Scene Breakdown

Scene 1;

Josh in his house getting ready. Get's all of his belongings together, picks up his briefcase and then leaves his house.

Scene 2;

He walks down the pavement when a car pulls up and he tries to run, but he gets overpowered and put in the boot then they drive off.

Scene 3;

The attackers then proceed with tying him up before the boss arrives, they take the pillow case off.

Scene 4;

The mafia boss walks into the room where Max is being held hostage, and begins to interrogate him.

Scene 5;

The mafia boss walks out, leaving Max with enough time to get the tape off and grab the gun before sitting back down.

Scene 6;

The mafia boss walks back in and goes to speak to Max who then grabs him and puts the gun to his head, causing a big shoot out to take place inside the warehouse.

Script

Link To Script

Treatment

Theme;

The main genre for the short film production is a gangster genre but not the usual Italian-American gangster film this one will be based more on the Russian mob, with themes such as crime, thriller, mystery and possibly a small amount of action based scenes.

Settings;

We have stuck to fairly common generic conventions of the gangster film genre with us setting it in a industrial plant inside a warehouse, where we'd do the interrogation scene, we also stuck to the conventions by setting it in a urban city which is usually where crimes like these would take place.

Characters;

Our production will include mainly males, due to the fact you don't really tend to get females in the mafia. There will be 4 or 5 characters within the production but we will only know the names of two of the characters, which will be Vladimir and Max, the others will mostly be unnamed. Vladimir is the boss of the mafia, that’s all the audience will learn about the character, the rest of his past is unknown to the audience due to the fact that it’s not being revealed.

Costumes;

The costumes will be mainly suits, but of different colour suits. There will also be things like ripped clothing, blood stained clothing and dirty clothing to add to the entire effect of the film.

Sound;

The sound will be a mix of non-diegetic and diegetic sound, but mostly non-diegetic with sounds like the mood music, sound effects and other types of sounds of this nature.

Risk Assessment

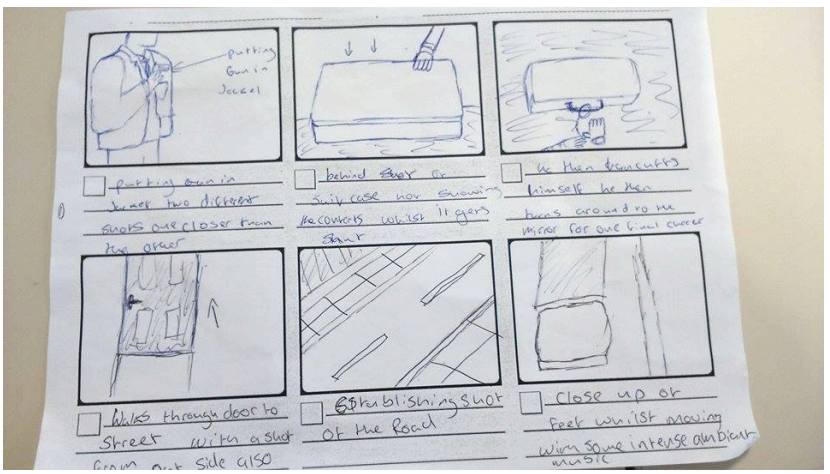
[Risk Assessment Link]

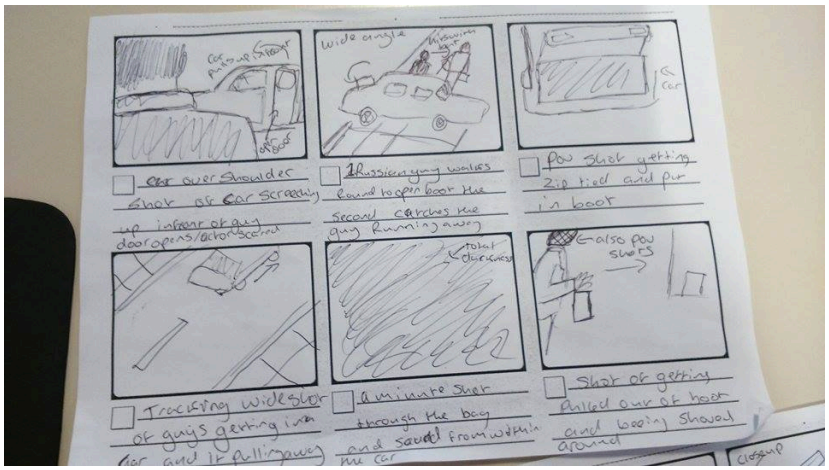
Contingency Plan

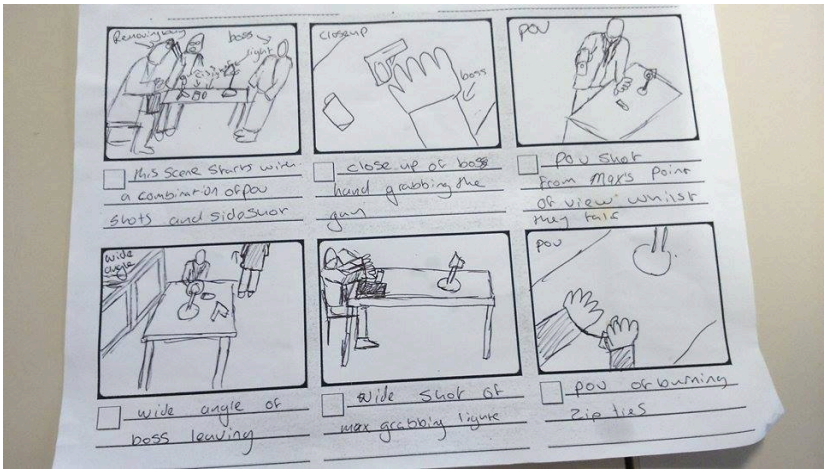
[Contingency Plan Link]

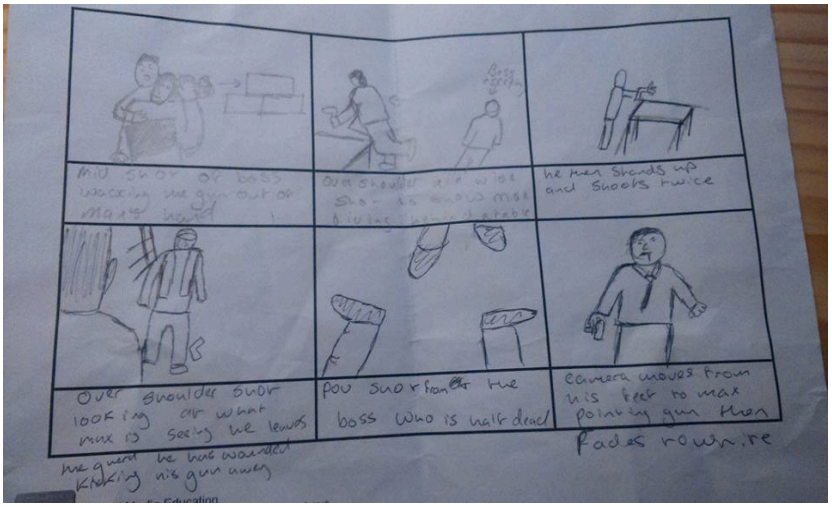
Storyboard

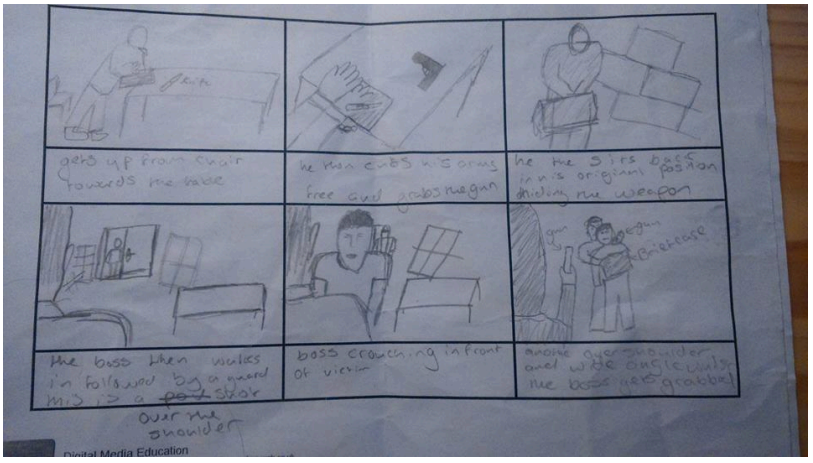





car pulls up in front
wide angle
car
car over shoulder shot of car screeching up infront of guy door opens/actor scared
1 Russian guy walks round to open boot the second catches the guy running away
pov shot getting zip tied and put in boot
total darkness
also pov shots
Tracking wide shot of guys getting in car and it pulling away
a minute shot through the bag and sound from within the car
Shot of getting pulled out of boot and being shoved around
closeup


Removing bag
boss
light
closeup
boss
pov
this scene starts with a combination of pov shots and side shot
close up of boss hand grabbing the gun
pov shot from max's point of view whilst they talk
wide angle
pov
wide angle of boss leaving
wide shot of max grabbing lights
pov of burning zip ties


mid shot of boss wacking the gun out of max's hand
over shoulder and wide shot as shows max diving
he then stands up and shoots twice
over shoulder shot looking at what max is seeing he leaves the guard he has wounded kicking his gun away
pov shot from the boss who is half dead
camera moves from his feet to max pointing gun then fades to white


gets up from chair towards the table
he then cuts his arms free and grabs the gun
he the sits back in his original position hiding the weapon
gun
gun
briefcase
the boss then walks in followed by a guard this is a pov shot over the shoulder
boss crouching in front of victim
another over shoulder and wide angle whilst the boss gets grabbed
Digital Media Education

Location Recce

[Location Recce Link 1]
[Location Recce Link 2]
[Location Recce Link 3]

Production Schedule

[Production Schedule Link]

Organised Final Cut Pro Interface

