

# Experimental Short Film: Break



**BREAK**

Fatma Oukili  
Culmination 2022

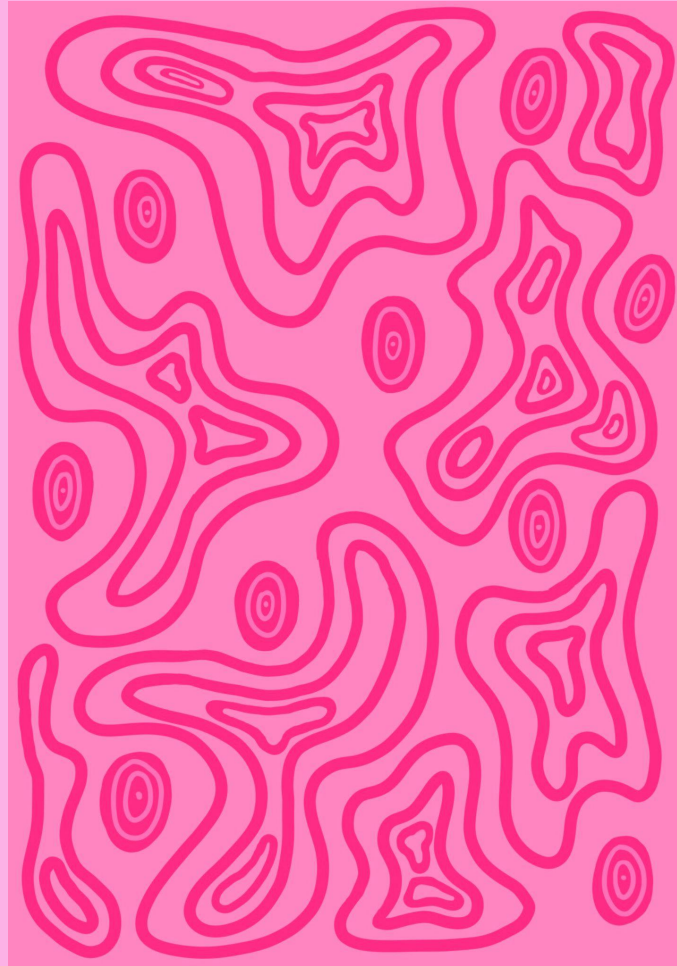
# Synopsis:

An alien living a monotonous life one day stumbles upon a poster to a silent disco club where they get lost in the music breaking their repetitive routine based life.



# Roles:

- Writer
- Director
- Cinematographer
- Editor
- Props and Scenery



# Calendar:

Start Date	End Date	Description	Duration
July 3	7/11/2022	Writing the script	8
7/3/2022	7/11/2022	Character design	8
7/6/2022	7/6/2022	First Advisement Meeting	1
7/18/2022	11/9/2022	Building Characters	10
10/4/2022	10/4/2022	Second Advisement Meeting	1
10/18/2022	11/10/2022	Set Building	23
11/12	11/27/2022	filming + organizing simultaneously	15
11/15/2022	11/15/2022	Third Advisement Meeting	1
11/28/2022	12/5/2022	editing - assembly	8
12/6/2022	12/6/2022	editing - add music	1
12/6/2022	12/6/2022	RC 1 + Notes	1
12/8/2022	12/8/2022	Work on notes from RC 1	1
12/10/2022	12/10/2022	RC 2/Final Cut	1

# Pre-Production:

## INT. WORK - DAY

PINKY is at work with other pink aliens. The workers are all different shades of the same color. The architecture of the workplace is oval and the shape from ceiling to floor is spherical. PINKY is in their chair pressing buttons. PINKY looks at a clock with non numeric characters indicating that it is the end of the work day. PINKY shuts down their system and leaves.

## EXT. PLANET - EVENING

PINKY is walking home and spots a toy that was once blue in the trash. It looks like it's been run through the mud and its color is fading.

CUT TO:

BABY BLUE is playing with a toy like the one in the trash, except this one is more brand new.

CUT BACK TO:

PINKY stares at this toy for a moment before continuing their walk. PINKY looks back at the trash one more time before continuing to walk.

## INT. SPACES HOME - EVENING

PINKY is inside their home going through an old box of childhood memorabilia. They pull out a blue toy similar to the one BABY BLUE had.

## INT. SPACESHIP HOME - NIGHT

PINKY is laying in bed holding the toy and having a moment with it. PINKY hears a beeping noise coming from another room and goes to it. The house is running out of power and a battery symbol on the wall is now flashing red. PINKY walks to the driving station in their home, blue toy still in hand. PINKY places it by the window, and takes off to the charging station.

## EXT. CHARGING STATION - NIGHT

PINKY steps off the spaceship home. PINKY walks towards the charging station which looks like a gas station, but instead of a pump it's something you plug into the home. On the electric wire above PINKY sees a pair of sneakers hanging. The shoes are blue, similar to the toy by PINKY's window. PINKY eyes the

shoes, looking up twice before connecting the charger with their home. After hearing a beeping noise indicating the charge is complete, PINKY puts the charger back in its position.

PINKY clicks up the electrical pole to retrieve the shoes and puts them on. On the way home, PINKY notices a filer for a party on another planet. PINKY grabs the filer and heads back to the space home.

## INT. SPACESHIP HOME - NIGHT

PINKY is driving the spaceship home. In front of PINKY is the filer with a map on the back leading to the party planet. PINKY looks at the map and then back out the window.

## EXT. PARTY PLANET - NIGHT

PINKY lands the spaceship home on the party planet. PINKY walks out and notices a crowd of aliens wearing giant headphones. The aliens are all different colors. PINKY walks towards everyone cautiously. They all have their eyes closed as they jam out to what is playing on their headphones, like a silent disco.

IRIS, an alien also wearing headphones taps PINKY on the shoulder and hands a pair of headphones. The headphones don't fit PINKY so PINKY hands them back to IRIS. IRIS grabs the headphones and shows PINKY a box where they can pick new ones. PINKY smiles as they find a pair of blue headphones. The blue headphones fit PINKY perfectly. PINKY closes their eyes and listens to the music the way everyone else is.

BABY BLUE is listening to music on headphones as they run through a field of flowers. The flowers, many different colors, sway as the tree branches dance and the sun shines through the clouds.

BABY BLUE lays down on the grass and closes their eyes. The clouds suddenly cover the sky, once white now gray. There is a rumble, closing in on BABY BLUE's face. It can be seen they are slowly opening their eyes. BABY BLUE looks concerned. There is a pink lightning strike and it starts to rain. The lightning strikes a second time, this time it hits BABY BLUE's music

CUT TO:

source. The rain washes away BABY BLUE's toy. BABY BLUE looks down as their hands slowly turn pink and the blue drips away.

CUT BACK TO:

After the song is done, PINKY opens their eyes, puts the headphones around their neck and heads back to the spaceship.

## INT. SPACESHIP - DAWN

PINKY is looking out the front window as they drive through space and pass different planets. Finally PINKY sees what they have been searching for. PINKY veers towards an amazonian planet and prepares to land.

## EXT. AMAZONIA - DAWN

The spaceship lands and PINKY steps onto the amazonian planet. It is surrounded by greenery, beautiful plants, mist, and waters. PINKY is in awe walking around looking up at the tall trees and admiring everything around. There is a sense of familiarity.

PINKY spots a blue flower. PINKY makes their way towards the blue flower with the intention of taking it back to the ship but is stopped by AZRAQ, a blue alien, who resembles PINKY but in a shade of blue.

AZRAQ looks at PINKY with narrow eyes and PINKY stares back. Each time PINKY attempts to reach for the plant AZRAQ blocks PINKY. PINKY is getting irritated and tackles AZRAQ. The two are fighting on the ground now using each other's clothes to shake the other around. PINKY and AZRAQ reach for each other's middle eye at the same time. The two are in a trance.

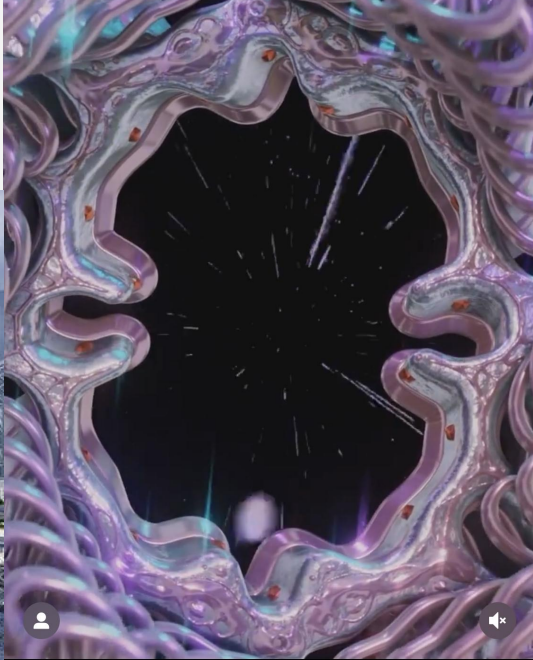
CUT TO:

BABY BLUE is walking away looking gloomy. They are part pink and part blue. BABY BLUE is walking away from the field they were once in where the storm took place. There is a puddle of some of their blue that dripped off in the mud. The puddle begins to form into legs.

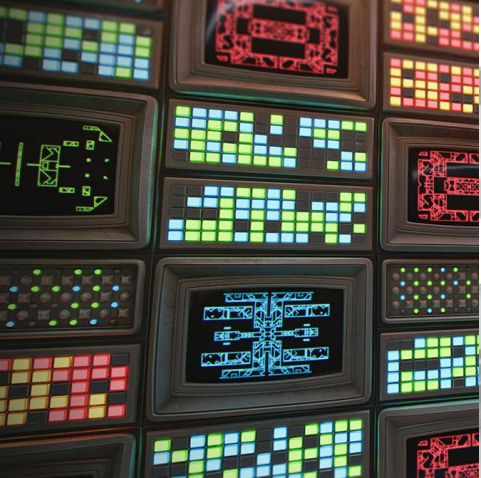
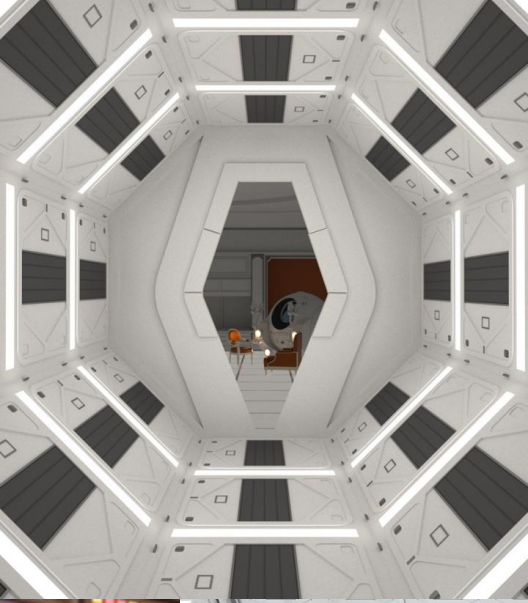
CUT BACK TO:

PINKY and AZRAQ get so close they see each other's middle eye and are both part pink and part blue. PINKY and AZRAQ stare at each other. PINKY stares at the shoes, the toy, and then the flower. PINKY looks back at AZRAQ and the eye in the middle of AZRAQ's forehead. PINKY and AZRAQ stare at each other and reconnect. There is a bright light that shines and they suddenly begin merging. IRIS is born of the two, a purple creature resembling both PINKY and AZRAQ.

# Home Planet - EXT



# Work - INT



# House - INT





# Party Planet - EXT



# Pre-Production:

Clay Baked	Clay not baked (Fatma)	Cardboard/Other	cotton/fabric	Michaels/Order
<ul style="list-style-type: none"><li>- Chair (2x)</li><li>- workplace clock</li><li>-trash bin</li><li>- bed</li><li>- Power for home</li><li>- Battery for home</li><li>- pinky's blue shoes</li><li>- Pinky's blue headphones</li><li>- Baby blue's music source (resembling a walkman)</li><li>- Blue flower (similar to the one in <u>dianes</u> room)</li><li>-</li></ul>	<ul style="list-style-type: none"><li>- plug for home</li><li>- electrical pole</li><li>- giant headphones for each alien</li><li>- more headphones</li><li>- Baby blue's headphones</li><li>- Flowers</li><li>-trees and tree branches</li><li>- plants (not just flowers)</li></ul>	<ul style="list-style-type: none"><li>- workplace buttons</li><li>- workplace screen/monitor</li><li>- street buildings</li><li>- box of childhood memorabilia</li><li>- LED tiny flashing lights</li><li>- electric gas station</li><li>- paper flier</li><li>- paper map</li><li>- plastic wrap</li><li>water</li><li>-</li></ul>	<ul style="list-style-type: none"><li>- pinky toy trash</li><li>- baby blue toy</li><li>- pinky toy old</li><li>- clouds</li></ul>	<ul style="list-style-type: none"><li>- grass</li><li>- greenery/plans</li><li>- white board</li></ul>

# Pre-Production:



# Pre-Production:



# Production:

Pinky Workplace Scene FPS 10

1st shot = 4 secs

2) H H H H H H H H H H H H H H H H H H H H H H (4)

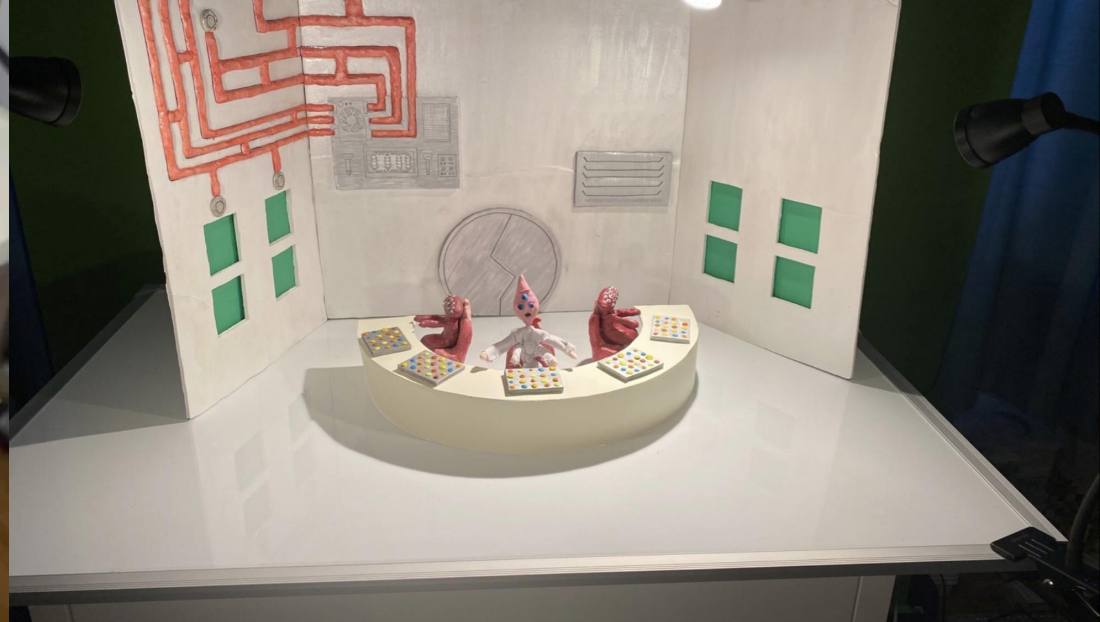
3) P W = H H H H H H H H H H H H H H H H H H H H H H (4)

4) A1 W = H H H H H H H H H H H H H H H H H H H H H H (3)

5) A2 W = H H H H H H H H H H H H H H H H H H H H H H (3)

6) B W S = H H H H H H H H H H H H H H H H H H H H H H (3)

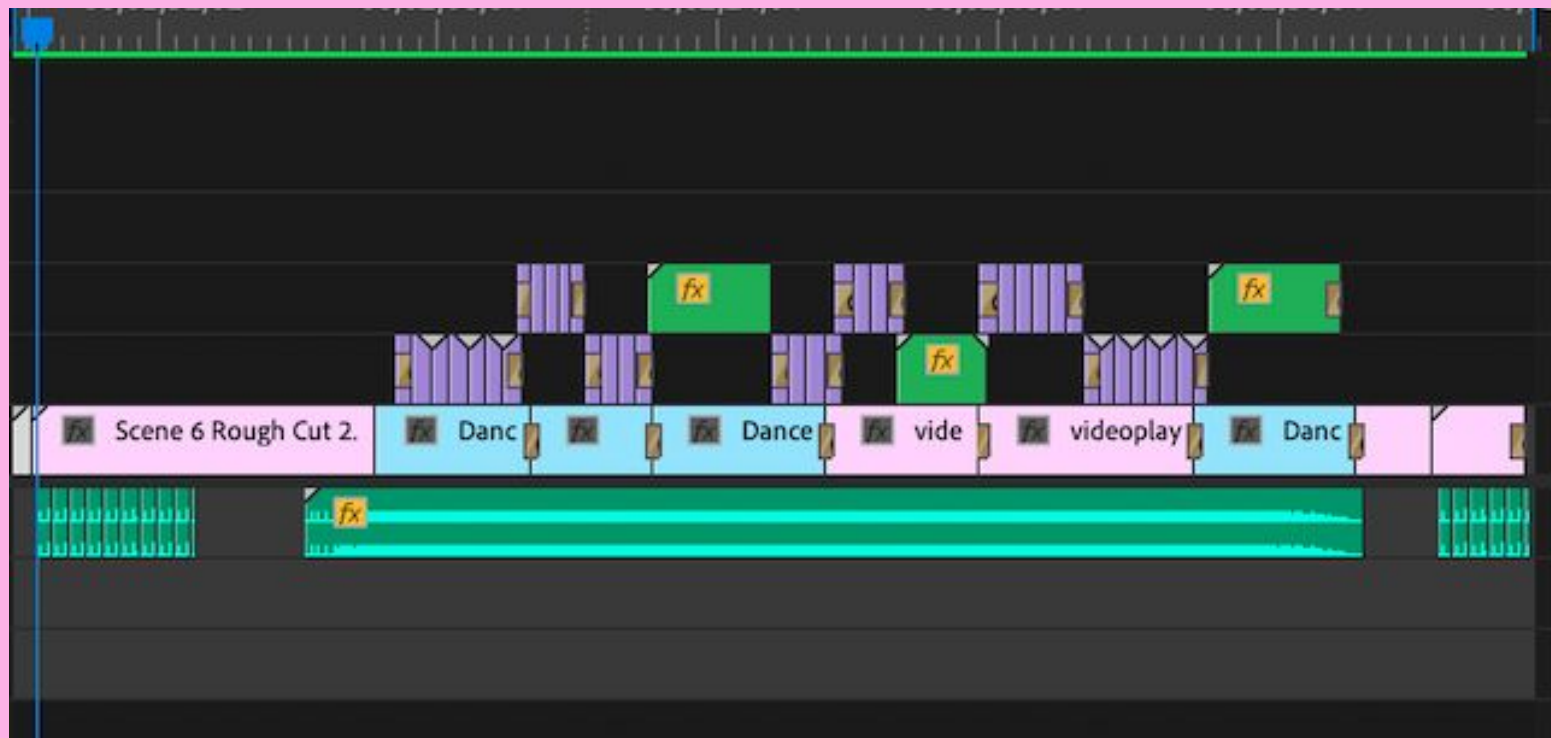
7) B m w s = H H H H H H H H H H H H H H H H H H H H H H (4)



# Post-Production

The screenshot displays the Adobe Premiere Pro interface during a post-production session. The main preview window shows a 3D perspective view of a grid of glowing blue and purple spheres. An 'Encoding All Scenes 1' dialog box is overlaid on the center, indicating that the estimated time remaining is 20 seconds and the progress is at 74%. The interface includes a menu bar at the top with options like File, Edit, Clip, Sequence, Markers, Graphics and Titles, View, Window, and Help. The top-left panel shows the 'Effect Controls' for the selected clip, 'Dance Background 3.mp4'. The bottom-left panel shows the 'Sequences' bin with a list of sequences including 'All Scenes 1' through 'All Scenes 2' and various 'Break S1' and 'Break S2' clips. The bottom-right panel shows the 'Timeline' with multiple tracks for video (V1-V5), audio (A1-A4), and mix, along with a 'Markers' track. The system tray at the bottom shows various application icons and the system clock indicating 'Tue 5:02 PM'.

# Post-Production



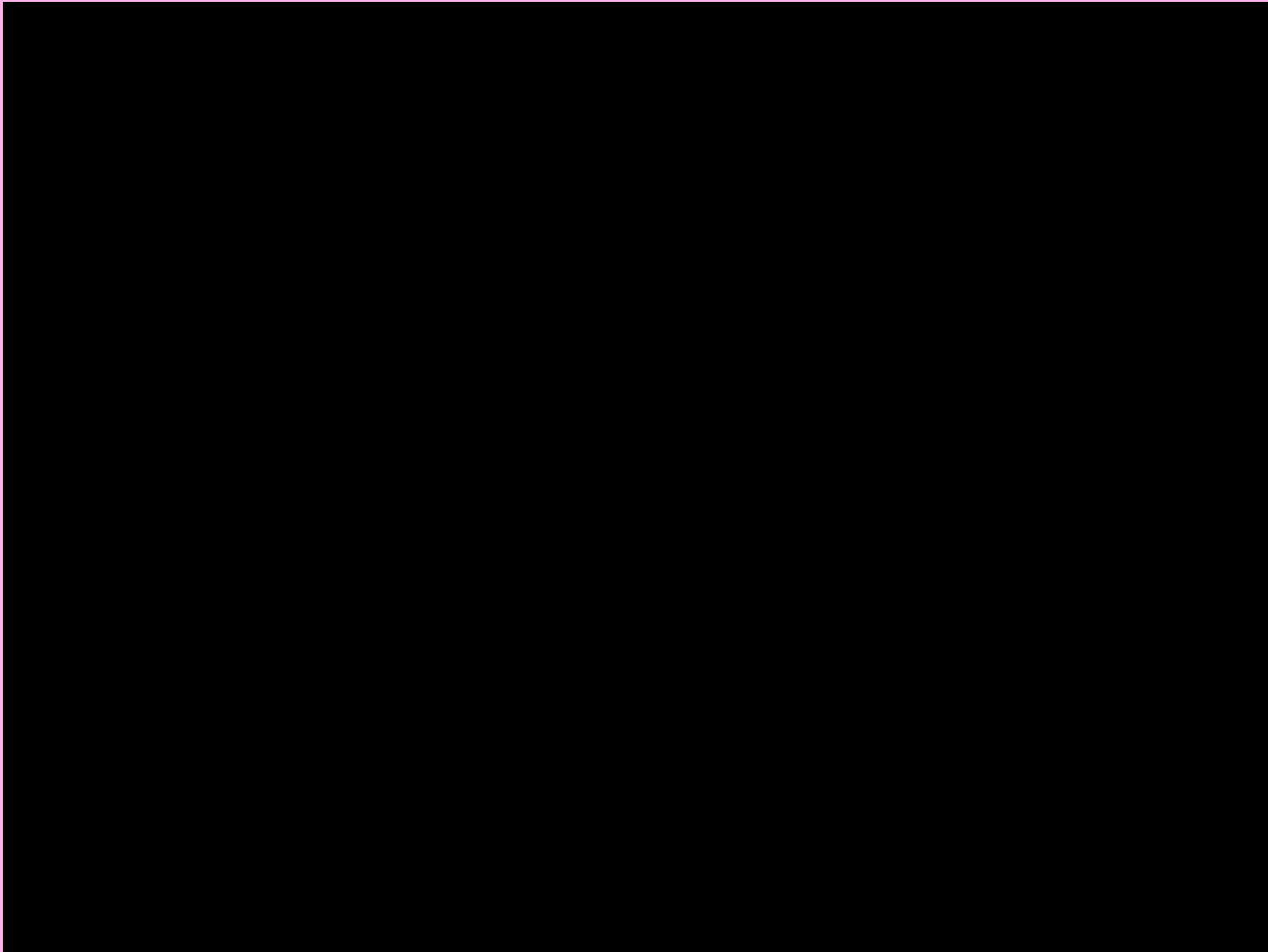
# Post-Production

The screenshot shows a video editing software interface with a dark theme. At the top, there are several bins: 'reak', 'Bin: green screen', 'Bin: scene exports', 'Bin: Sequences' (which is selected and underlined), and 'Bin: sound'. Below the bins, the path 'Break.prproj\Sequences' is displayed. A search bar is present, and a notification indicates '1 of 10 items selected'. The main area contains a table of sequences with the following columns: Name, Frame Rate, Media Start, and Media End. The table lists ten sequences, with the first one highlighted. At the bottom, there is a toolbar with various icons for editing and navigation.

Name	Frame Rate	Media Start	Media End
All Scenes 1	29.97 fps	00;00;00;00	00;05;52;01
All Scenes 2	29.97 fps	00;00;00;00	00;06;01;08
Break S1 S1	29.97 fps	00;00;00;00	00;00;29;18
Break S1 S2	29.97 fps	00;00;00;00	00;00;12;29
Break S1 S3	29.97 fps	00;00;00;00	00;00;16;23
Break S1 S4	29.97 fps	00;00;00;00	00;00;40;16
Break S1 S5	29.97 fps	00;00;00;00	00;03;42;17
Break S2 S1	29.97 fps	00;00;00;00	00;02;05;02
Break S2 S4	29.97 fps	00;00;00;00	00;02;19;08
Exports Together	29.97 fps	00;00;00;00	00;02;41;20



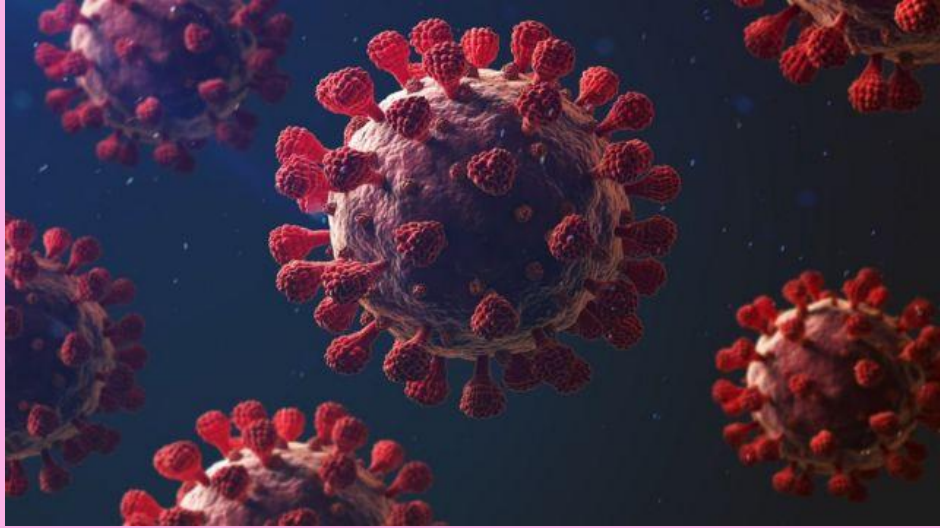
Clip!



# Budget:

Materials	cost
Computer/Laptop	\$1,300
Camera	\$300
Tripod	\$20
5 light	\$80
SD card	\$20
Hard drive	\$60
white boards to paint	\$10
construction paper	\$10
Paint	\$50
Clay	\$50
Armature Base/wire	\$15
glue	\$1
molding tools	\$1
hot glue gun	\$15
Adobe Premiere	\$21
Total	\$1,953

# Hiccups:



# Things I learned:

- Scenery and Props
- The importance of design



Post Grad



**THANK YOU!**