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'BREATHE' SHORT FILM

OVERVIEW

The film is about pain, one woman's pain. The question is can she overcome her pain. Can she overcome the biggest pain a woman can feel, i.e. the pain of losing a child?

TONE

If you've read the script, you will realize that the tone is somewhat somber. Though we have an angel appearing in the film, I want the tone of the film to be naturalistic. This I feel will ground the high concept idea of the film (i.e the angel) and allow us to feel the emotional truth of the film, i.e the pain of this young lady.

FILM LOOK AND FEEL

LIGHTING & GENERAL COLORS

I want pain to bleed onto the screen. For the elements of lighting, set colors and costume to represent that pain. Colors are leeched, sucked off the screen. Color pallete should be arranged in a way that is cooling, muted and non-vibrant.

To do this I am looking to get naturalistic low lit interiors, parts of shot falling into darkness. Diffused shadows on faces, partial silhouettes, shadows under eyes. Clothes colors will be greens, blues, muted oranges.

The images in the park will be slightly brighter (not too bright). Overcast lighting, allowing colors not to be too vibrant and maintaining the tone. The brighter tone will break up the dark up tone of the film.

CAMERA

STYLE

I want camera to have a characteristic that is influenced by Von triers, 'cinema verite' find and follow style.

We are asking the audience to suspend their belief but also to become emotionally invested in this story. For that reason it is essential that the camera has a naturalistic, following the movement of actors, and moving purposefully but subtly to show the inner emotions of the characters.

BEATS

The piece is broken down into 3 parts (beats), each beat will be articulated by story changes, blocking (movement) and camera changes.

BEAT 1 – From start of story to when Stephanie 2 appears.

BEAT 2 – From Stephanie 2's appearance to Stephanie turning her back on her. (This is the bulk of the story, here Stephanie 2 attempts to convince Stephanie not to commit suicide)

BEAT 3 – When Stephanie turns her back all the way up to the end of the script. (The resolution, where Stephanie 2 realizes she cant change Stephanie's mind, so takes the action to kill her rather than letting her commit suicide)

Epilogue (Stephanie in park with boyfriend and baby)

For each successive beat, I want the camera to get continuously lower. This is the idea that she is steadily sinking, depicted viscerally. Finally, as Stephanie 2 looks up, we get a camera movement up (representing the idea of Stephanie's soul/ Or Stephanie 2's rising upwards.

TECHNOLOGY

We will be using technology to create the effect of a double of our actress. The aim is to make the double fit as seamlessly as possible. THIS SHOULD NOT LOOK LIKE AN EFFECT!

Efforts will be made to make sure she keeps her eye-line constant and marks are laid for positions to focus on eye-lines. We will use a few different techniques to achieve this effect:

SPLIT SCREEN TECHNIQUES (STITCHING BACK TOGETHER IN POST)

We can add some 'realness' to this effect by shooting in 4k , outputting in 1080 and using the extra space to add natural camera shake to the shot in post. The idea is for it not to look locked off at all times.

USING EDITING TECHNIQUES TO CREATE ILLUSION OF 2 PEOPLE WITH THE SAME ACTOR

USING TO SIMILAR LOOKING ACTORS IN THE SAME COSTUME AND REPLACING ONES HEAD DIGITALLY WITH MAIN ACTOR

Some shots may require some camera movement or interaction with the doubles. This will require digital face replacement. There are simple ways to do this in after effects (with a little bit of motion tracking), https://www.youtube.com/watch?v=0BM7dv3pEjc (a quick example)

http://vimeo.com/75247922 (A simplified version of this would work, have seen it done using mocha and after effects)

NOTE

Its essential that a test is ran to ensure preciseness of the effect before we come to set.

ACTRESS

STEPHANIE

Stephanie is dressed casually, unkempt, uncared for. She has lost desire to live and that shows!

STEPHANIE 2

Her look is cold, very formal. No wings or halo, she just emanates the energy of a clipboard official. Well done, precise, everything in place. Her facial movements, somewhat rigid.