

# Creative Brief - Project 2

Arrangement	Section	Time Start / End	Hypothetical Action
INTRO	Environment Intro	0.0s / 0.28s	The Main Character has moved house and has been settling in. Since he moved to this new place nothing weird happened apart from the heating which randomly turns on and off. Winter was just started when he moved in but the cold season is just a few days away to begin. One morning the heating did not get started at all and Character, in a hurry, left to work without checking the fuse. Once back home, the house is freezing and Character chucks his stuff on the table in the living room, to go, again, downstairs in the basement to switch on the fuse. When Character switches it back on, instead of kickstarting the heating, a blackout happens in the whole house, leaving Character in the darkness.
BRIDGE	Creeping Over Curious Character / Closer and Closer POV	0.28s / 0.57m	The camera switches from POV of the house upstairs, big, cold, windy, dark, silent, mysterious. A mysterious threat is hidden in the house, the camera shows us Character's stuff has disappeared when suddenly the <b>Glockenspiel hits in at 0.28s</b> . May be a ghost, or a demon, or a physical person who sneaked in during the day while he was at work, all the windows are whooshing wind in, as the opened for no reason. When the Low End slowly creeps in Character has come back from the basement and is completely unaware of the dangers he is going to experience. Character is not paying attention, but is surely feeling apprehended cause of the sudden blackout who left him in the basement to fix the fuse, and the cold and the wind and the open windows. Character turns the light on next to the table, shuts the windows and goes into the kitchen, where he can still see the table in the living room, while resting on his elbows on the kitchen counter, facing the living room, a quick electricity pulse drives his attention over his phone, there Character realises his stuff is no longer where he left it...
VERSE	Mysterious Hook	0.57m / 1.14m	All of a sudden, the pendulum clock in the middle section of of the stairs case chimes in a dreadful death tone, suggesting a deadly game is about to start. Time has stopped. It will not move forward until the end of the game. He stands up slowly, and slowly approaches the frame of the door to the living room hiding half way behind its frame to scrutinise what has happened and how. Holding on to the frame in a sense of despair. Fear is picking up on him.
CHORUS	Plot Advancing	1.14m / 1.32m	Character run towards the entrance (which faces the staircase where the pendulum clock haunts the environment from its height in perspective). During the action, Character notices with the back of his eyes the missing bag lying in the middle of the hallway, he stops hesitantly before running towards it in panic (bag initially out of focus, in the distance, in perspective behind the character, and camera POV changes when he notices it switching from the lower bag perspective, waiting for the Character to reach it and grab it from the floor). Character goes back to main door to put his jacket on and get out of the house. But, just a moment before opening the antechamber door <b>the digital intercom mini-screen in front of his face goes off at 1.14m</b> . Character sees the Demon outside looking at him.
BRIDGE	Monster Awakening / Fast Forward / Chase & Fights / Hiss before Outro	1.32m / 2.05m	This section initially starts with Character petrified in front of the main entrance. The camera shots here will fast forward to other scenes of the movie in which ultimately the main character is hiding from the demon and trying to find a way to defeat it and saves himself from certain death. Darkness has completely taken over the environment and Character is in despair and is always screaming a lot. The threats come from everywhere in the house and are driving him crazy in a upward spiral of fear of death. The demon is powerful and is playing a deadly game. The last 3 startle moments suggested by the sound design could be employed as a fast build up of highly tense narrative moments in which, for example, Character is crawling drenched in sweat towards the exit of a room, screaming in his hideouts or while fighting the monster. If used in combination with the sound design, these moments could really scare the audience. The hiss after this highly intense moment of the score, could be represented by a black screen or a very blurred pulsating vision of the ceiling or a detail of the house from Character point of view.
OUTRO	Mayhem Overlook / Power Hour	2.05m / 2.34m	When the <b>Bell hits again at 2.05m</b> the Camera POV is facing the floor of the hallway, covered in blood and dark matter similar to petrol, and moves gently, and smoothly upwards towards the middle section of the staircase. Step by step, hiding everything around but giving a clear impression of mayhem. There are 3 chimes happening in this last section, at every chime the camera get closer to the pendulum clock hands, until the ending chime, when the hands start moving again. End of the game. End of the score.