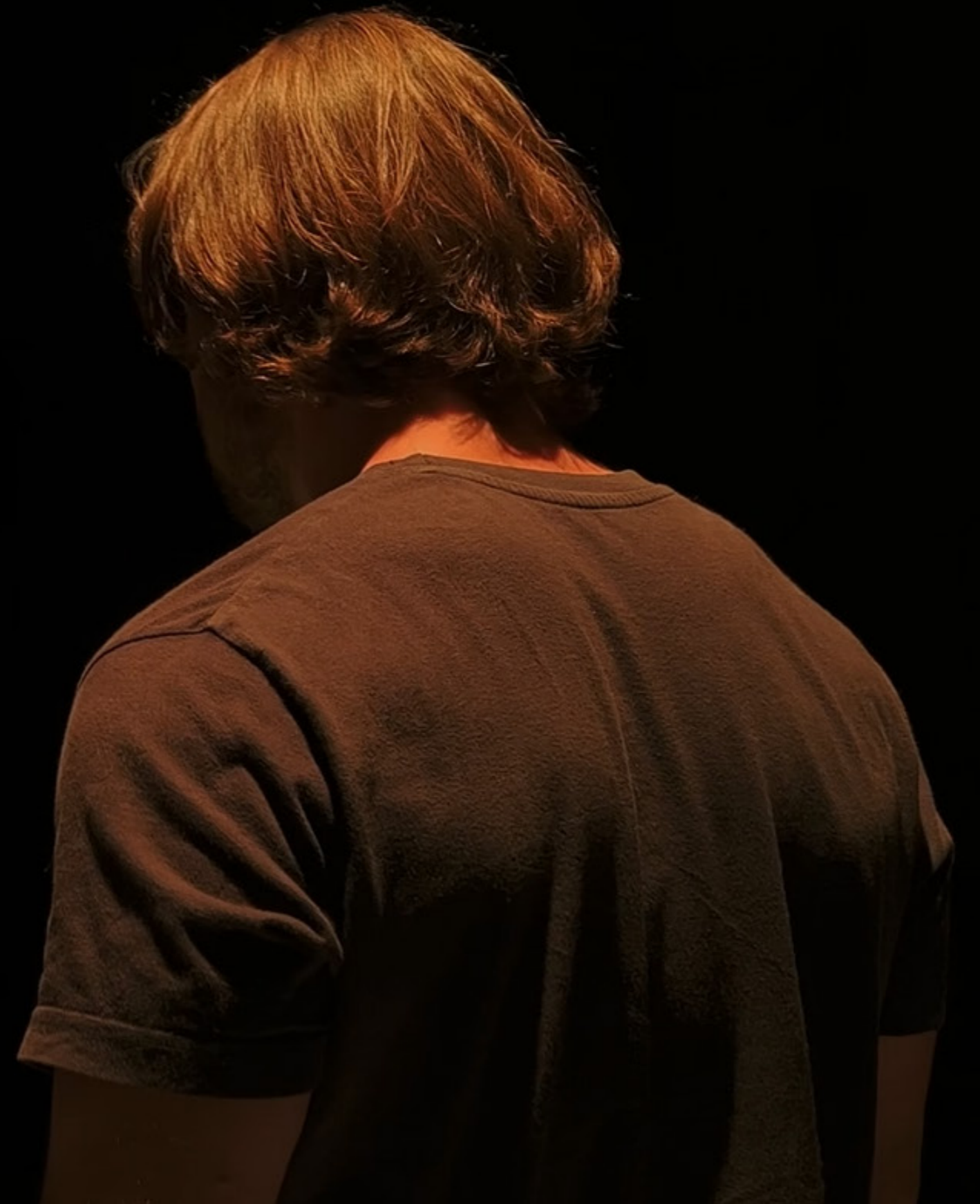






CONCLUSION











THE END

