

RUIN

FMP PITCH

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A SHORT FILM BY

HARRISON HEWITT, ALEX PAYNE, CHARLIE

CLARK AND JACOB JEMPSON





JACOB JEPSON
Director



HARRISON HEWIT
Writer



CHARLIE CLARK
Producer



ALEX PAYNE
Director Of Photography

MEET OUR TEAM

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OUR THOUGHT PROCESS

- **Short film**
- **Documentary**
- **Filmed podcast**
- **Music video**
- **Editing project**
- **script**

When given the brief for the micro-FMP we instantly knew what we wanted to do, we had spent many weeks before this project started trying to produce ideas. Out of all the types of media we were given to choose from. We all felt like making a short film would be in our best interests.

The theme we were given was **Future**

Here we wanted to make a project to express the fact that there is always an uncertainty for your future. We felt this could really shock the audience and make them realise how important your future can be.

- **Loneliness**
- **Hard times**
- **Hope**
- **The importance of community/social life**
- **How easy it can be to lose everything**

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SYNOPSIS

Our lead finds himself in a post-apocalyptic world containing creatures that are invisible to the naked eye. Often spent hibernating, these mysterious things often hibernate until woken with a loud noise - which sends them into a murderous rampage against any moving object/being they can sense.

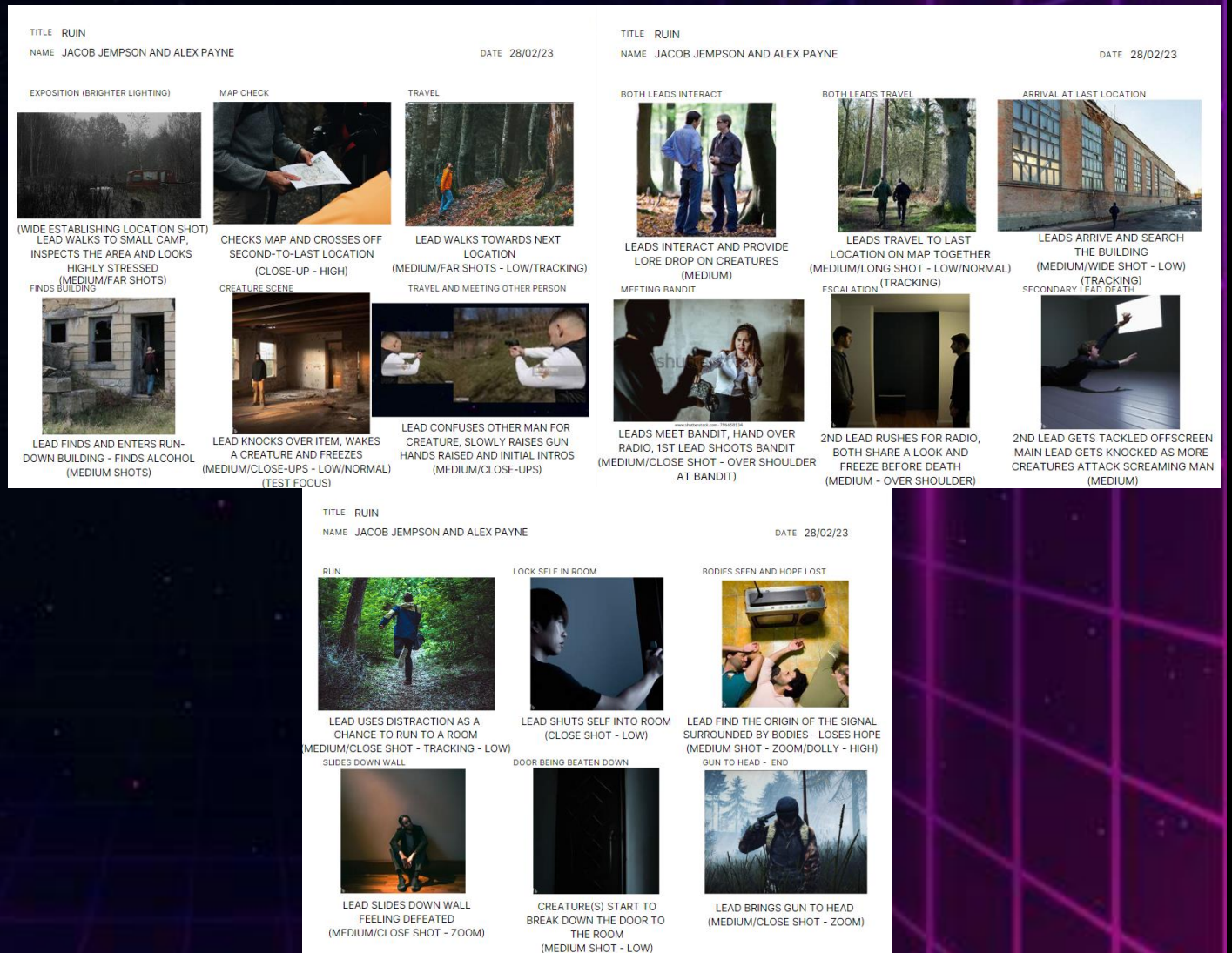
Our lead holds onto one hope in this new world, a list of safehouses containing groups of survivors with their locations being regularly broadcast over radio. Thus far, he has visited all but one and on his desperate journey to the last location, he runs into the first survivor he's seen in weeks.



PROMPT

- **Why make this our idea?**
- **What makes us believe in the concept?**
- **Why will it succeed?**
- **How does it relate to our prompt?**

MOOD BOARD/ STORY BOARD



CONCEPT

Creature concept

Beast-like

They awaken to sound.

Attracted to movement.

They create static when awake near a radio.

Creature creates noise.

Play with empty space - shadows

We used Dalle to create a mock image of what we envisioned the creature to look like attached to the right here are 2 of the results



SHOT LIST

Walking along –travelling and using/checking map

Search building, find something (alcohol into hip flask?) and knock item over (first encounter with creatures)

Finds person while travelling, introductions and travelling. Other person lightly rustles leaves, lead stops still and slowly raises gun – other person slowly raises hands and calms situation.

Final building arrival, noise made, creatures kill friend (tackled out of frame) and our lead runs to a door and closes it (while creatures distracted). Dead bodies indicate final location has been wiped out, hope is lost, and our lead ends himself as the creatures break down the door.

Aperture high and iso low = low focus range
Slow reveal of lead walking toward building -
window shot, blur to clear

Aperture low and iso high = high focus range

CHARACTERS

Names - Kyle and Jaiden

Main lead: (Kyle Judge)

Ragged clothing - casual, chill brown boots, backpack, gun, knife, map(circled destinations, all but one crossed off), food (canned/packed), fork, can opener, and water, pocket radio/ walkie talkie, flashlight, cloth, compass

Aims to reach buildings described over radio - one left.

Determined, focused, serious.

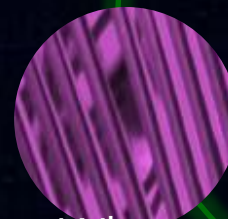
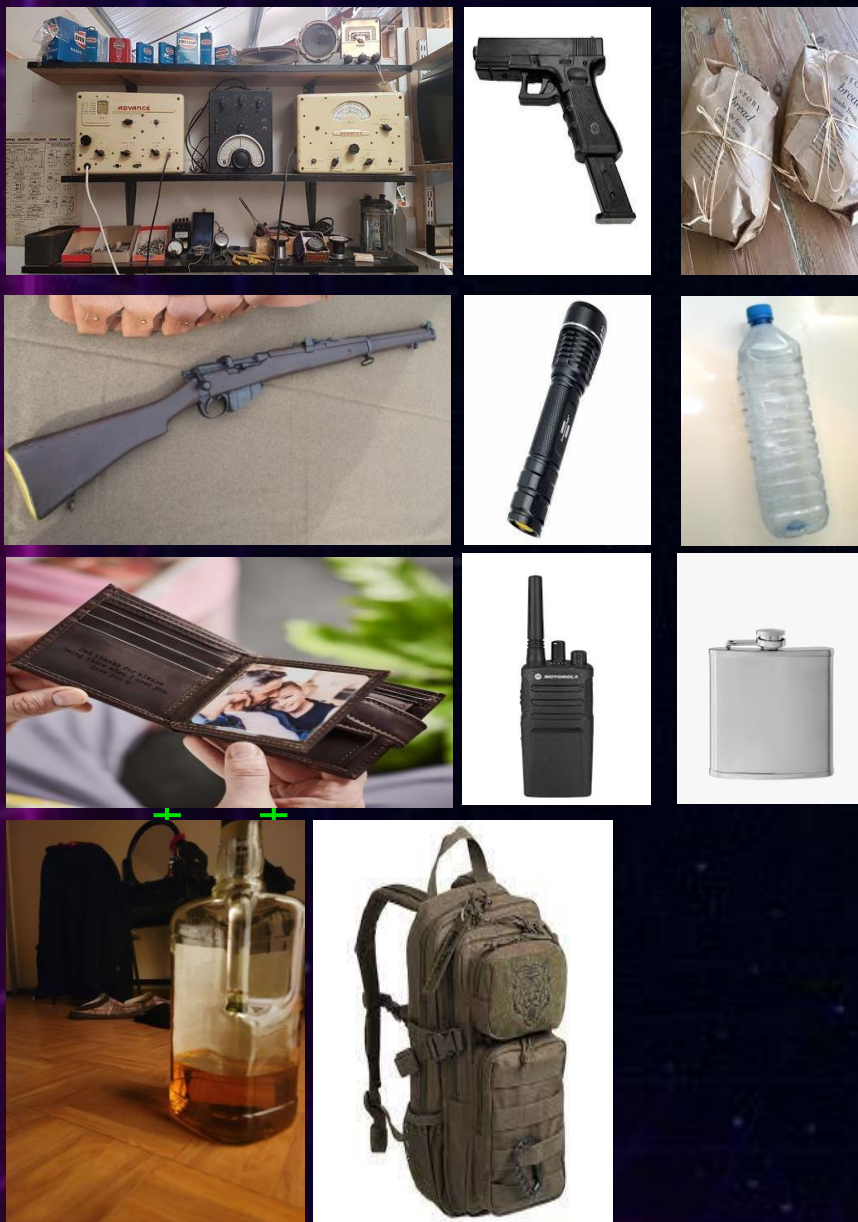
Hopeful friend: (Jaiden Shaw)

Dirty (more than lead), jeans, shirt, jacket, sneakers, flashlight, no food, half a bottle of water, big stick (walk with and fight with), near empty backpack, held onto dead phone

No idea where he's going or why.

Happy, aloof, optimistic.

PROPS



What we will need

- [LE LED Torch Battery Powered, LE1000 Super Bright Hand Flashlight, Adjustable Focus, Water Resistant Tactical Torch, Lightweight Small Torch for Power Cut, Camping, Dog Walking, Gifts for Kid Dad Men : Amazon.co.uk: Lighting - Flashlight](#)

[Walkie Talkies Long Range 16Channels Walkie Talkie USB Rechargeable Portable Walky Talky Set with Earpieces and LED Light, for Outdoor Jobs Travel Use \(2 Pcs\): Amazon.co.uk: Toys & Games - walkie talkie](#)

[QT&QY Military Tactical Backpacks For Men Army Molle Daypack 45L Lage 3 Day Bug Out Bag Camping Hiking Rucksack With Bottle Holder : Amazon.co.uk: Sports & Outdoors - backpack](#)

His belongings.

Backpack, gun, knife, map(circled destinations, all but one crossed off), food and water, pocket radio/walkie talkie

- Prop gun
- Family photo
- Alcohol
- Hip flask
- Water bottle
- Food

SCRIPT

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EXT. FOREST OUTSIDE CAMPSITE

ESTABLISHING SHOTS OF ABANDONED CAMPSITE

Our lead concludes his search through the area and with a tired and frustrated expression. He checks his radio and keeps it playing the looped broadcast detailing the locations that are circled on his map, and explaining that they are gathering places for survivors. He produces a map from his backpack and crosses off the second to last location that's been circled on his map, with other crossed-out circles littering the remainder of his paper.

He proceeds to continue his travels towards the final location. Walks past arrows painted on trees that point towards the camp he's leaving.

He happens upon an opened and abandoned truck and decides to search it for any possible supplies. Upon picking up a bottle of half-drunk alcohol and attempting to place it within his bag, he accidentally drops his radio/walkie talkie from his bag - generating a sudden noise and increasing its volume. This awakens one of the nearby creatures, which immediately heads to and boards the truck with our lead. Kyle freezes immediately and avoids the detection of the creature as static builds and soon dissipates on his dropped radio (indicating the distance of the creature). Kyle lets out a huge yet silent, relieved sigh. He then continues his travels.

EXT. FOREST (SCENE 2 THE MEET UP)

Whilst walking to his final destination, feeling shaken up, Kyle Begins to hear a slight rustling in the bushes. He is on edge, he freezes... but after waiting a few seconds he realizes there is no static on the radio. He slowly reaches for his gun with one cold, calculated movement. He points it towards the bush. Hands suddenly breach through the bush in surrender.

JAIDEN SHAW
Friendly! I- I'm friendly!

Kyle relaxes slightly

KYLE JUDGE
(slightly quieter but more assertive)
What's your name?

JAIDEN SHAW
Jaiden! Jaiden Shaw... I'm just a traveler, man! I don't mean you any harm.

KYLE JUDGE
What are you doing out here?

JAIDEN SHAW
Exploring, surviving, just trying to find stuff to keep me living.

KYLE JUDGE

...

JAIDEN SHAW
What about you..?

KYLE JUDGE
...Names Kyle. I'm looking for gathering places, places where survivors are. You see any?

JAIDEN SHAW
I was with one up to about a month ago, place got taken out by those things.

KYLE JUDGE
Survivors?

JAIDEN SHAW
Just me... Got out of there when I sensed things were gonna go south.

KYLE JUDGE
Place up north?

JAIDEN SHAW
No, no down XXX way.

KYLE JUDGE
Yeah, I saw that place... It was a mess...

JAIDEN SHAW
Yeah...

Kyle lowers his gun.

KYLE JUDGE
I'm gonna head for the last place I need to check, keep yourself out of trouble - I coulda shot you.

JAIDEN SHAW
Wait, wait! Lemme come with you!

KYLE JUDGE
Why?

JAIDEN SHAW
2's better than 1 isn't it?

KYLE JUDGE
Not anymore.

JAIDEN SHAW
Come on man, please. I can't spend another day by myself - I'm going crazy here!

KYLE JUDGE

...

Fine. But if you try anything, I will kill you.

JAIDEN SHAW
Thanks, man. Really.

Our leads proceed to continue heading toward the final location.

EXT. TRAVEL WITH BOTH LEADS

Our leads travel together and share information. Jaiden pulls out a pack of peanuts from his satchel and cautiously attempts to open it without any sudden movements/sounds. Kyle hears the light crinkling and turns to look.

KYLE JUDGE
What are you doing?

JAIDEN SHAW
I'm hungry, we've been walking for ages already.

KYLE JUDGE
Just keep it down, you're making enough noise to- wait, what is it

LOCATION

Beekeeper's Cottage (there were no bees)



EQUIPMENT

- **C100, aperture lens (normal FOV) to help filming in low light and helping to do shots with specific focuses**
- **Tripod - to help keep a steady angle**
- **Lighting - x2 lights on stands - for interior scenes**
- **Microphone - we plan on adding Folley**
- **Lapel mic - x2**



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Risk Assessment Form

Production Name	Ruin	Production Manager	Charlie Clark
Start date	20 th February 2023	End date	30 th April 2023
Distribution <i>Who gets a copy of the assessment</i>	Nigel		
Outline of risk assessment <i>Summary of what is proposed</i>			
Team members / experts / contractors / contributors etc. <i>List those involved</i>	Alex Payne, Jacob Jampson, Harrison Bowden, Charlie Clark		
Locations <i>Outline locations involved – indicate any which are hostile environments</i>	Locations will <u>include</u> : beekeepers cottage		
Assessor Name Signature		Date completed	08 th March 2023

HAZARD LIST – select your hazards from the list below and use these to complete Part B

Situational hazards	Tick	Physical / chemical hazards	Tick	Health hazards	Tick
Assault by person	No	Contact with cold liquid / vapour	No	Disease causative agent	No
Attack by animal	No	Contact with cold surface	No	Infection	Yes
Breathing compressed gas	No	Contact with hot liquid / vapour	No	Allergic reaction	Yes
Cold environment	Yes	Contact with hot surface	No	Lack of food / water	No
Crush by load	Yes	Electric shock	No	Lack of oxygen	No
Drowning	No	Explosive blast	No	Physical fatigue	Yes
Entanglement in moving machinery	No	Explosive release of stored pressure	No	Repetitive action	No
High atmospheric pressure	No	Fire	No	Static body posture	No
Hot environment	No	Hazardous substance	No	Stress / anxiety	Yes
Manual handling	No	Ionizing radiation	No	Venom poisoning	No
Object falling, moving or flying	yes	Laser light	No		
Obstruction / exposed feature	No	Lightning strike	No	Environmental hazards	
Sharp object / material	Yes	Noise	No	Litter	Yes
Shot by firearm	No	Non-ionizing radiation	No	Nuisance noise / vibration	No
Slippery surface	Yes	Stroboscopic light	No	Physical damage	No
Trap in moving machinery	No	Vibration	No	Waste substance released into air	No
Trip hazard	Yes			Waste substance released into soil / water	No
Vehicle impact / collision	Yes	Managerial / organisational hazards			
Falls from height	No	Management factors (lack of communication, co-operation, co-ordination and competence)	Yes		



Risk matrix – use this to determine risk for each hazard <u>LA</u> how bad and how likely?	Likelihood of Harm				
	Remote <u>LA</u> <1 in 1000 chance	Very unlikely <u>LA</u> 1 in 200 chance	Unlikely <u>LA</u> 1 in 60 chance	Possible <u>LA</u> 1 in 10 chance	Likely <u>LA</u> >1 in 3 chance
Severity of Harm					
Negligible <u>LA</u> small bruise	Trivial	Trivial	Trivial	Low	Low
Slight <u>LA</u> small cut, deep bruise	Trivial	Trivial	Low	Low	Medium
Moderate <u>LA</u> deep cut, torn muscle	Trivial	Low	Medium	Medium	High
Severe <u>LA</u> fracture, loss of consciousness	Low	Medium	High	High	Very High
Very Severe <u>LA</u> death, permanent disability	Low	Medium	High	Very High	Very High

RISK ASSESSMENT

Risk Assessment Form – Part B

Activity ¹ –	Location – <u>bee keepers</u> cottage		Dates / times. 27 th March--	
Hazards ²	Who exposed	Risk ³	Control measures	Risk ³
List what could cause harm from this activity <u>LA</u> falls from height, trip hazard, fire, etc.	List who might be harmed from this activity <u>LA</u> staff, contractors, contributors, public, etc.	For each hazard, decide level of risk as if you were to do the activity without your controls	For each hazard, list the measures you will be taking to minimise the risk identified <u>LA</u> appointing competent persons, training received, planning and rehearsal, use of personal protective equipment, provision of first aid, etc.	For each hazard, decide level of risk once all your controls are in place
Tripping over		medium	we need to make sure check our surroundings	Low
Crush by load		Medium	the area with filming in felt secure but if there is ways take the area more secure then we shall do so but we should be careful while we step	trivial
Slippery surface		Medium	there is some slippery surfaces and where we are filming is mostly mud depending on the weather slipping over could be potentially dangerous which is why we need to watch where we step	trivial
Infection		low	the area where were you filming is old and there is many rusted tools this should not be a problem we just need to maintain hygiene and make sure we do not touch <u>any thing</u> which is not ours in the area	trivial
Vehicle impact		high	to get to the filming location we have to go through a narrow country road and Carrying equipment to there could be dangerous ask why we need to make sure we maintain basic road skills (<u>LA</u> stop, look and listen) I make sure our back is never turned to an oncoming car as that can be potentially dangerous	low
Sharp object		low	there is some sharp objects around the filming location we need to make sure to Clear a safe area to work/film	low

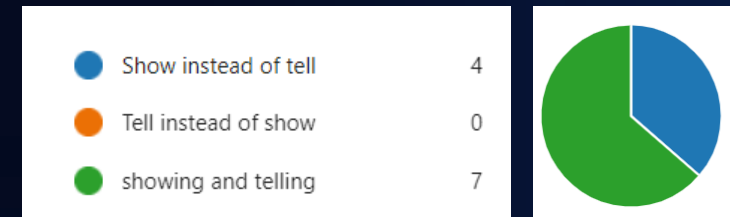
PRIMARY RESEARCH

- **We conducted a forms survey about themes and tropes in horror films**
- **The results have helped add what the target audience look for in horror and we are going to implement them in our project**

Within our survey we gathered strong information suggesting most people would enjoy an apocalyptic dark unseen horror film which builds up tension throughout the short film we also gathered research into successful movies share similarities with our project such as a quiet place and birdbox which came back positively as there is still an audience which positively receives both movies.



From our survey we learned people were more interested in visual horror elements (from the image shown) so we have added plans to add shadows to the creatures in post-production and filming



We also found out the audience are fascinated by monsters/creatures which are sensitive to movement which is why we made it a core part of our project having this trope of our creatures it's the movie a unique dynamic



SCHEDULE

Week 1 (20/02 - 26/02) – **Project concept inception**

Week 2 (27/02 - 05/03) – **Fleshing out concept and proposing it**

Week 3 (06/03 - 12/03) – **Pitching project and pre-production**

Week 4/5 (13/03 - 26/03) - **Research and tests**

Week 6/7 (27/03 - 09/04) - **Recording footage and audio**

Week ⁺8/⁺9 (10/04 - 23/04) - **Editing footage and publishing**
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Week 10 (24/04 - 30/04) – **Evaluation**

PROBLEM SOLVING

LOCATIONS WILL BE OUR GREATEST DIFFICULTY. WE ARE CURRENTLY LOOKING INTO ENSURING THAT WE CHECK ANY POSSIBLE LOCATIONS THROUGH MULTIPLE SOURCES TO ENSURE THAT THEY ARE SAFE AND LEGAL TO FILM IN.

OUR SECOND GREATEST DIFFICULTY WILL BE TO PORTRAY THESE CREATURES AND FRAME THEM IN A TERRIFYING LIGHT WHILST NOT ACTUALLY GIVING THEM PHYSICAL FORM. WE WILL BE DOING CAMERA TESTS AND SEARCHING THROUGH SIMILAR EXAMPLES ON HOW WE CAN FRAME THE SCENES TO SUBTLY TELL THE AUDIENCE WHEN SOMETHING IS THERE. UTILIZING UNNATURAL EMPTY SPACE AND BREAKING THE CONVENTIONS OF CAMERAWORK TO CREATE A FEELING OF UNEASE AND USING OBJECTS LIKE STRING TO INTERACT WITH THE ENVIRONMENT WHILST NOT HAVING SOMETHING EXISTING IN THE SCENE.

WE WILL ALSO BE UTILIZING CHARACTER EXPRESSION AND ACTING TO INDICATE WHEN THE AUDIENCE SHOULD FEEL THAT SOMETHING IS WRONG. USING EFFECTS SUCH AS A FAINT HEARTBEAT WILL HELP IN ALLOWING PEOPLE TO EMPATHIZE WITH OUR CHARACTERS' SUDDEN STRESS WHEN DEALING WITH ONE OF THE CREATURES.

PERSONAL STATEMENTS

Jacob- Director

My role in this project is to work on ensuring that the story is brought to a visual medium in a smooth manner and to the highest possible quality. I will be overlooking performances, camera placements, and finishing touches.

Alex – Director of photography

My role in this project is more of a practical role, my job is to research and use different shots and angles to ensure we can fully realize our vision and story.

Harrison- Writer and creative production manager.

For the FMP, my job is to lead the projects creative side. I will be doing this by finding all the props we need, thinking about the set, how our characters will look and most importantly writing the script. By doing all of this it will allow the other members of our group to focus on their respected roles, which is more of the practical side.

Charlie- Producer

My role in this project is producer I would be make risk assessments scout possible filming locations and working on general well being of our team in the project.

