

NARRATIVE/SETTING:

- Our protagonist is initially very confused and panicked, finding himself tied up in this small old room. This helps to create that sense of enigma, our audience is keen to find out why he's trapped in this room.
- In the finale of the sequence, we expect our protagonist to run away from our an-



EDITING:

- We use edits like the eye line match as he is walking past the bookshelves, to demonstrate the emptiness of the setting. Throughout we only see the two characters, which really builds this sense of anticipation.
- We used reaction shots such as when he wakes up in a panic and hears some footsteps to really help to encourage this really jumpy atmosphere.
- We also do cross cutting or parallel editing between our protagonist and an-



CONFUSED

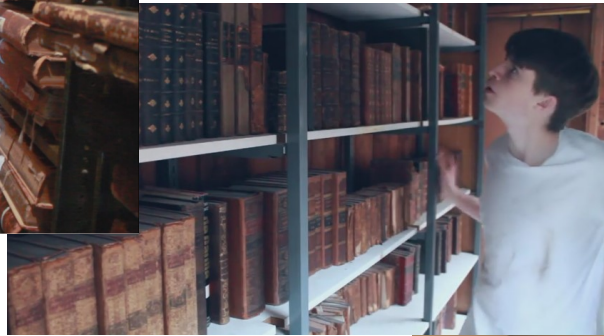
PANICKED

SOUND:

- The shot below additionally is build up to in the beginning of the sequence, there is this crescendo in this non-diegetic sound effect, timed to cease when he opens his eyes. This demonstrates the eerie silence of the location, and implies there's something waiting for him!

ISOLATED

WEAK



VULNERABLE



CHARACTER:

- Our protagonist is dressed in a dirty white t-shirt, and this represents his innocence and naivety to the situation. Additionally, the fact that it's dirty, implies he's been hurt, and put through some kind of trauma.
- Our protagonist also is tied up with rope at the start, this implies his vulnerability, and positions him as the protagonist immediately.
- The bruise on his stomach really helps to encourage the audience to believe he's in pain, and some-



CINEMATOGRAPHY:

- We shot some point of view shots, as we really wanted to connect our audience with our protagonist. For instance the shot to the right, gives us this more sympathetic attitude toward the character, because it feels like you're part of him, and this bruise is part of you.
- We also used close ups like the one of him lying on the floor waking up as seen above, I really like this shot, and its high, aeri-

