



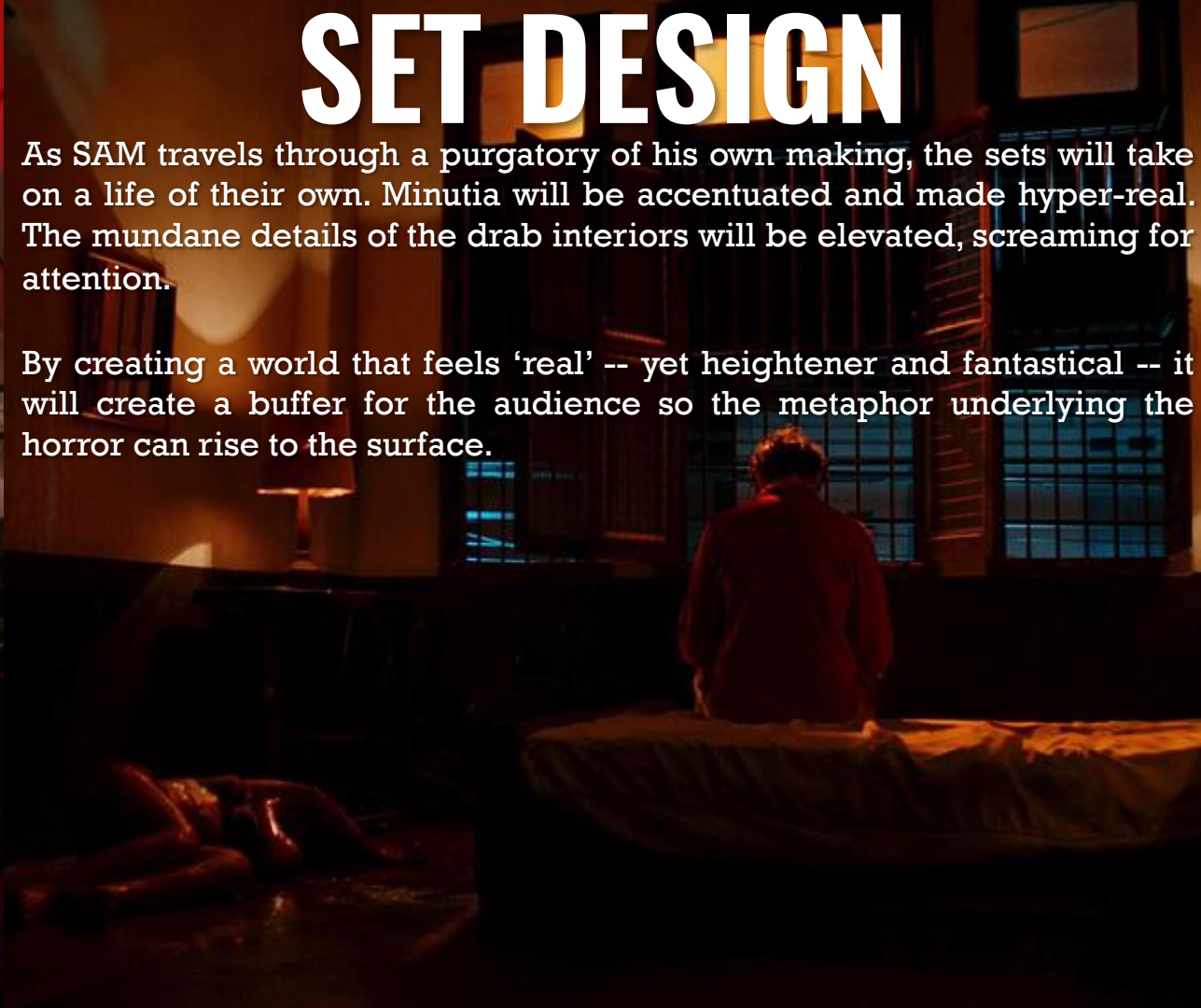
THE  
**BODY**  
THE LOOK



# SET DESIGN

As SAM travels through a purgatory of his own making, the sets will take on a life of their own. Minutia will be accentuated and made hyper-real. The mundane details of the drab interiors will be elevated, screaming for attention.

By creating a world that feels 'real' -- yet heightener and fantastical -- it will create a buffer for the audience so the metaphor underlying the horror can rise to the surface.





# COLOR

To aide in pushing the film into the surreal, colors will be heightened and accentuated at key moments. Adding a subtle layer of tangibility, it draws attention to the fact that film is inherently 'hyperreal,' yet won't take away from the emotional impact.

It creates a breath between the heaviness of the subject matter and the audience while we continue to raise questions about the realities of our characters.



# LIGHTING

Pools of light will keep Sam isolated from his surroundings. As Sam battles his inner demons, warm vibrant colors will clash with cooler blues.

The LIGHT and the DARKNESS will be in a constant struggle.



# CAMERA

Our camera is more than a storyteller, it's a manifestation of Sam's out of body experience. Subtle shifts in use will transport us between Sam's numerous realities. The camera is constantly drawn to him, it's stuck with him.

To allow the audience to participate in the deterioration of Sam's psyche, he will always be in focus and center framed. We will constantly blur the background into nondescript shapes to heighten Sam's separation from his reality. He is now literally separated from his surroundings.

Slow-moving dolly shots will allow the audience to breathe and give a respite from the uncomfortable. These moments will also serve as a transition between realities, heightening the audience's participation in Sam's doomed odyssey.





# FRAMING

High-angles will contrast with low-angles, constantly keeping the audience in an uneasy state. As the audience experiences Sam's decent into darkness, the angles will become more and more drastic. In keeping with the theme of juxtaposition, other characters will be shown in traditional and neutral frames.



# GORE

I love practical Special Effects; the hand-crafted prosthetics are visceral and alive. CGI cannot come close to duplicating. When there's a tangible quality to the gore, it adds a layer to the experience. The film becomes grounded in a world of its own making.

The nuances of the practical effects are utterly unique, from the individual scenes, down to each individual take. The effects are constantly changing and evolving, taking on a life of their own. They are not perfect, but that's what makes them special. There is a beauty and a life behind the imperfection.





# THE SUN

Once in the desert, Sam will be unable to escape the harsh sunlight. The sun is relentless and violent, constantly beating Sam and Dean into submission. It will be an uncompromising presence on their journey.

Camu wrote: *'There is no sun without shadow, and it is essential to know the night.'* Sam will eventually succumb to his shadow, his inner darkness. Whenever possible, Sam will be shown hiding from the sun like he's hidden parts of himself from the outside world.





# EDITING SOUND & MUSIC

Again, juxtaposition will be on full display: jarring frenetic cuts will be relieved by long reflective shots, allowing the audience to catch their breath before diving back in. The dialog will move at a quick pace and the back-and-forth nature will create a false sense of security. Just when the audience is at ease with Sam and Dean's relationship, we will quickly spiral into moments of pure horror.



Sound Design will play a similar role, as certain sounds will be accentuated, made hyperreal, and at certain times, raised to ear-splittingly loud levels. But a somber silence will be right around the corner, highlighting the hollowness of Sam's journey.

An atonal score will ratchet up the tension as its off-putting nature will never let the audience feel completely comfortable. The audience's experience will parallel Sam's discomfort in his own skin.

**THANK YOU**

David C. Brame Jr.

[Dc.Brame.Jr@gmail.com](mailto:Dc.Brame.Jr@gmail.com)