



ANATHEMATIZE

LOGLINE

In an escape from the human condition, a young man takes the liberty to seek another answer.

SYNOPSIS

Inviting a last escape to free a troubled mind Brennan Whitaker ventures into the wilderness for an old cabin. Visibly wounded from a scuffle with someone possibly his girlfriend this departure from home to the forest has everything to do with a failing relationship. The only information we get from the screenplay is a general unrest while the truth is unknown and for the viewer to imagine.

Brennan wanders the forrest green under the elements of rain, almost a cleansing process to calm his being yet, nature is unsuccessful in rejuvenating Brennan's soul. He makes a brief call to his girlfriend with the purpose to rile her contempt for the following events she will later know but never understand. Brennan presses a revolver to his temple and with a selfish impulse he pulls the trigger, the gun goes 'click', followed by an immediate knock upon the front door. Brennan assumes the gun never went off as does the audience. Brennan opens the door to discover large muddy boot prints traveling to the front door as if the entity has evaporated into thin air. However, this knock comes from the knuckle of the darkest leader of the underworld and that revolver went off... Brennan is now unknowingly in hell.

Brennan experiences extremely odd happenings, character run-ins, and hallucinations of the mind yet this is his new world. As the story progresses Brennan cycles through events overlapping with no constraints to time or place. His girlfriend 'Female' visits his being though this is only a projection his entity in the afterlife created. She is kind and curiously lighthearted as he would want her to be in his presence. The moment she dissipates into thin air Brennan makes a dash for the cabin, he passes large dark figures and entities of unknown origins. In an attempt to remove himself by strangulation he realizes that he is already dead, now this cycle of terror has become his eternal existence.

CHARACTERS

BRENNAN WHITAKER (31)

A man we know by only what we see, his life outside the lonely woods and bare bones cabin is essentially a mystery. Hero or villain is really up to the audience because what we know can only be sufficed by his appearance and attitude. By observation the cabin either belongs to him or a family member because he has a key to dwell without interference. Is the level of torture a being experiences in hell truly relative to their deserved punishment?

Brennan encounters odd events but is not so quick to burn by eternal fire so... his punishment lies mostly on the weight of his suicide. In life before his death, he may have been a man of few sins, just broken hearted without a support system to pull him from self inflicted doom. His character's purpose is to shine a light on the pain some people suffer while dealing with the troubling thought of their purpose in life.

FEMALE (26-29)

The only truth to her being is confirmed during a brief conversation with Brennan before he makes a fatal decision. The Female is the catalyst for Brennan taking drastic steps to selfishly waste his life, however, the decision is still Brennan's and his call is to wake an unnecessary guilt. Her purpose is to illustrate those who suffer post suicide, families, friends, loved ones, etc. As brief their conversation the aftermath unseen because we (the audience) stay with Brennan's point of view but the inevitable is obvious.

ELDERLY MAN

This unusual character toting a familiar shotgun is an older version of Brennan. Aged, wandering the grounds of hell where past, present, and future coexist. Duplicates of Brennan from various moments in this underworld share space where there is no time. This first stage of torture aims to disturb the psychological aspects of a soul as it sustains some level of life or consciousness eternally damned.

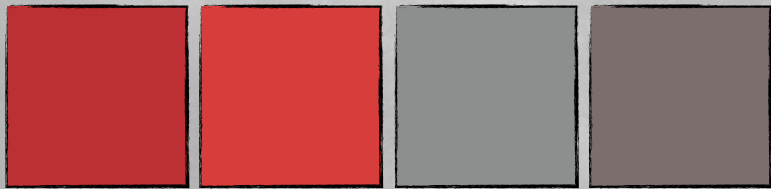
CREATURES

The Dark Creatures existing throughout this nether region are devout sinners. As they exist their once human features fade to manifest the true face of evil within. By all appearance their nefarious virtues are represented as monstrous concoctions.

MOOD

The overall tone of the film is shared between two worlds, one for the living another for the dead, however, the shift should be smooth and natural as a trick of the devil.

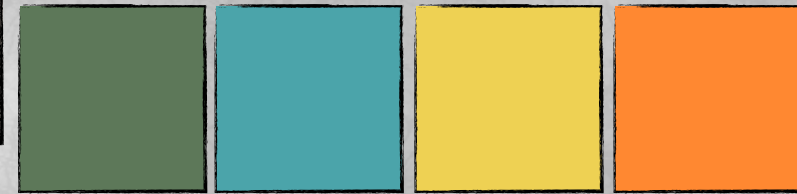
As the film opens, we are met with Brennan laying in high grass by a forest to illustrate a balance between human and nature. His refuge to escape human activity is a last attempt to ease his mind of disturbed thoughts. Our first view of Brennan he'll be dressed in reds and grays to represent colors analogous to natural greens, blues, and yellow orange of nature. His reds are to symbolize his rage against everything and should stand out from his environment. The world around Brennan keeps the same color palette throughout but shades darken as the sun settles.



Brennan's opening color palette



Cabin color palette



Nature's color palette / shades darken for night INT. & EXT.

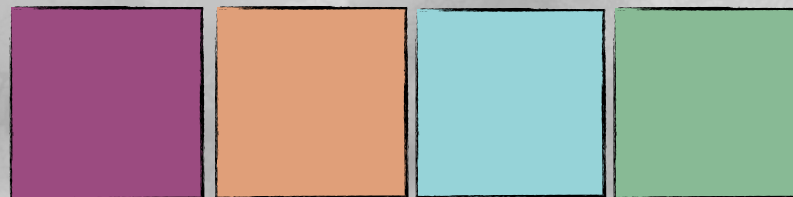
When Brennan arrives at the cabin for the first time he changes into a white shirt and dark blue/black pants. This contrast in colors is to represent the 50/50 mindset of his future. His new attire worn for the duration of the film aids in expressing the drastic difference between life and death. As the film progresses his white shirt become dirtied which visually references the tainting of his eternal damnation. The Elderly Man is severely broken from wandering the underworld he tries to blend in with his surroundings. His clothes are tattered rags mixed with sack cloth and natural foliage.



Brennan's wardrobe changes



Elderly Man color palette



Female color palette complimentary to Brennan

VISUAL APPROACH

This film will be shot using a Black Magic Pocket Cinema Camera 4K, utilizing a PL lens adapter to fit antique Zeiss Jena lenses from the 1960's. This glass has characteristics that are distinctive with a milky softness. The attributes of the glass fit the story rather than extremely crisp modern lenses with less character. The primary lens will be a 20mm (37.8mm with crop factor) for all wide's a 35mm (66.15mm) and a 50mm (94.5) for close ups. The first shot of the film will be uniquely different from others by using a 14mm Canon tilt-shift lens to capture the opening frames. Another shot to be used only once comes with the introduction of the Elderly Man, when he opens the cabin door to see Brennan we will use a Split Diopter to capture Brennan and the Elderly Man both in focus. The purpose is to visually give them an equal balance onscreen.



Zeiss Jena Flektogon 20mm (37.8mm) examples - raw uncorrected 4096x2160

Lighting throughout the film will have a natural appearance and duller with more contrast than the human eye operates with the whole environment feeling as real as possible. By achieving a natural look, the audience should be able to fall into the world with ease. The post-production color correction and color grading will support natural realistic visuals. Camera movement will be smooth throughout the beginning of the film and evolve into a more erratic handheld action as events escalate, but not distracting or nauseating. Some shots involving characters in silhouette or a scene of light and dark may appear black and white, a divide.



Barry Lyndon - 1975 (left) - Mindhunter Season 2 - 2019 (right) - visual references post grading

AUDIO ELEMENTS

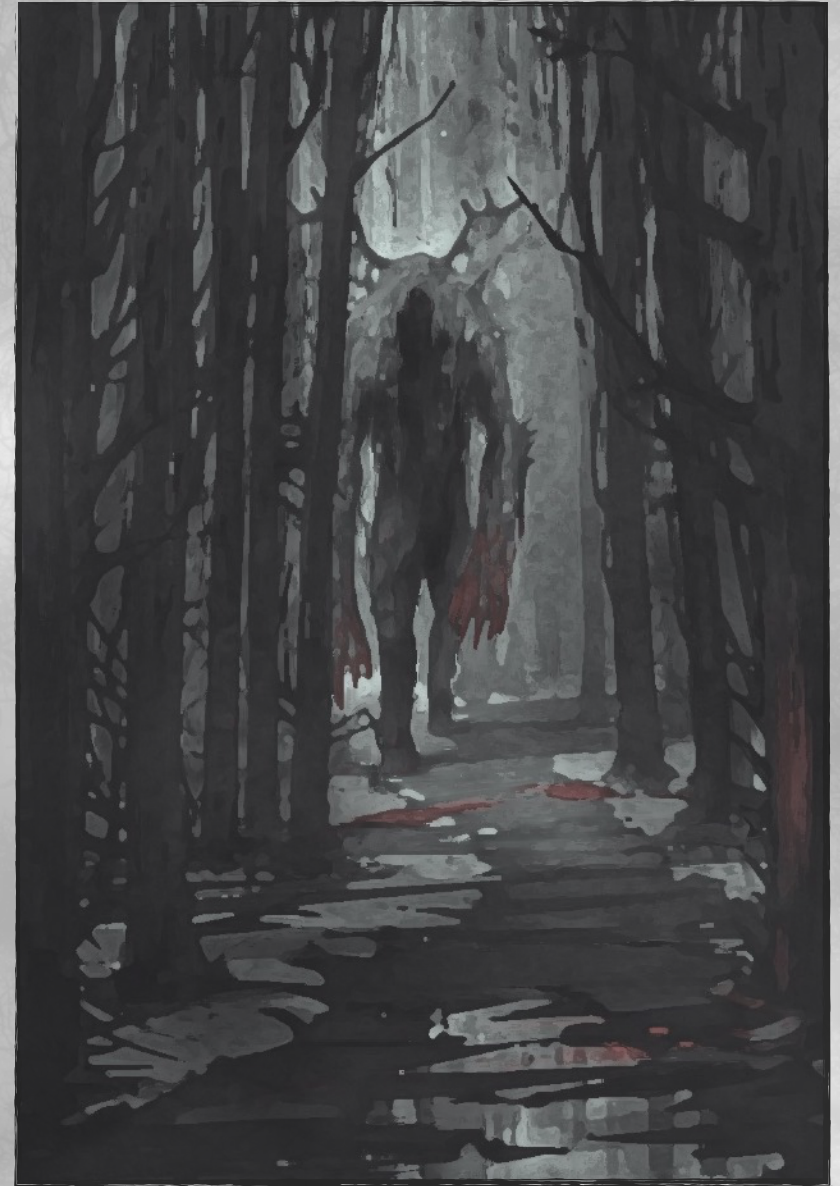
Once the film's picture is locked, musicians will create a score to the beats of the film for a distinctive sound with each edit. Being that this film is a horror the music will take an eerie approach to the score aided by odd sounds of creatures in the underworld.

The Cabin itself will creak and bend as Brennan wanders the space, pronounced foley sounds will add to the age and torment of the Cabin. Outside wind howls, glass vibrates, and the entire environment will have emphasis on sounds that may not be heard in the natural world.

As characters appear on screen they will have their own unique sounds. As more characters appear and interact during scenes, both their sounds will intertwine creating a third sound to make up parts of the score.

Neural oscillations of different rhythmic waves depending on the scene will vary between 6-7Hz (Theta) in the beginning of the film, then slowly transition to 25-100Hz (Gamma) to instill an uneasy feeling in the viewers subconscious as the story progresses. These rhythms will come in and out of the overall score to assist in heightening or diminishing a feeling of specificity, uneasiness, or terror.

Instruments for the film should be a balance of digital analog synthesizers along, typical, and unusual instruments including a theremin, violin bow on a metal saw, and distorted electric strings. The goal is to create a score that has a distinct life. By utilizing a mix of sounds, instruments, neural oscillations, foley, and more the film should have a full body of sound to pair with the stylized picture.



LOCATIONS

THE CABIN

A place of distance for Brennan to ease his mind deep in the forest, a survey of past and future. The Cabin should appear as written on the page, old, small, creepy, little amenities. The Cabin for this short film is still being sought within one to three hours of West Chester, PA.



Example Cabin



Scene 4 - Brennan rests atop a rock

THE STREAM

Scene 4 - 40.021946, -75.847053 - Located off Wagontown Road in West Bradford township. This scene is Brennan's last attempt to connect with the tangible world. It's our last view of nature in the real world before Brennan takes his life.

WOODS

Multiple Scenes - 40.068333, - 75.733056 Marsh Creek State Park
A number of scenes take place in the woods before and after Brennan's death. This location provides the opening field surrounded by woods, and walking scenes for the intro.



Scene 1 - location of opening shot



- MARSH CREEK STATE PARK -



Scene 2 - Brennan walking woods

FINAL NOTES

The goal is to shoot 'Anathematize' in three days consecutively beginning on a Friday, then Saturday, and Sunday in late October. The brilliant shifting colors in leaves and as they fall lend a bright visual against bare trees of dark woods.

Talent to play the Creatures/
Dark Silhouettes will vary in
size from 5'5" - 6'7". The
drastic difference in height
with the addition of costumes
will lift a few Creatures to
nearly 12'. Wild exaggerations
of such character's touch on a
world of fantasy but in a
realistic light. All

After all post-production is
complete, the picture will be
submitted to film festivals to
share this unique creation by a
special crew to Cities
throughout the world.



ANAMETEMATIZE

FILMS

Barry Lyndon
Mindhunter

ILLUSTRATIONS

Jenée Harrison - 'The monsters that roam the great forest'
Blue Place - 'CJ in the woods (creepy)'
Anoldent - 'Log cabin in fog'