**Title :** *”Guilt”*

**Central proposition or Introduction:** If the classical narrative structure with a nonlinear form was applied to a music video genre, the benefits of film making techniques could enhance the form of music videos.

**Aim:** My aim is to merge filmmaking with music video using classical narrative structure with a nonlinear form. I will achieve creating a short movie that interpolates with music video, using horror and thriller as the genre . The music will be a heavy metal piece as it blends nicely with those two genres. I will be composing the music as well as all creating all sound effects for this video thereby avoiding all copyright issues associated with this project. The music will be a heavy metal piece as this style blends nicely with the horror and thriller movie genre. It will feature fast tempos (130-150 bpm), orchestrations, choirs, minor scales (to create a sad mood to the melody) and distorted guitars

**Design brief**: I will create a narrative about someone who has lost track of reality, as the result of loss of a family member. The whole issue is driven by guilt as the main character is somehow responsible for the death of that person. I want to play with idea of the duality between reality and fantasy through madness. I will use influences from horror and thriller movies taking some iconographic elements from these two genres and applying them to the narrative. There will be just 2 characters – the late husband (just present on the main character’s nightmare) and the wife (main character) .

**Specifics:**

* Size; 5-10 minutes film/music video;
* environment: external and internal shots;
* media format; video 1280x720.

**Inspiration:**

Alfred Hitchcock’s Vertigo, The Birds, Michael Jackson’s Thriller, Dimmu Borgir’s Progenies of the Great Apocalypse.

**Three projects that influence your aesthetic choice**:Fringe,(American Series), The Black Swan (movie), Requiem for a Dream ( Movie)

**Time plan**

|  |  |  |
| --- | --- | --- |
| Week 1 | Gather reference Material, and search possible locations for the shots | Pre Prod |
| Week 2 | Start Script Writing | Pre Prod |
| Week 3 | Finalise Script and start storyboard | Pre Prod |
| Week 4 | Initialise tests with light, green screen and camera ( with actors if possible) | Pre Prod |
| Week 5 | Wait for feedback so work can be carried on. | ????? |
| Week 6 | Start the production (filming, external and internal shots and green screen) | Production |
| Week 7 | Start the production (filming, external and internal shots and green screen) | Production |
| Week 8 | Start the production (filming, external and internal shots and green screen) | Production |
| Week 9 | Post Production ( 3d, match moving and compositing) | Post Prod |
| Week 10 | Post Production ( 3d, match moving and compositing) | Post Prod |
| Week 11 | Post Production ( 3d, match moving and compositing) | Post Prod |
| Week 12 | Final details (Audio, colour correction, and | Post Prod |
| Week 13 | Exibition and presentation | Final |

**Resources**

After Effects (compositing and post production), Adobe Premiere (post production and edition), Autodesk Maya ( modeling and post production), Autodesk Mudbox (modeling and texturing), Autodesk Matchmove (match moving and camera tracking) , Nuke (match moving) and respective plugins inside those software package.