

The Architect Dream

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## PROJECT INFORMATION

Title: The Architect Dream

Logline/premise: A poor architect who is trapped inside a building that is his mental jail. He tries to get out of the place while facing the illusion coming from his obsession with work. Unfortunately, he can not withstand his inner thoughts and eventually give up.

Format: 4K, 23.97fps

Genre: Thrilling, Suspectful

Running Time: 4 mins

Synopsis:

A 30 years old architect named Minh writes his diary note in a dark office. It is messy with all the binders and documents around. Minh is distracted by the sound coming from afar and he decides to leave his office to track down the music. On his way, Minh has many headaches during which he recalls many memories about his wife who passed away recently. Eventually, Minh reaches the room and finds a cassette inside just before his illusion comes to its peak. Minh hears the angry screaming voices from the void which represents his inner thoughts and eventually falls onto the ground - accepts his fate and gets stuck there forever.

## Critical Path

Task	Due Date	Completed	Notes
Call Sheet	5/2	3/2	
Story Boards	6/2	6/2	
Floor Plan	30/1	5/2	
Props	5/2	5/2	
SWOT Analysis	5/2	6/2	
Risk assessment	5/2	5/2	
Budget	5/2	3/2	
Location Scout	5/2	7/2	
Location Agreement	5/2	7/2	
Covid Plan	5/2	31/1	
Production skill meeting	6/2		

## 5. Researches /Note

### SWOT ANALYSIS WITH SUMMARY

INTERNAL FACTORS	
STRENGTHS (+)	WEAKNESSES (-)
<ul style="list-style-type: none"><li>- Shooting everything at Humber which is a familiar place.</li><li>- Book out the studio for shooting in 8 hours which is plenty of time.</li><li>- Don't have to worry about the actor's bad attitude because I know the actor</li></ul>	<ul style="list-style-type: none"><li>- No time for preproduction (careful storyboards).</li><li>- Not good at the visualization of the lighting schemes.</li><li>- Props rushing.</li><li>- No tryout because I can only shoot at the weekend.</li></ul>

EXTERNAL FACTORS	
OPPORTUNITIES (+)	THREATS (-)
<ul style="list-style-type: none"><li>- A good shot list will make post-production an easier process.</li><li>- Try out a new shot composition that might be interesting.</li></ul>	<ul style="list-style-type: none"><li>- If I can not finish my shooting at weekends, there will be a large problem with rescheduling.</li></ul>

- First time applying VFX into works.

- A heavy shooting schedule.

- Only myself doing all the work and I may have a mental breakdown during filming.

## ANALYSIS SUMMARY

- The rush of shooting time leads to the lack of preparation in props and storyboarding which can be compensated by a careful shot list.

- I have a good understanding of the location already.

- I have no issue worrying about the actor going to have a bad attitude toward me.

Researches note:

I don't do much research because my work comes from the knowledge that I have already.

## 6. Safe Set Certificate

**SAFE SETS  
INTERNATIONAL**

## **COVID-19 CERTIFICATE**

Khoa Ho Tang

Humber

January 21, 2023

This individual has completed Safe Sets™ COVID-19 (Level A)  
for the Film and Video Production Industry.



**ALEX KOLODKIN**  
President, Safe Sets International

## **7. VISUAL TREATMENT**

### **PART 1: VISUAL MOOD**

**My film mood** will be divided into three main categories: -

Suspenseful - Thrilling - Slow and forgiving

**My theme** is about how regret can damage your soul and how good it is to be forgiven.

- The main character is an architect who is trapped inside a building - which is his own mental jail that he locks himself in after his wife past away. He regrets this because he can not balance his family - work life.

- In the film, he is attracted by the sound of a cassette which represents the constant cycle of his guilt.
- The sound is the music that will become more dramatic over time and it reminds him of his past and also his inner thoughts of blaming himself.
- On his way to reach the cassette, he sees the illusion which is the mathematical and geometrical patterns. This is the representation of his obsession with his work and it still clings to him.
- Eventually, he can not withstand his own thoughts and illusion which eventually leaves him desperately stuck in the building.

## **Part 2: Visual Style**

Camera choice:

To be fair, I have a very wide range of camera movement including handheld, pan, and tracking. For example:

1. If I want to portray how small a figure scale is compared to a huge building, I will use an extremely wide lens to magnify that.
2. If I want to portray how his illusion catches up with him, the use of handheld can immerse the audience more into the scene.
3. If I want to compress the space as much as possible, I will use a long lens to confine everything in the frame and reduce the momentum of the main character's movement.

Lighting choices:

- **Quantity of Light:** In the studio scenes, I will keep it as moody as possible while following the 3-point lighting. Apart from important subjects, I will only keep a soft ambient light to avoid everything getting underexposed too much. I want to draw as much attention to the subject as possible.



- Quality of Light: I will use a soft spotlight for important objects in the frame and on the subject face, I will also keep a soft wrap-around light on his face.
- Color: It will be the typical orange-teal color scheme but with a slight change in color temperature for a colder look. If there is anything in the frame that I can not control while shooting, I will desaturate it later in the post.

#### Mise-en-scene

In the scene where he gets the illusion, I will create a spotlight that leads to the middle of the room where my character will be there for most of his time. I will also play the cassette in the middle of the room and light it properly to draw attention. On the other hand, in the office scene, I will replicate a moody office that will look like the reference images underneath. It is quite a messy, confined space that our main character will interact with as his workspace. I have prepared all the props related to a typical office like binders, rulers, and pencils. I even have a whiteboard that I can use to attach a map to it.

## Part 3: References



## Part 4: Research

I have done my research to understand the basic nature of lighting but yet I have not gotten used to how to fully use the flags and diffuser to achieve the look that I want. I think it will take time for me to experiment on set because I don't exactly know how the lights will interact with the subject and whether will it spill into the background. I already have a lighting plan but to be honest it is hard to visualize because of my lack of experience.

Youtube links that I watch to understand the basics of lighting:

[https://youtu.be/r2nD\\_knsNrc](https://youtu.be/r2nD_knsNrc)

[https://youtu.be/0suVZjz3\\_Uw](https://youtu.be/0suVZjz3_Uw) <https://youtu.be/2Y6bB86HmdA>

[https://youtu.be/TF0pa\\_IZmrU](https://youtu.be/TF0pa_IZmrU)

## **8. Script Breakdown**

	<b>Special skills extras</b> Yellow	
<b>Special Effects</b> Blue	<b>Props</b> Purple	<b>Vehicles/Animals</b> Pink
Have Minh opens the door slowly to add the halo light in post.		
<b>Wardrobe</b> Circle	<b>Make-Up/Hair</b>	<b>Sound Effects/Music</b>
Gray glasses Long Coat	Short Hair	Sound of a Piano (edit in later in post)
<b>Special Equipment</b>	<b>Set Dec</b> Black Underline	<b>Production Notes</b> Film this scene with the first scene ( same location).
	Diary book Sketches on the page of the books.	

### Script Breakdown Sheet 7

Production Company: Khoa

Breakdown Page # 4-5

Production Title: The Architect Dream

Page Count: 5/8

Scene #7 Scene Name: At home.

INT/EXT: INT

Description: Minh gets back to his house

Day/Night: Day

Location Name: Khoa's house

Set: Inside the house

<b>Cast</b> Red	<b>Stunts</b> Orange	<b>Extras/Atmosphere</b> Green
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Minh Trang		
	<b>Special skills extras</b> Yellow	
<b>Special Effects</b> Blue	<b>Props</b> Purple	<b>Vehicles/Animals</b> Pink
Over-exposure Filming.	The Organ keyboard	
<b>Wardrobe</b> Circle	<b>Make-Up/Hair</b>	<b>Sound Effects/Music</b>
Gray glasses Long Coat White Dress	Short Hair	Sound of a Piano (edit in later in post)
<b>Special Equipment</b>	<b>Set Dec</b> Black Underline	<b>Production Notes</b> Film with full coverage.

### Script Breakdown Sheet 8

Production Company: Khoa

Breakdown Page # 5

Production Title: The Architect Dream

Page Count: 2/8

Scene #8 Scene Name: Ending.

INT/EXT: INT

Description: Awakened Minh.

Day/Night: Day

Location Name: Building A

Set: Building A

<b>Cast</b> Red	<b>Stunts</b> Orange	<b>Extras/Atmosphere</b> Green
Minh Trang		
	<b>Special skills extras</b> Yellow	
<b>Special Effects</b> Blue	<b>Props</b> Purple	<b>Vehicles/Animals</b> Pink
Film a Huge wall to add word		
<b>Wardrobe</b> Circle	<b>Make-Up/Hair</b>	<b>Sound Effects/Music</b>
Gray glasses Long Coat White Dress	Short Hair	
<b>Special Equipment</b>	<b>Set Dec</b> Black Underline	<b>Production Notes</b> Film with the 2 <sup>nd</sup> scene ( kind of similar location). Find an automatic door (can be at building A).

Gray glasses Long Coat White Dress	Short Hair	Sound of a Piano (edit in later in post)
<b>Special Equipment</b>	<b>Set Dec</b> Black Underline	<b>Production Notes</b> Wide shot to do the VFX later.
	Half-ripped papers Diary notebook Whiteboard Rulers Pencils	

### Script Breakdown Sheet 4

Production Company: Khoa

Breakdown Page # 3

Production Title: The Architect Dream

Page Count: 7/8

Scene #4 Scene Name: Climax

INT/EXT: INT

Description: Minh gets hallucination

Day/Night: Day

Location Name: Basement

Set: Basement

<b>Cast</b> Red	<b>Stunts</b> Orange	<b>Extras/Atmosphere</b> Green
Minh		
	<b>Special skills extras</b> Yellow	
<b>Special Effects</b> Blue	<b>Props</b> Purple	<b>Vehicles/Animals</b> Pink
Glowing Spiritual Line (Film the empty ground for post). Multiple photo flying (take pictures around the school to add in post)	Old cassette Tape	

<b>Wardrobe</b> Circle	<b>Make-Up/Hair</b>	<b>Sound Effects/Music</b>
Gray glasses Long Coat	Short Hair	Sound of a Piano (edit in later in post) Sound of Cassette (maybe add in post).
<b>Special Equipment</b>	<b>Set Dec</b> Black Underline	<b>Production Notes</b>
	Spotlighting and leaves everything else in black.	Wide shot to add the VFX later.

### Script Breakdown Sheet 5

Production Company: Khoa

Breakdown Page # 4

Production Title: The Architect Dream

Page Count: 2/8

Scene #5 Scene Name: Run

INT/EXT: INT

Description: Minh writes his dairy note

Day/Night: Day

Location Name: Basement Hallway

Set: Basement Hallway

<b>Cast</b> Red	<b>Stunts</b> Orange	<b>Extras/Atmosphere</b> Green
Minh		
	<b>Special skills extras</b> Yellow	
<b>Special Effects</b> Blue	<b>Props</b> Purple	<b>Vehicles/Animals</b> Pink



Film the wall so that I can add the 3D text on the wall later.	Old cassette Tape	
<b>Wardrobe</b> Circle	<b>Make-Up/Hair</b>	<b>Sound Effects/Music</b>
Gray glasses Long Coat	Short Hair	Sound of a Piano (edit in later in post)
<b>Special Equipment</b>	<b>Set Dec</b> Black Underline	<b>Production Notes</b>
		Wide shot to do the VFX later. Film the electrical board for masking (careful about the light spill on the border )

### Script Breakdown Sheet 6

Production Company: Khoa

Breakdown Page # 4

Production Title: The Architect Dream

Page Count: 2/8

Scene #6 Scene Name: Finding the office

INT/EXT: INT

Description: Minh runs to his office

Day/Night: Day

Location Name: Office

Set: Inside and Outside

Office

<b>Cast</b> Red	<b>Stunts</b> Orange	<b>Extras/Atmosphere</b> Green
Minh		

## Script Breakdown Sheet 1

Production Company: Khoa

Breakdown Page # 1

Production Title: The Architect Dream

Page Count: 6/8

Scene #1 Scene Name: Office

INT/EXT: INT

Description: Minh writes his dairy note

Day/Night: Day

Location Name: Office

Set: Office

<b>Cast</b> Red	<b>Stunts</b> Orange	<b>Extras/Atmosphere</b> Green
Minh		
	<b>Special skills extras</b> Yellow	
<b>Special Effects</b> Blue	<b>Props</b> Purple	<b>Vehicles/Animals</b> Pink
	Chair Table A Black Pen	
<b>Wardrobe</b> Circle	<b>Make-Up/Hair</b> Asterisk	<b>Sound Effects/Music</b> Brown
Short Hair Gray glasses Long Coat	Short Hair	
<b>Special Equipment</b>	<b>Set Dec</b> Black Underline Magnetic pins Tapes Red lines marker Blueprints	<b>Production Notes</b> Find a spacious room or build a set at LB121.

	Half-ripped papers Diary notebook Whiteboard Rulers Pencils	
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### Script Breakdown Sheet 2

Production Company: Khoa

Breakdown Page # 2

Production Title: The Architect Dream

Page Count: 2/8

Scene #2 Scene Name: Building

INT/EXT: INT

Description: Minh writes his dairy note

Day/Night: Day

Location Name: Office Building

Set: Office Building

<b>Cast</b> Red	<b>Stunts</b> Orange	<b>Extras/Atmosphere</b> Green
Minh		
	<b>Special skills extras</b> Yellow	
<b>Special Effects</b> Blue	<b>Props</b> Purple	<b>Vehicles/Animals</b> Pink
<b>Wardrobe</b> Circle	<b>Make-Up/Hair</b>	<b>Sound Effects/Music</b>
Gray glasses Long Coat	Short Hair	Sound of a Piano (edit in later in post)

<b>Special Equipment</b>	<b>Set Dec</b> Black Underline	<b>Production Notes</b> Near Block A
	Half-ripped papers Diary notebook Whiteboard Rulers Pencils	

### Script Breakdown Sheet 3

Production Company: Khoa

Breakdown Page # 2 -3

Production Title: The Architect Dream

Page Count: 6/8

Scene #2      Scene Name: Hallway

INT/EXT: INT

Description: Minh writes his dairy note

Day/Night: Day

Location Name: hallway

Set: Walking Hallway

<b>Cast</b> Red	<b>Stunts</b> Orange	<b>Extras/Atmosphere</b> Green
Minh Trang		
	<b>Special skills extras</b> Yellow	
<b>Special Effects</b> Blue	<b>Props</b> Purple	<b>Vehicles/Animals</b> Pink
Film Burn FX ( Post) Mathematical and visual pattern are added later on the wide shot		
<b>Wardrobe</b> Circle	<b>Make-Up/Hair</b>	<b>Sound Effects/Music</b>

The piano music gets louder and more intensified.

His mind is fuelled with the images of him and a woman\*.

\*Using Film Burn FX and quick cut\*

6/8

As Minh gets to the end of the hallway, there are mathematical and visual pattern slowly creeps onto the wall and gets closer to Minn.

Wide shot for VFX

CUT TO:

4 INT. BASEMENT - DAY

4

Minh finally gets to an empty room. In the middle of the room, there is an old cassette playing the tape.

As Minh tries to inspect the space, his head starts hurting badly and the hallucination begins.

Wide shot for VFX

Minh hears the angry voices from the void abyss reverberate all over the room.

This is the mixture of different voices that sound like a crowd yelling at Minh. They get distorted over time.

"You don't remember anything or do you choose to forget them?"

"An architect who can not create his own home... What odds."

"He can't. And he never will be able. He never is there in the first place".

SC.4

MINH (V.O.)

Shut up! You know nothing!

7/8

\*INSERT THE CASSETTE STILL ROLLING\*

The illusion gets stronger as Minh sees multiple photos flying around him.

Those are the photo of Trang who is his wife. She looks lonely and isolated in every pic even in her house.

Minh tries to find a way out of there.

There is a glowing spiritual line on the ground that leads to the doorway. Without hesitation, Minh rushes to the door and gets out of the room.

CUT TO:

## 5 INT. THE HALLWAY

5

Minh runs through the dark hallway and the piano sound gets intensifies again.

Minh runs past an electrical board that shows him opening the front door and walking away - leaving his wife standing behind the back.

SC.5

The headache makes Minh loses most of his vision and instead there is the illusion of mathematical equation and weird visual pattern all over the place.

2/8

Minh can only follow the glowing arrow lines to find his way out.

**Film the electrical board for masking (careful about the light spill on the border) CUT TO:**

Minh goes through the staircases.

## 6 INT. OFFICE - DAY

6

The pages of the diary book on the table start flipping.

Inside the book, there are different sketches of the word "Work".

Minh finds his office door again. Film with the 1st scene

2/8

Minh places his hand on the doorknob and opens it.

Along with the creaking sound of the door, a white halo light brightens Minh's face and he has to close his eye.

SC.6

WHITE DIP TO:

## 7 INT. THE HOUSE - DAY

7

Minh opens the front door and sees Trang playing the organ.

Minh slowly walks up to her.

Minh looks directly into Trang's eyes.

Trang gives him a smile.

SC.7

The sun pierces through the window into the house and the living room gets brightened up.

Without saying anything, Minh hugs Trang and he starts sobbing.

Minh places his head on her shoulder and his eye closes

TRANG (O.C.)  
It is time for you to go! And just  
remember one thing...

5/8

The voice of **Trang** fades out.

WHITE DIP + DISSOLVE TO:

8 INT/EXT. OFFICE BUILDING - DAY

8

The building is glowing and full of energy.

**Film with the 2nd scene**

**Minh** walks firmly and calmly with slow steps.

**Minh** gets past a wall that has glowing words on it.

2/8

SC.8

"Architecture job's is to build the present with the power of  
the past and the purpose of the future."

**Minh** takes a look at the word and stands still for a while.

As **Minh** finally gets to the door and is about to get through,  
he looks back and sees Trang standing there with a smile.

The door opens and Minh walks out.

BLACK SCREEN

SUPER:

"I am not sure what date it is.

It has been too long to remember.

I don't think there is a need for me to continue anymore.

All the doors have been locked.

All the mathematical methods have been tried.

All the visual clues have no connection.

There is no map leading to the exit.

What a shame to an architect.

Nothing."

4/8

FADE IN:

SC.1 1 INT. OFFICE - DAY

1

A 40-year-old man named Minh writes his diary note on the office table.

Looking from afar, Minh is an alike professor with short hair and gray glasses.

On the table, there are blueprints and architectural images underneath his book. Rulers, pencils, and some half-ripped documents.

On Minh's side, there is a whiteboard that he uses to attach a huge map with the title "Moeh". There are magnetic pins, tapes, and red lines running all over the map. Those are the signs that lead to a pattern.

His long coat is hung on the office chair.

Finished writing, Minh decides to take a walk around the place.

Minh puts the glasses back onto the table, grasps his coat hung on his chair, and walks out of the office.

MONTAGE: MINH WALKS WITH DISSOLVE TRANSITION

-- Minh slowly walks up the aisle.

Find a spacious room or build a small set at LB121



-- Minh walks through an empty hallway.  
 -- Minh walks on the exterior space between buildings.  
 -- Minh passes by an empty library.  
 -- Minh looks out from the window and all he sees is the soulless landscape.

6/8

CUT TO:

## 2 INT. OFFICE BUILDING - DAY

2

As Minh is looking at the outdoor scenery, he hears a sound.

It is a sound of a piano. Small volume - but gradually larger.

Minh turns his head and looks toward the direction that he thinks is the source of the sound.

SC.2

Confused yet curious, Minh traces his way toward the music as he walks down the staircases.

On his way, a painful headache starts to kick in. Minh is dizzy with his vision becomes blurry gradually.

CUT TO:

## 3 INT. HALLWAY

3

Minh notices behind him, there is a woman in a white dress style staring at him.

However, there is no one there when Minh slowly turns his head around. But there is a voice whispering into his ear.

SC.3

WOMAN (V.O.)  
 (whispering and honeyed)  
 Do you remember this song?

There is a click in Minh's mind as if he remembers something.

Minh turns his body 360 degrees trying to find if there is anyone around him.

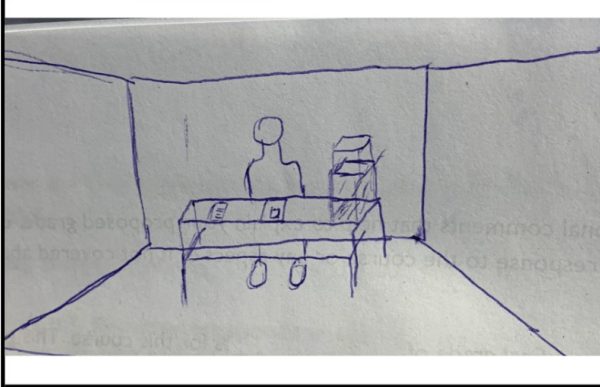
Not seeing any sign, Minh continues his walk toward the piano source.

MINH (V.O.)  
 Could it be... her?

## 9. Storyboard

<b>Humber College - StoryBoards</b>	<b>Student:</b> Khoa Ho Tang
<b>Production Title:</b> The Architect Dream	<b>Date:</b>

Panel# 1 | Sc.# 1

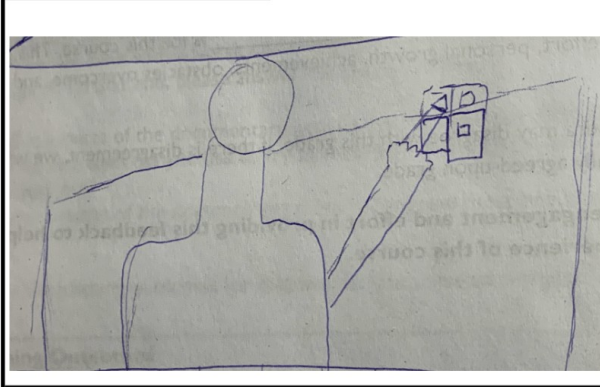


Framing: Wide  
 Shot# 1  
 Description: We see Minh  
 in his office

Audio:

Duration: 00:05:00

Panel# 2 | Sc.# 1

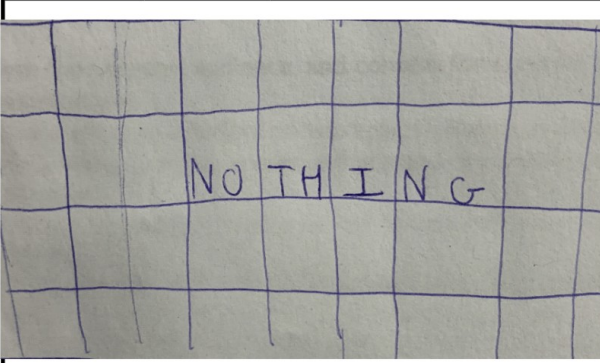


Framing: Medium Close Up  
 Shot# 2  
 Description: Minh writes the  
 Diary Note

Audio:

Duration: 00:05:00

Panel# 3 | Sc.# 1



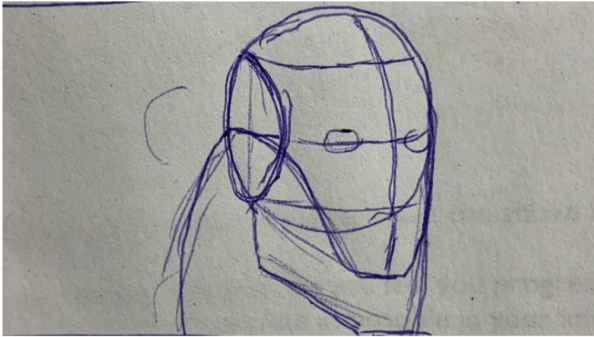
Framing: Extreme Close Up  
 Shot# 3  
 Description: His note

Audio:

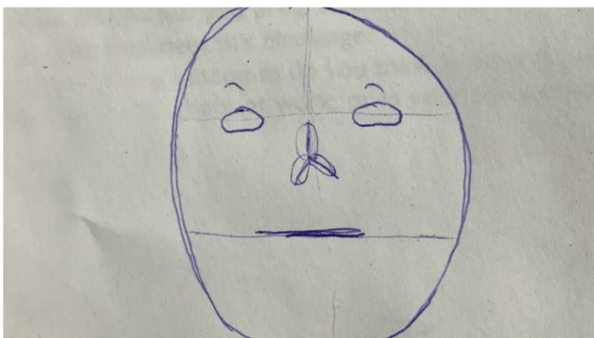
Duration: 00:05:00

<b>Humber College - StoryBoards</b>	<b>Student:</b> Khoa Ho Tang
<b>Production Title:</b> The Architect Dream	<b>Date:</b>


Panel# 4	Sc.# 1
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	Framing: Medium close up
	Shot# 4
	Description: Minh focuses.
	Audio: No
	Duration: 00:05:00

Panel# 5	Sc.# 1
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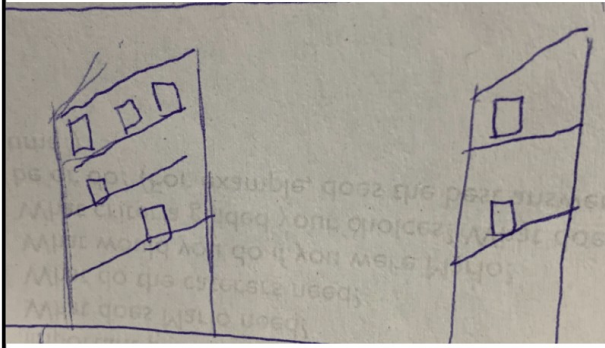
	Framing: Close Up
	Shot# 5
	Description: Minh focuses
	Audio: No
	Duration: 00:05:00

Panel# 6	Sc.# 1
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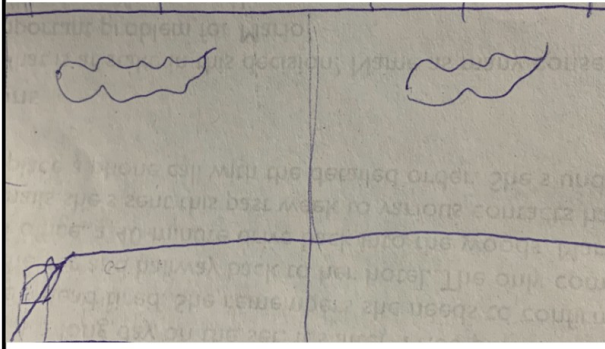
	Framing: Long Shot
	Shot# 10
	Description: Minh distracted
	Audio: No
	Duration: 00:05:00

<b>Humber College - StoryBoards</b>	<b>Student:</b> Khoa Ho Tang
<b>Production Title:</b> The Architect Dream	<b>Date:</b>

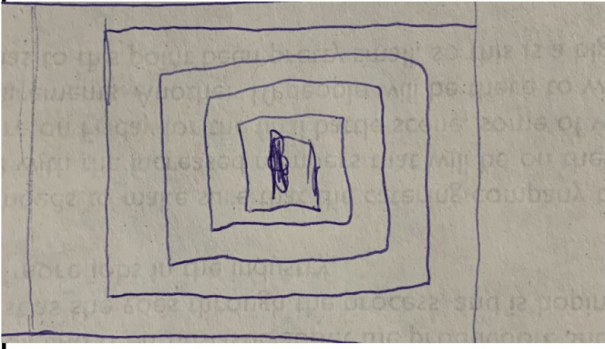
Panel# 7    Sc.# 1B

	Framing: Wide
	Shot# 12
	Description: Library shelves
	Audio: No
	Duration: 00:05:00

Panel# 8    Sc.# 1B

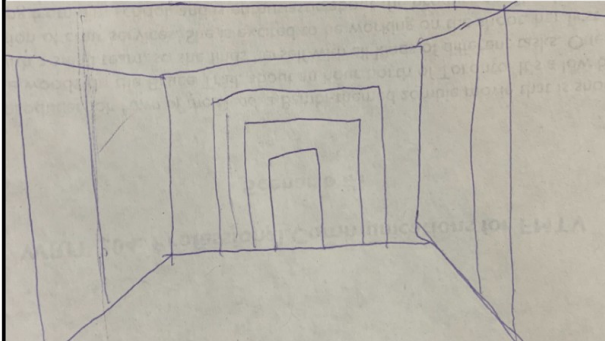
	Framing: Long shot
	Shot# 14
	Description: Landscape
	Audio: No
	Duration: 00:05:00

Panel# 9    Sc.# 1B

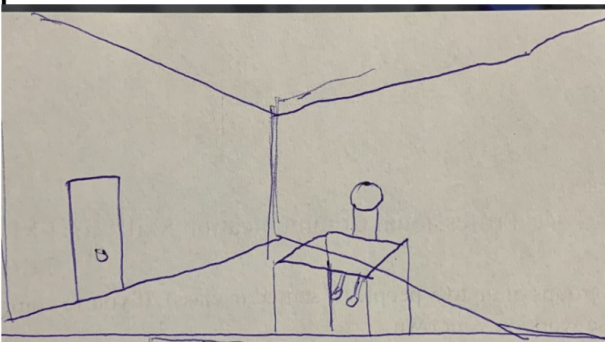
	Framing: Long Shot
	Shot# 16
	Description: Staircases
	Audio: No
	Duration: 00:05:00

<b>Humber College - StoryBoards</b>	<b>Student:</b> Khoa Ho Tang
<b>Production Title:</b> The Architect Dream	<b>Date:</b>

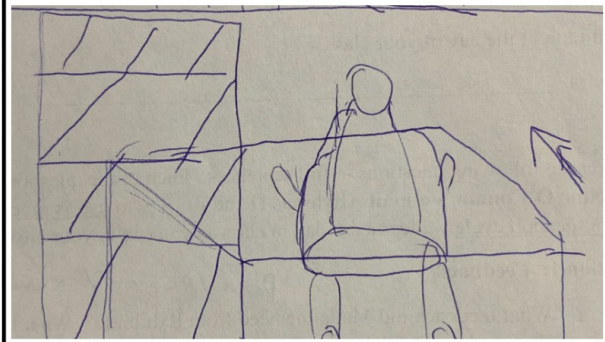
Panel# 10	Sc.# 1B
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	Framing: Wide
	Shot# 18
	Description: Hallway
	Audio: No
	Duration: 00:05:00

Panel# 11	Sc.# 1C
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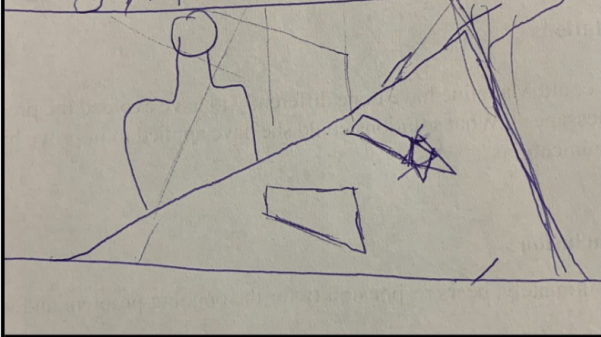
	Framing: Long shot
	Shot# 20
	Description: Minh office.
	Audio: No
	Duration: 00:05:00

Panel# 12	Sc.# 1C
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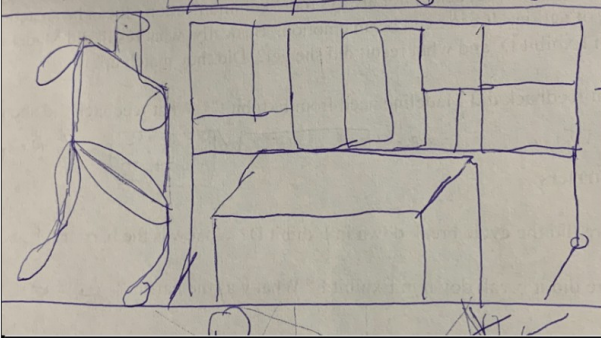
	Framing: Long Shot
	Shot# 21
	Description: Minh looks at the door.
	Audio: No
	Duration: 00:05:00

<b>Humber College - StoryBoards</b>	<b>Student:</b> Khoa Ho Tang
<b>Production Title:</b> The Architect Dream	<b>Date:</b>

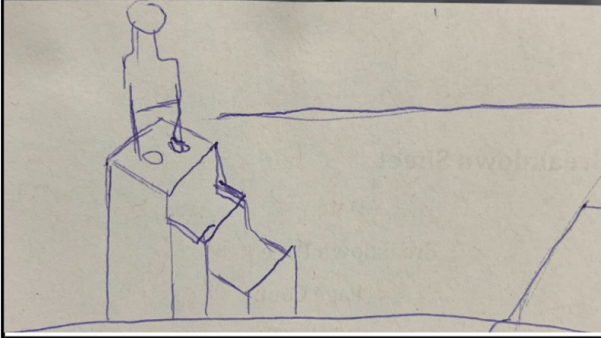
Panel# 13 Sc.# 1C

	Framing: Mid Shot
	Shot# 18
	Description: Minh puts the pen on the table.
	Audio: No
	Duration: 00:05:00

Panel# 14 Sc.# 1C

	Framing: Long shot
	Shot# 20
	Description: Minh leaves the office.
	Audio: No
	Duration: 00:05:00

Panel# 15 Sc.# 2A

	Framing: Long Shot
	Shot# 21
	Description: Minh walks down the stair.
	Audio: No
	Duration: 00:05:00

## 10. CALL SHEET

Executive Producer: Khoa Ho Tang Producer: Khoa Ho Tang Director: Khoa Ho Tang Production Manager: Khoa Ho Tang Production Coordinator: Khoa Ho Tang 1st Assistant Director:	<b>TITLE</b>	DATE:  DAY__11__OF__February__
WEATHER: Snowy  First Aid kit and fire extinguisher at the craft table.	<b>CALL TIME</b>  <b>00:00</b>  Check grid for individual call times	LUNCH: 12:30 PM WRAP: 6:00PM SHOOT CALL: 9:00AM Sunrise: 07:00 AM Sunset: 05:00 PM

**\*COVID SAFETY PROTOCOLS FOR HUMBER FILM PRODUCTIONS**

The following videos show safe practices and should be viewed by all participants before filming days.  
<https://humber.ca/campus-return/health-safety-video-resources>

**If you have symptoms, or are currently required to self-quarantine or isolate due to a quarantine order or direction from Public Health, you may not come to set. Notify your professor.**

If you begin to exhibit symptoms during filming, stop work, inform your professor by email, and arrange for safe isolation.

Non-student participants should fill out the Daily Covid-19 Health Questionnaire made available by the student producer which they will keep as part of the record of their film shoot.

All cast and crew are required to test for COVID on the first day of production. Only a NEGATIVE test will allow that participant to continue on set.

Once on set it is HIGHLY RECOMMENDED that participants do not leave set until the end of the filming day to limit risk of outside exposure.

Everyone on set must wear face masks at all times. Actors may remove masks to perform while being filmed but must put them back on when not being filmed.

Participants may remove masks while eating and drinking in designated areas but must maintain a 6 ft. Physical distance from others while doing so.

Where possible, eat outdoors or in well ventilated areas. If production is providing food, individually wrapped meal portions with wrapped cutlery are preferred.

Cast and crew must wear masks when traveling in a vehicle together. Drinking/eating is prohibited in the vehicle.

Hands should be washed/sanitized regularly and proper disposal for gloves, masks, tissues, etc. must be provided.

Temperature checks must be done at the beginning of each shoot day.

Production Office				Nearest Hospital to Set		
LB 104				Hospital on Humber BLVD		
I/E	Set Description	Scene	Cast	D/N	Pages	Location
X						
Int.	Office	1	1	N	1 3/8	Humber College LB104
Int.	An empty studio of LB122	3	1		1 5/8	Humber College LB122

#	SWF	Cast	Role	Call Time	Pick Up Time	MU/WD	Wrap
1.	CY	CY	Actor	8:30AM	9:00A M	CY	5:00PM
2.							
3.							

Time	Scene/Shot/SB	Description	Notes
9:00 AM	Scene 1A	Set up Lighting	
9:30 AM	Scene 1A	Set up Props	
10:00AM	Scene 1A	Blocking + Camera Mark	
10:30AM	Scene 1A	Shoot	
11:00AM	Scene 1C	Shoot	
11:30AM	Scene 1C	Shoot	
12:00AM	Scene 1C	Shoot	
1:30PM	Scene 3A	Set up Lighting + Props	
3:00PM	Scene 3A	Shoot	
4:00PM	Scene 3A	Shoot	
5:00PM	Scene 3B	Shoot	
5:30PM	Scene 3B	Wrap-up	

<b>Extras/Background</b>			
<i>This grid has additional information for a larger crew and is not mandatory for your assignment.</i>			
<b>Transportation</b>			
<b>Craft – Hot &amp; Ready @</b>			
Cast/Crew Subs	x 00	@ 0000	
<b>Catering</b>			
Cast/Crew Lunch	x 00	to be Hot & Ready @ 0000	to be served @ 0000

<b>Producer</b> NAME Khoa Ho Tang PHONE NUMBER: 437-987-9078	<b>Producer</b> NAME Khoa Ho Tang PHONE NUMBER 437-987-9078	<b>Production Manager</b> NAME Khoa Ho Tang PHONE NUMBER 437-987-9078	<b>Production Coordinator</b> NAME Khoa Ho Tang PHONE NUMBER 437-987-9078	<b>1st Assistant Director</b> NAME PHONE NUMBER
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<b>SET REQUIREMENTS</b>			
<b>Props: Diary Book, chair, whiteboard</b>			
<b>Special Effects:</b>			
<b>Vehicles:</b>			
<b>Wardrobe: Coat</b>			
<b>Makeup:</b>			
<b>Set Dressing: Papers, maps, pencils and rulers, tapes , cassette</b>			
<b>Animal Wrangler:</b>			
<b>Stunts:</b>			

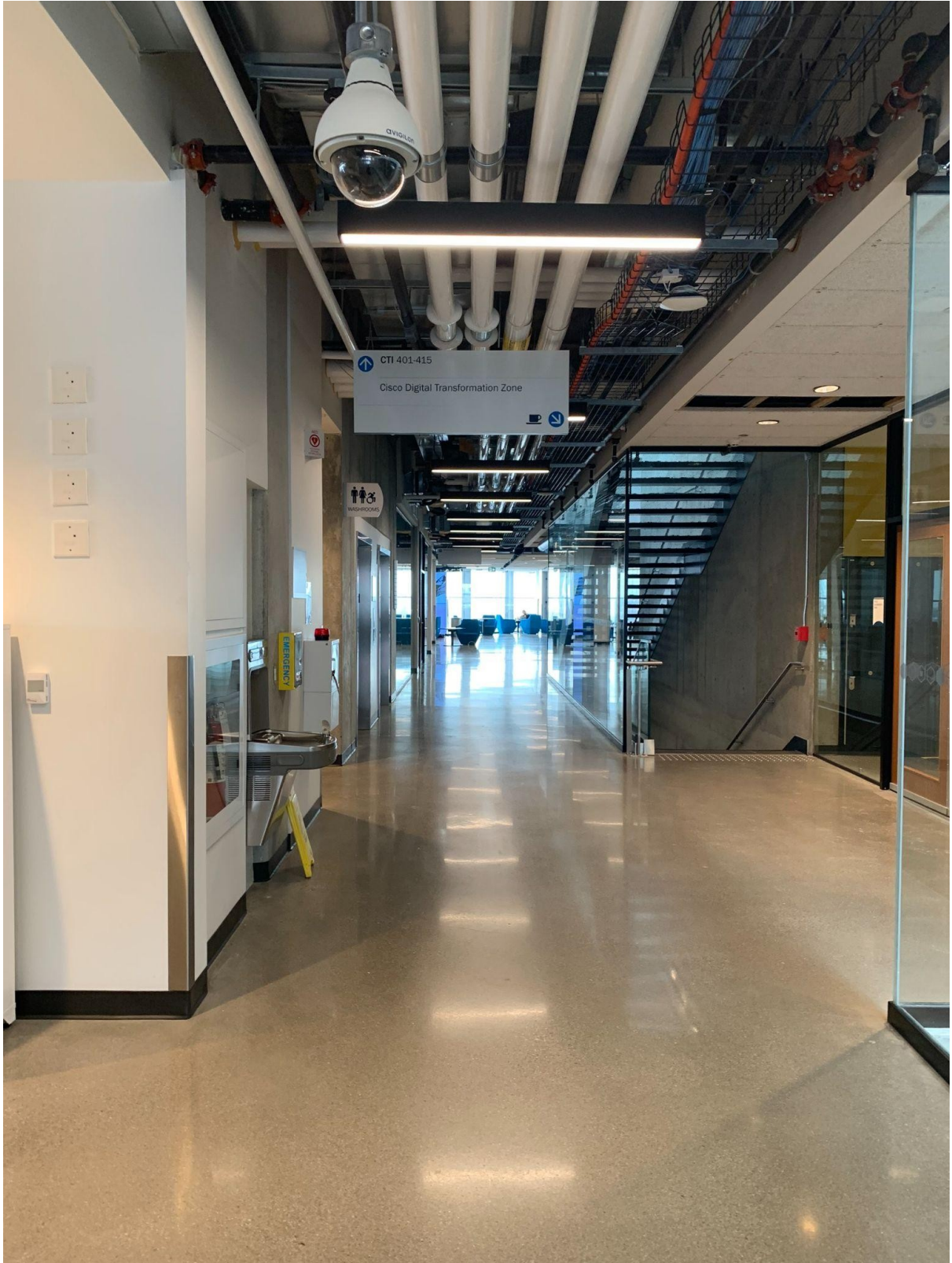
# 11. LOCATION



CTI 107



# The Hallway



**LB122**



All locations located at Humber College:

Set 1: LB104 Studio

Set 2: CTI 107 - INT

Set 3: LB Basement

Set 4: LB122 Studio

205 Humber College Blvd.

Toronto, Ontario, Canada M9W5L7

**Location Breakdown Information Sheet**

<b>Production Title:</b> The Architect Dream		<b>Producer:</b> Khoa Ho Tang	
<b>Director:</b> Khoa Ho Tang		<b>Date:</b> 5/2/2023	
<b>Location Specification Sheet</b>			
<b>Contact Name:</b> Khoa Ho Tang			
<b>Address:</b> Humber College			
<b>Phone #:</b> 4379879078		<b>Email:</b> htkhoa2107@gmail.com	
<b>Dates Needed:</b> 2		<b># of Prep Days:</b> 1	
<b># of Shoot Days:</b> 2		<b># of Wrap Days:</b> 1	
<b>Cost:</b> 0		<b>Location Availability:</b> Yes	
<b>Scripted Location:</b>		<b>Scene #s:</b>	<b>Int/Ext</b>
			<b>Day/Night</b>
<b>Distance from Production Office:</b>		<b>Time:</b> 9:00 AM	
<b>Miles/Kilometers:</b> We put most of our stuff in the production studio.		<b>Hours/Minutes</b>	
<b>Secured by:</b>	<b>Contract</b>	<b>Permit</b>	<b>Insurance</b>
<b>Support Needed:</b>	<b>Police</b>	<b>Fire</b>	<b>Key</b>
	<b>Yes/No</b>	<b>Yes/no</b>	<b>Security</b>
			<b>Yes/No</b>
<b>Nearest:</b>			
<b>Hospital</b>	<b>Fire Dept.</b>	<b>Police Dept.</b>	
<b>Address:</b> Etobicoke General Hospital	10 mins from Humber	10 mins from Humber	
<b>Phone #:</b> 416-747-3400	416-675-8500 416.675.6622 extension 4000	416-675-8500	
<b>Floor Plan:</b> On a separate paper.			
<b>Ceiling Height:</b> 20 Feet	<b>Floor:</b> Basement	<b>Walls:</b> 4	<b>Ceiling:</b> yes
<b>Lighting Notes (Ambient and Available):</b> For some scenes I use practical lights but I will bring the IKAN Light to light up the subject. <b>Notes on colours and surfaces at the location:</b> It is a studio with gray walls <b>Notes on existing light and shooting space available.</b> <b>Working outlets</b>			

<b>Practicals:</b> Nothing		<b>F-Stop</b>		<b>Iso</b>		<b>Time of Day</b> Morning	
<b>Electrical:</b>							
<b># of Circuits</b> 4		<b># of Outlets</b> 2		<b>Amps:</b>		<b>Box Access:</b>  Yes	
<b>Facilities:</b>							
<b>Bathrooms</b> yes		<b>Secure Storage:</b> yes		<b>Make-up Area:</b> yes		<b>Wardrobe Area:</b> yes	
				<b>Eating Area:</b> yes		<b>Equip. Staging:</b> yes	
<b>Production Staff:</b>				<b>Actor's Area:</b>			
<b>Parking: Yes</b>							
<b>Cast/Crew Parking:</b>		<b>Location:</b> Humber Parking Lot				<b>Cost:</b> 0	
<b>Sound Environment:</b> Would be quiet because it is the weekend.				<b>Problems/Limitations:</b>			
<b>Required Construction/Set Dressing</b> I will bring all the props and set up an "office" by myself.				<b>Potential Safety Hazards:</b> Working with the equipment can lead to some damage if I am not careful.			

## 12. Floor Plan - Lighting

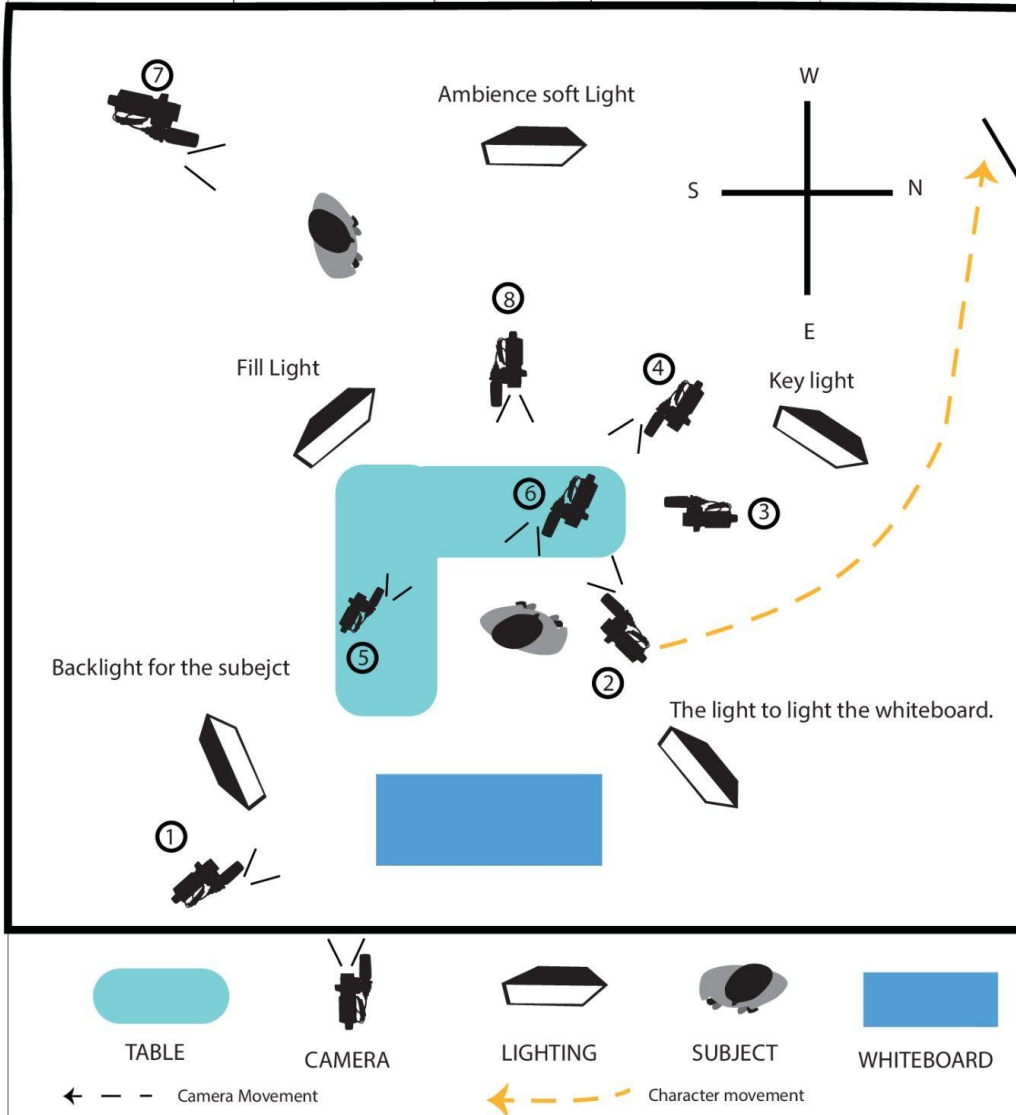


# Lighting Plan

page \_\_\_\_ of \_\_\_\_

Project: The Architect Dream	Director: Khoa Ho Tang
Script Int/Ext: INT	Script Day/Night: Day

Set # (location name)	Scene # (from script)	Set Up # (lighting set up)	Shot #s	Storyboard Panel #s
LB104	1A-1C	1	1-10 and 20-26	

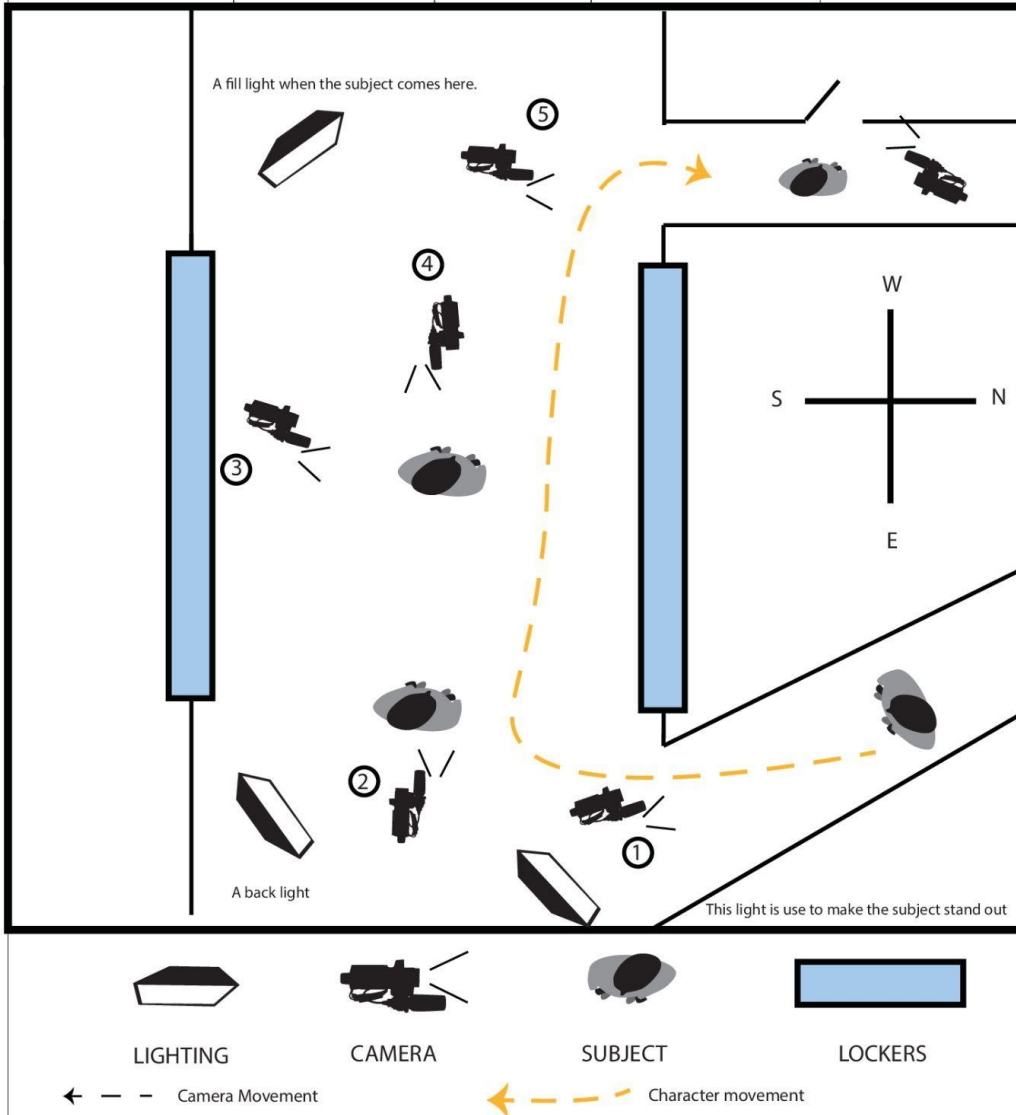


# Light Plan

page \_\_\_\_ of \_\_\_\_

Project: The Architect Dream	Director: Khoa Ho Tang
Script Int/Ext: INT	Script Day/Night: Day

Set # (location name)	Scene # (from script)	Set Up # (lighting set up)	Shot #s	Storyboard Panel #s
BASEMENT	2B	1	44-61	

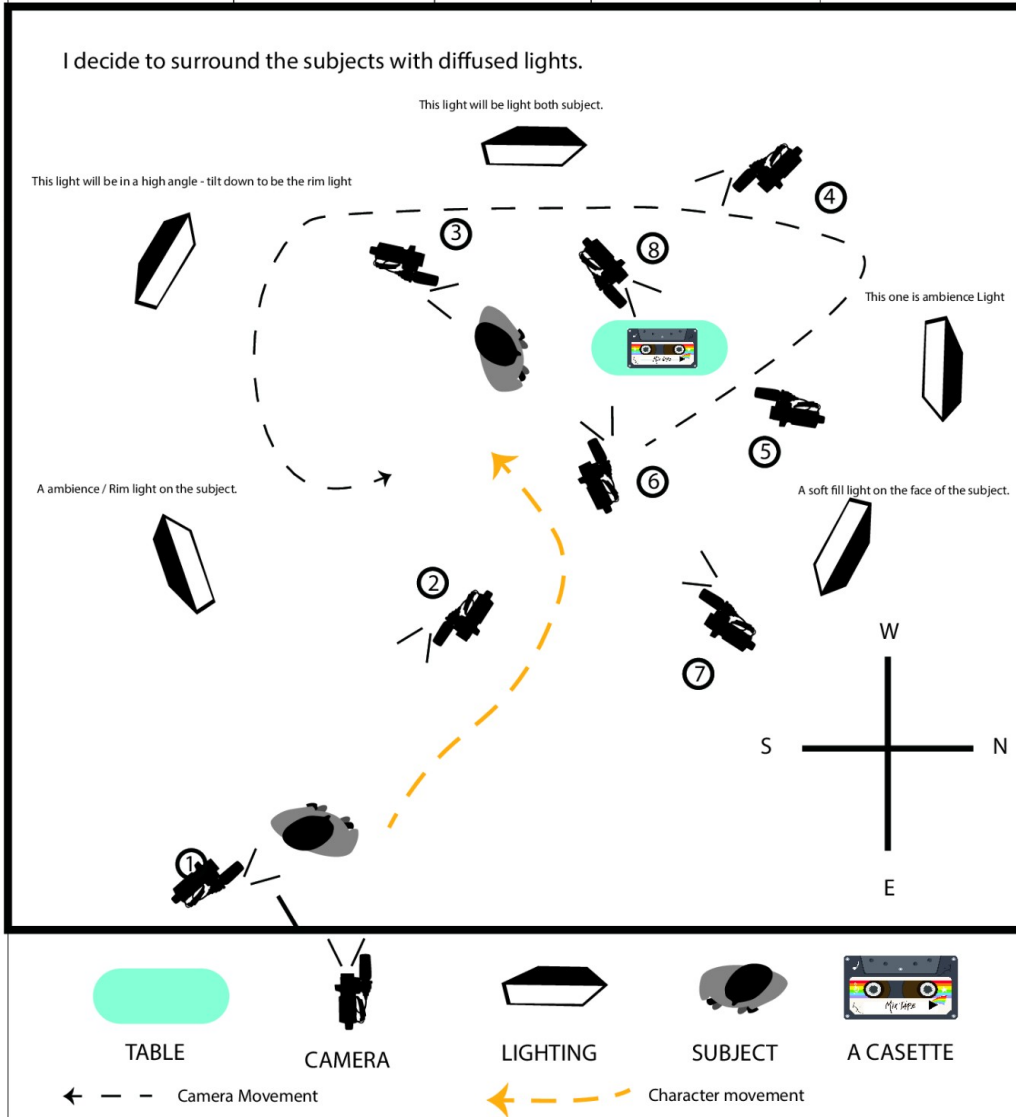


# Lighting

page \_\_\_\_ of \_\_\_\_

Project: The Architect Dream	Director: Khoa Ho Tang
Script Int/Ext: INT	Script Day/Night: Day

Set # (location name)	Scene # (from script)	Set Up # (lighting set up)	Shot #s	Storyboard Panel #s
LB122	3A-3B	1	62-103	



## 13. Location Agreement



## Temporary Use of Space for Events

# PERMIT

Events are subject to the Temporary Use of Space for Events Policy and Procedure, and other college policies and laws.

This Permit signifies approval for your event/use of space as per the policy. This permit must be available for review at all times during the event by Humber College Officials. Failure to produce the permit, may result in the cancellation of the event.

The College reserves the right to terminate an event/space booking at any time at its discretion.

Event/space organizers agree to follow the direction of the Department of Public Safety at all times.

A responsible person for the event MUST be present at all times during the booking duration.

Event Details			
Date of Event:	<u>2/12/23</u>	to	<u>2/12/23</u>
	Start Date		End Date
		from	<u>1300</u>
			Start Time
		to	<u>1900</u>
			End Time
Location:	<u>e concourse, library hallway, LRC stai</u>		
	(Building, Room #, Lobby, Concourse, Outdoor etc)		
	North Campus <input checked="" type="checkbox"/>	Lakeshore Campus <input type="checkbox"/>	Orangeville Campus <input type="checkbox"/>
Event Type:	Meeting <input type="checkbox"/>	Conference/Workshop <input type="checkbox"/>	Film Shoot <input checked="" type="checkbox"/>
	Vendor Table <input type="checkbox"/>	Information Table <input type="checkbox"/>	Other <input type="checkbox"/>
If "Other", specify:	_____		
Expected Number of Attendees:	<u>2</u>	Guest Speaker(s):	_____
			List name, if more than one provide list
Speakers or Sound Amplification Allowed?	Yes <input checked="" type="checkbox"/>	No <input type="checkbox"/>	Detail(s): _____
Food/Beverage Allowed?	Yes <input checked="" type="checkbox"/>	No <input type="checkbox"/>	Detail(s): _____
Alcohol Consumption Allowed?	Yes <input type="checkbox"/>	LCBO Special Event Permit # _____	No <input checked="" type="checkbox"/>
Paid Duty Police and/or Security Required?	Yes <input type="checkbox"/>	No <input checked="" type="checkbox"/>	Detail(s): _____
Any other information/details:			
_____			
Onsite Person Responsible for Event:	<u>Khoa Ho Tang</u>	Contact Info:	<u>htkhoa2107@gmail.com</u>
	Name		Cell phone, Email

APPROVAL:

Date: 2/3/23

Sue Clevely

Digitally signed by Sue Clevely  
Date: 2023.02.03 14:26:55  
-05'00'

Signature of Approval Authority

Printed Name

Title / Department

Send copy of completed permit to [PublicSafety@humber.ca](mailto:PublicSafety@humber.ca)

## 14. Shot List

Camera Shot List								Total Time			
<b>Production Title:</b>		The Architect Dream		<b>Sheet #</b>							
<b>Director:</b>		Khao Ho Tang		<b>Date:</b>							
<b>Locations:</b>		Humber College		<b>Scenes #</b>							
Scene #	Shot #	Storyboard Image	Shot Size	Movement	Shot Type	Location	Lens	Notes	Sound	Notes	
Scene 1A in LB104											
0	0		On-screen Text	Still				Black background with hand-written text.	no	We get introduced to his office. Clearly he is very focused on writing the note. Our goal here is to workplace.	
1	1		Medium Long Shot	Dolly In	Hip	LB104	35mm	Minh is focused on writing the diary. We get into the space of him from afar.	Pen Writing SFX		
1	2		Mid Shot	Dolly In	OTS	LB104	100mm	A mini dolly in from a profile behind angle to see Minh writing his note.	Pen Writing SFX		
1	3		Mid Shot	Still	High Angle	LB104	100mm	We see the written word in shallow focus.	Pen Writing SFX		
1	4		Medium Closeup	Still	Eye Level	LB104	35mm	We see Minh focus on his writing.	Woosh + Page flipping sound + Wooden Bookshelf		

Camera Shot List										Total Time
Production Title:		The Architect Dream			Sheet #					
Director:		Khao Ho Tang			Date:					
Locations:		Humber College			Scenes #					
Scene #	Shot #	Storyboard Image	Shot Size	Movement	Shot Type	Location	Lens	Notes	Sound	Notes
1	5		Closeup	Still	Hip	LB104	50mm	We see Minh's eyes track to the word that he is writing.	Pen Writing SFX	) feel the messy and hectic of the Messy workplace. A glimpse of the stuff on the table. Minh gets distracted by the cassette.
1	6		Closeup	Still	Hip	LB104	50mm	We see Minh's eyes track to the word that he is writing.	Pen Writing SFX	
1	7		Mid Shot	Orbit 180	Bird Eye	LB104	35mm	A slow orbit that we can see the papers and drawing on his table	Room tone of the basement.	
1	8		Mid Shot	Still	Low Angle	LB104	50mm	A shot with the camera at the table level that focus on his writing.		
1	9		Mid Shot	Tilt	Low Angle	LB104	35mm	From the same position, we slowly tilt toward Minh's face as he hears the sound from cassette.		
1	10		Medium Long Shot	Dolly In	Low Angle	LB104	35mm	Minh is distracted by sound. We need a slow push in that includes Minh and the door in the frame to show his attention has switched.		

Camera Shot List							Total Time				
<b>Production Title:</b>		The Architect Dream		<b>Sheet #</b>							
<b>Director:</b>		Khao Ho Tang		<b>Date:</b>							
<b>Locations:</b>		Humber College		<b>Scenes #</b>							
Scene #	Shot #	Storyboard Image	Shot Size	Movement	Shot Type	Location	Lens	Notes	Sound	Notes	
<i>Scene 1B - The montage</i>											
1	11		Extreme Long Shot	Still	High Angle	LRC Library	35mm	We see the bookshelves from the library		The music spreads out all over the place - Minh lets his soul flow with it	
1	12		Mid Shot	Horizontal Dolly	OTS	LRC Library	35mm	We see the bookshelves from left to right at the library.			
1	13		Closeup	Still	OTS	LRC Library	75mm	We see the outdoor landscape through the window.			
1	14		Mid Shot	Still	Hip	LRC Library	24mm	We see the interior of the library			
1	15		Mid Shot	Horizontal Dolly	Eye Level	LRC Library	50mm	We see the interior of the library			
1	16		Mid Shot	Still	Eye Level	LRC Staircase	75mm	We see the Staircase			

Camera Shot List								Total Time		
<b>Production Title:</b>		The Architect Dream			<b>Sheet #</b>					
<b>Director:</b>		Khao Ho Tang			<b>Date:</b>					
<b>Locations:</b>		Humber College			<b>Scenes #</b>					
Scene #	Shot #	Storyboard Image	Shot Size	Movement	Shot Type	Location	Lens	Notes	Sound	Notes
1	17		Mid Shot	Dolly In	Hip	LRC Staircase	50mm	We see the Staircase		the music →parade
1	18		Mid Shot	Dolly In	Hip	LRC Staircase	35mm	We see the frame by frame hallway.		
1	19		Mid Shot	Dolly In	Hip	Basement	24mm	We see the basement Hallway ( Media Equipment Center)		
Scene 1C - Minh decides to leave the room.										
1	20		Long Shot	Pan	Hip	LB104	24mm	A slow pan from the door to the desk ( showing the sound has hooked Minh and it goes from the door to Minh).		
1	21		Mid Shot	Still	High Angle	LB104	50mm	From the side with the papers blocking 1/3 of the frame, we see Minh stops writing and tilt his head up toward the door.		



Camera Shot List							Total Time			
<b>Production Title:</b>		The Architect Dream		<b>Sheet #</b>						
<b>Director:</b>		Khao Ho Tang		<b>Date:</b>						
<b>Locations:</b>		Humber College		<b>Scenes #</b>						
Scene #	Shot #	Storyboard Image	Shot Size	Movement	Shot Type	Location	Lens	Notes	Sound	Notes
1	22		Closeup	Still	Low Angle	LB104	35mm	We see the reaction of Minh ( he is anxious). And then Minh blinks - stands up, grasp his coat to walk out of the room.		
1	23		Mid Shot	Still	POV	LB104	100mm	We see the Minh leaving the office - leaving the space for us to see the whiteboard behind him.		
1	24		Mid Shot	Still	OTS	LB104	75mm	The camera slowly gets closer to the whiteboard.		
1	25		Mid Shot	Still	OTS	LB104	50mm	On the right side of Minh, we see the door over the shoulder of Minh to portray his intention toward the door.		Extra shot to show his intention of getting out.
1	26		Closeup	Still	Profile	LB104	75mm	We need a moment when he puts his pen on the table ( he is anxious so somehow the pacing of putting the pen down can be slow) and standup in close range.	The sound of pen being put on the table.	Intensify his anxiety.

Scene 2A: Minh hears the voice from the void when he gets down the staircase.

Camera Shot List							Total Time			
<b>Production Title:</b>		The Architect Dream			<b>Sheet #</b>					
<b>Director:</b>		Khao Ho Tang			<b>Date:</b>					
<b>Locations:</b>		Humber College			<b>Scenes #</b>					
Scene #	Shot #	Storyboard Image	Shot Size	Movement	Shot Type	Location	Lens	Notes	Sound	Notes
2	27		Long Shot	Pan	Low Angle	CTI 107	50mm	We see the upstairs banister and hear footstep but we don't actually see Minh in the frame before he gets to the staircase.	Footstep of Minh - steady.	Increase the tension by not showing Minh
2	28		Medium Long Shot	Still	Profile	CTI 107	35mm	Now we see him walking down the staircase from a profile shot.	Footstep steady but faster	Showing his loneliness (the space that there is only him).
2	29		Medium Closeup	Still	Profile	CTI 107	50mm	Now we see him walking down the staircase from a profile shot but this one will be closer to show his unease.	Slow down and louder.	Show his anxiety.
2	30		Medium Long Shot	Orbit 360	POV	CTI 107	35mm	We can see Minh puts his feet on the ground		
2	31		Mid Shot	Still	Profile	CTI 107	100mm	A profile shot little bit to his back with his ear in the center of the frame. Minh hears someone saying the words behind his back so his reaction gonna be stunned ( he does not expect this and also he is already		
2	32		Closeup	Still	Hip	CTI 107	35mm	We in a medium wide lens over Minh's shoulder when he hears someone say "do you remember me?" ( Use Rack focus as an extra source).		

Camera Shot List							Total Time			
<b>Production Title:</b>		The Architect Dream			<b>Sheet #</b>					
<b>Director:</b>		Khao Ho Tang			<b>Date:</b>					
<b>Locations:</b>		Humber College			<b>Scenes #</b>					
Scene #	Shot #	Storyboard Image	Shot Size	Movement	Shot Type	Location	Lens	Notes	Sound	Notes
2	33		Very Long Shot	Orbit 180	Hip	CT1 107	75mm	We see Minh turns his body around ( camera in the middle of the lobby) and slowly step back into the middle of the lobby.		Camera behind a pillar and Minh only a small scale figure comparing to the staircase.
2	34		Medium Closeup	Still	Profile	CT1 107	35mm	Minh starts seeing the illusion. We portray him firstly in a profile shot that includes the exterior landscape as the background.		Minh loses his control right now as his mind generates the illusion. His head struggles with it.
2	35		Medium Long Shot	Handheld	High Angle	CT1 107	35mm	Minh starts losing control as something messing with his head. We can have him holding his head and loses his balance - seeing his upper body and his legs start shaking.		
2	36		Mid Shot	Dolly In	Low Angle	CT1 107	35mm	We gets closer to his face to realize that he is in a blurry state		
2	37		Medium Closeup	Handheld	Eye Level	CT1 107	75mm	At his POV, we see everything keep getting out of focus and shaky (we can use his heavy breathing and his body feels like floating).		
2	38		Long Shot	Still	Hip	CT1 107	50mm	A long shot of that we hide behind the cylinder to see him struggling.		

Camera Shot List							Total Time			
<b>Production Title:</b>		The Architect Dream			<b>Sheet #</b>					
<b>Director:</b>		Khao Ho Tang			<b>Date:</b>					
<b>Locations:</b>		Humber College			<b>Scenes #</b>					
Scene #	Shot #	Storyboard Image	Shot Size	Movement	Shot Type	Location	Lens	Notes	Sound	Notes
2	39		Extreme Closeup	Still	Eye Level	CTI 107	35mm	We see his eye blinking constantly and opened wide.		his body and the
2	40		Medium Closeup	Dolly Out	Eye Level	CTI 107	50mm	Minh regains his consciousness. We can go from a close up shot to a medium close up. Minh takes a moment to breath slowly and his eyes start focusing forward again.		
2	41		Mid Shot	Still	Profile	CTI 107	50mm	Minh is ready to continue walking and his eye is lock-in forward.		
2	42		Very Long Shot	Still	Single	CTI 107	24mm	We see the exterior outside		
2	43		Medium Long Shot	Still	Low Angle	CTI 107	24mm	We are at straight behind Minh in a wide lens - low angle to empower him a little bit more. Then, we can see the visual pattern coming up on the cylinder, the ground and the wall closer and closer to him.		

Camera Shot List							Total Time				
<b>Production Title:</b>		The Architect Dream		<b>Sheet #</b>							
<b>Director:</b>		Khao Ho Tang		<b>Date:</b>							
<b>Locations:</b>		Humber College		<b>Scenes #</b>							
Scene #	Shot #	Storyboard Image	Shot Size	Movement	Shot Type	Location	Lens	Notes	Sound	Notes	
Scene 2B: Minh walks down to the basement and his illusion gets worse.											
2	44		Closeup	Still	Hip	Basement	50mm	We see Minh out of focus walking down the aisle. He gets past the frame as we focus on the banister. ( Have the shot at both upper and lower aisle			
2	45		Long Shot	Pan	Low Angle	Basement	35mm	We see Minh gets down the staircase and he gets to the start of the basement hallway - where he freezes himself and looks forward.			
2	46		Mid Shot	Dolly In	OTS	Basement	50mm	Over his shoulder, we see the visual patterns creeping onto the lockers along sides.			
2	47		Mid Shot	Horizontal Dolly	Hip	Basement	35mm	We follow the movement of those pattern and have a glimpse of what those pattern are.			
2	48		Long Shot	Horizontal Dolly	Hip	Basement	50mm	A closer shot of seeing what is on the locker.			

Camera Shot List								Total Time		
<b>Production Title:</b>		The Architect Dream			<b>Sheet #</b>					
<b>Director:</b>		Khao Ho Tang			<b>Date:</b>					
<b>Locations:</b>		Humber College			<b>Scenes #</b>					
Scene #	Shot #	Storyboard Image	Shot Size	Movement	Shot Type	Location	Lens	Notes	Sound	Notes
2	49		Medium Closeup	Still	Eye Level	Basement	75mm	We see Minh's wide back from behind and the pattern on the lockers ( have a rack focus version as backup		
2	50		Big Closeup	Still	Eye Level	Basement	75mm	We see Minh starts concealing his emotion. This is a direct shot in front of him that focuses on his eyes direction ( not necessarily breaking the fourth wall).		
2	51		Mid Shot	Still	Low Angle	Basement	35mm	We see him from a low angle slightly in front of him to see his body holds tight. After that, Minh blinks and breath out slowly before he starts walking.		
2	52		Long Shot	Still	Low Angle	Basement	35mm	Behind Minh, we sees he walk through the hallway as fast as possible to ignore the illusion.		
2	53		Medium Closeup	Horizontal Dolly	Eye Level	Basement	35mm	A profile shot see him trying to stay focus and ignore the illusion		
2	54		Long Shot	Still	Hip	Basement	50mm	With the camera at the end of the hallway, we see Minh walks into the frame and his eye is lock in on the LB 122 door.		
2	55		Mid Shot	Dolly In	OTS	Basement	50mm	Over his shoulder, we slowly zoom in to the door.		

Camera Shot List							Total Time			
<b>Production Title:</b>		The Architect Dream			<b>Sheet #</b>					
<b>Director:</b>		Khao Ho Tang			<b>Date:</b>					
<b>Locations:</b>		Humber College			<b>Scenes #</b>					
Scene #	Shot #	Storyboard Image	Shot Size	Movement	Shot Type	Location	Lens	Notes	Sound	Notes
2	56		Mid Shot	Still	Hip	Basement	50mm	We are in front of Minh to see him slowly walks toward the door		
2	57		Mid Shot	Still	Profile	Basement	75mm	We are at behind Minh to see him walks toward the door.		
2	58		Closeup	Dolly In	Hip	Basement	75mm	We see Minh places his hand on the door knob. A slow zoom-in can help to increase the tension.		
2	59		Big Closeup	Still	Low Angle	Basement	50mm	We see his reaction shot of hesitation looking at the door knob - he tries to control his breathing before opens the door.		
2	60		Big Closeup	Still	Low Angle	Basement	75mm	We see the door opened and Minh's feet		
2	61		Medium Long Shot	Still	Eye Level	Basement	35mm	Camera inside the room and we see Minh stares into the place to see what's going on first.		

Camera Shot List							Total Time			
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<b>Director:</b>		Khao Ho Tang			<b>Date:</b>					
<b>Locations:</b>		Humber College			<b>Scenes #</b>					
Scene #	Shot #	Storyboard Image	Shot Size	Movement	Shot Type	Location	Lens	Notes	Sound	Notes
Scene 3A: Minh walks into the room and he sees the cassette.										
3	62		Medium Long Shot	Dolly In	POV	LB122	35mm	Minh succeeds in calming himself down. Minh starts getting into the space and takes a look around to grasp the situation. He is not so intense right now.		
3	63		Medium Long Shot	Still	Low Angle	House	35mm	From a low angle, we see Minh approach the cassette in the middle of the room. He starts getting more cautious right now.		
3	64		Very Long Shot	Still	High Angle	House	35mm	From an high angle, we see Minh stand there and look at the cassette.		
3	65		Mid Shot	Dolly In	OTS	House	50mm	Minh slows down when he see the Casette in the middle of the place. We slow down the camera and completely stop after Minh stops.		
3	66		Long Shot	Still	Low Angle	House	50mm	We see Minh from an high angle as he stand still to inspect the cassette.		



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Scene #	Shot #	Storyboard Image	Shot Size	Movement	Shot Type	Location	Lens	Notes	Sound	Notes
3	67		Medium Closeup	Dolly In	Hip	House	35mm	A medium close up of the radio.		
3	68		Big Closeup	Still	Single	House	75mm	A close up of the radio tape ( trying to convince the audience that the cassette is the source of the sound).		
3	69		Closeup	Still	Low Angle	House	75mm	Reaction shot of Minh. He finds the cassette as something familiar but strange because he does not understand why it's here.		
3	70		Mid Shot	Still	Profile	House	75mm	Minh has the desire to test if this is the cassette he knows. We see from a profile shot that he slowly walks toward the cassette.		
3	71		Big Closeup	Still	Eye Level	House	100mm	We see a reaction shot of Minh and his face show curiosity.		

Camera Shot List							Total Time			
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Scene #	Shot #	Storyboard Image	Shot Size	Movement	Shot Type	Location	Lens	Notes	Sound	Notes
3	72		Long Shot	Still	OTS	LB122	50mm	Over Minh's shoulder, we see the cassette and parts of Minh's face focusing on it.		
3	73		Big Closeup	Still	Profile	LB122	100mm	We see the red button on the cassette.		
3	74		Medium Closeup	Tracking Handheld	Profile	LB122	35mm	From a profile angle, we see Minh lower his body and his hand gets closer to the button.		
3	75		Medium Closeup	Dolly In	Profile	LB122	75mm	We see a closer profile shot of the above that includes Minh's face and the cassette.		
3	76		Closeup	Still	Eye Level	LB122	75mm	We see the slowmotion act of his hand getting closer to the button.		

Camera Shot List								Total Time		
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Scene #	Shot #	Storyboard Image	Shot Size	Movement	Shot Type	Location	Lens	Notes	Sound	Notes
3	77		Extreme Closeup	Still	High Angle	LB122	100mm	We see his hand pushes the button.		
3	78		Mid Shot	Tilt	Low Angle	LB122	50mm	We use a slow tilt from his hand to his face to see the reaction shot of Minh.		
3	79		Very Long Shot	Still	High Angle	LB122	35mm	From a high angle, we hear the sound of the click reverbrates all over the place and fades out slowly. The moment gets freezed now.		
<b>Scene 3B: The illusion comes to its peak.</b>										
3	80		Medium Closeup	Still	Profile	LB122	35mm	Suddenly, there is a paper sound from above. We are in the close up of Minh and we see his head tilt up to see what is above him.		

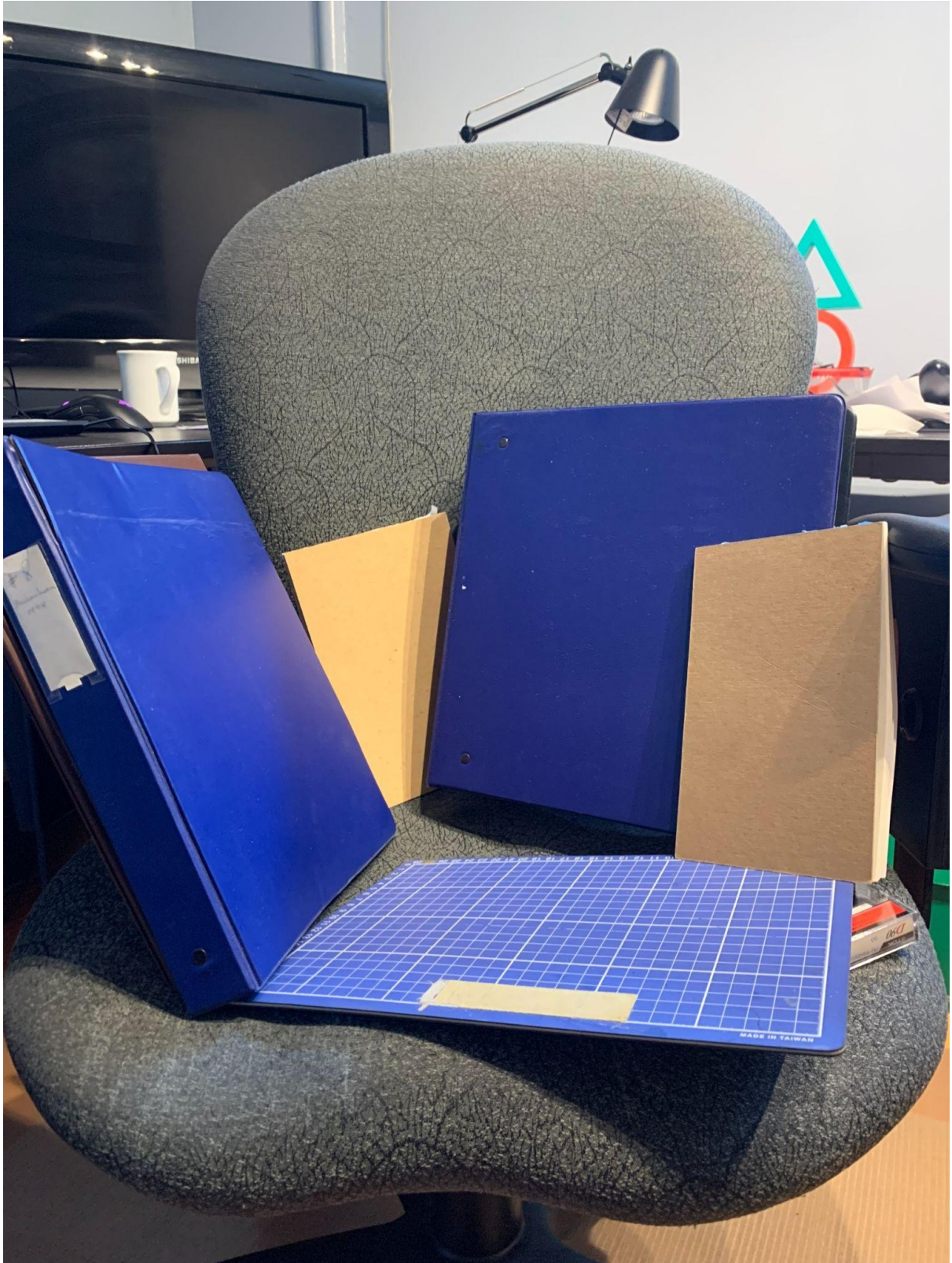
Camera Shot List							Total Time			
<b>Production Title:</b>		The Architect Dream			<b>Sheet #</b>					
<b>Director:</b>		Khao Ho Tang			<b>Date:</b>					
<b>Locations:</b>		Humber College			<b>Scenes #</b>					
Scene #	Shot #	Storyboard Image	Shot Size	Movement	Shot Type	Location	Lens	Notes	Sound	Notes
3	81		Long Shot	Still	Bird Eye	LB122	35mm	A low angle shot that we see his head tilt up and the paper sound gets clearer and louder.		
3	82		Long Shot	Still	Bird Eye	LB122	35mm	From a bird eye view, we see Minh looks up (in slowmotion) and his face shows that he is waiting for something to happen.		
3	83		Medium Long Shot	Dolly In	Low Angle	LB122	35mm	A slow motion from wide angle that we see a bunch of papers fall from above his head.		
3	84		Mid Shot	Still	Low Angle	LB122	75mm	From a slightly low angle profile, we see he looks up and the paper falls pass him.		
3	85		Mid Shot	Still	Low Angle	LB122	50mm	Camera go straight up to catch the glimpse of what those papers are.		

Camera Shot List							Total Time			
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Scene #	Shot #	Storyboard Image	Shot Size	Movement	Shot Type	Location	Lens	Notes	Sound	Notes
3	86		Mid Shot	Still	OTS	LB122	50mm	Minh holds onto one of the paper in his hand and it says "Architect of Failure".		
3	87		Long Shot	Dolly In	Low Angle	LB122	35mm	Minh loses his control right now. We approach behind him with a fast motion dolly in.		
3	88		Mid Shot	Still	Hip	LB122	50mm	His mind is fused with a sequences of images. He hears the small voice from the void that coming angrily at him. We see the hip level shot with both him and the paper he is holding in the frame.		
3	89		Closeup	Tracking Handheld	Eye Level	LB122	75mm	A close up of Minh faces as he is frightened right now. His eyes goes all over the place from left to right. His head can also turn.		
3	90		Medium Long Shot	Orbit 360	Low Angle	LB122	35mm	From a low angle, we dolly around him and we can see multiples images flying around.		

Camera Shot List							Total Time			
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Scene #	Shot #	Storyboard Image	Shot Size	Movement	Shot Type	Location	Lens	Notes	Sound	Notes
3	91		Medium Closeup	Orbit 360	High Angle	LB122	35mm	We go to a medium close up to see him also turning around trying to resist.		
3	92		Medium Closeup	Still	OTS	LB122	50mm	We see the picture behind him ( we cut to a moment of him working endlessly). We see a picture from his right side ( we cut to a moment when his wife is crying).		
3	93		Mid Shot	Dolly In	Eye Level	LB122	35mm	A dolly in + Orbit 360 that ends with his reaction shot.		
3	94		Extreme Closeup	Still	Eye Level	LB122	50mm	A extreme long shot of his eyes.		
3	95		Big Closeup	Still	Hip	LB122	75mm	We see his hand letting go of the paper in slowmotion.		

Camera Shot List								Total Time		
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Scene #	Shot #	Storyboard Image	Shot Size	Movement	Shot Type	Location	Lens	Notes	Sound	Notes
3	96		Medium Long Shot	Handheld	Hip	LB122	50mm	We see he starts lower his body down - the energy is taken from him, He is exhausted and yet he wants to protect his body.		
3	97		Big Closeup	Dolly In	High Angle	LB122	50mm	He uses his hand to cover his ear but the angry sound from the void keeps coming at him. Nonstop.		
3	98		Mid Shot	Tilt	Eye Level	LB122	50mm	A shot behind his back to see Minh gets down on his knee slowly.		
3	99		Closeup	Still	Low Angle	LB122	50mm	A close up of his knee touching the ground in slowmotion.		
3	100		Mid Shot	Still	Hip	LB122	50mm	A Straight Opposite shot. Minh slowly gets on his knee onto the ground. He looks onto the ceiling.		

## 15. Production Documentation







## 16. Equipment

### 1. C Stands

2. **Manfrotto 509 for C200**
3. **ME-66 Shotgun Microphone**
4. **A Resource of type C200 Matte Boxes:**
5. **Boom Poles**
6. **Canon C200**
7. **A Small Flag Kit**
8. **A Sigma Cine Lens Kit 18-35 & 50-100mm**
9. **A R Tungsten ARRI 650 Lighting Kits:**
10. **A Zoom H4N Pro Recorders**

## **17. Craft Plan**

I bring the sandwiches for the actor and myself. We agree on that already. I put them in my lunch box and we will use the microwave to heat them later. My partner ( who is also the actor) also brings his water bottle and I will do the same.

## **18. Budget**

Me and my actor travel to school by bus which cost us \$13.00.

My sandwiches cost us \$8 each so it is 16\$.

I don't spend on props because I already had all of those at home.

My actor can do the wardrobe preparation himself so it costs nothing.

=> Total budget: \$29.0

## **19. Actor Information**

I can not find an actor so I use my partner as the actor.

Name: Cyril Ornil

Contact information:

**oni.cyril@gmail.com**

489-324-6342

## **20. Actor Release Form**

**PERSONAL RELEASE FORM**

Date: \_\_\_\_\_

PRODUCTION NAME:                                 Khoa Ho Tang                                 / Humber College

Production Company:                                 Humber College                                

Address:                                 205 Humber BLVD                                

I, the undersigned, hereby grant permission to                                 Khoa Ho Tang                                 (                                ) ("Producer/Production Company) to photograph me and to record my voice, performances, poses, acts, plays and appearances, and use my picture, photograph, silhouette and other reproductions of my physical likeness and sound as part of the production called,                                                                  The Architect Dream                                , ("the Picture") and unlimited distribution, advertising, promotion, exhibition and exploitation of the Picture by any method or device now known or hereafter devised in which the same may be used, an/or incorporated and/or exhibited and/or exploited.

I agree that I will not assert or maintain against you, your successors, assigns and licensees, any claim, action, suit or demand of any kind or nature whatsoever, including but not limited to, those grounded upon invasion of privacy, rights or publicity or other civil rights, or for any other reason in connection with your authorized use of my physical likeness and sound in the Picture as herein provided. I hereby release you, your successors, assigns and licensees, and each, from and against any and all claims, liabilities, demands, actions, causes of action(s), costs and expenses whatsoever, at law or in equity, known or unknown, anticipated or unanticipated, which I ever had, now have, or may, or shall hereafter have by reason, matter, cause or thing arising out of your use as herein provided.

I affirm that neither I, nor anyone acting for me, gave or agreed to give anything of value to any of your employees, volunteers, students or any representative of any company associated with this production, for arranging for my appearance in the Picture.

I have read the foregoing and fully understand the meaning an effect thereof and, intending to be legally bound, I have signed this release.

Dated                                 4/2/2023                                 Signed                                 CY                                

*CY*

\_\_\_\_\_  
If a minor, Guardian's Signature

AGREED AND ACCEPTED TO

\_\_\_\_\_

Please Print Name

Cyril Oni

Address

518 Holliday Drive Etobicoke

By: Khoa Ho Tang

Producer

Phone Number 489-324-6342

## 21. The Script

BLACK SCREEN

SUPER:

"What date is this?

I don't know.

All the doors have been locked.

All the mathematical methods have been tried.

All the visual clues have no connection.

There is no way out

Nothing."

FADE IN:

**1 INT. OFFICE - DAY**

**1**

A 40-year-old man named Minh writes his diary note on the office table.

Looking from afar, Minh is an alike professor with short hair and gray glasses.

On the table, there are blueprints and visual patterns of architectural details of buildings underneath his book. Rulers, pencils, and some half-ripped documents.

Just after Minh finishes his writing, Minh hears a sound of a piano in a distance.

The sound gradually becomes louder.

The Bass of Dune Soundtrack begins:

MONTAGE: the Emptiness of the building combined with the slow zoom-in effect

-- The empty aisle.

-- An empty lobby hallway.

-- A Basement Hallway

-- A slow dolly of the bookshelf at the library

**End of Montage**

2.

Minh takes his glasses off, grasps his coat, and walks out of the office.

On Minh's side, there is a whiteboard that he uses to attach a huge map with the title "Hoem". There are magnetic pins, tapes, and red lines running all over the map. Those are the signs that lead to a pattern.

CUT TO:

**2 INT. OFFICE BUILDING - DAY**

**2**

Confused yet curious, Minh traces his way toward the music as he walks down the staircases.

On his way, a painful headache starts to kick in. Minh is dizzy with his vision gradually becomes blurry.

WOMAN (V.O.)  
(whispering in a sweet  
voice)  
Do you remember the song?

There is a click in Minh's mind as if he remembers something.

Minh can feel the existence of the woman as his headache gets worse.

His mind generates the image sequence of Trang in a house.

CUT TO:

**3 INT. HALLWAY**

**3**

Minh walks slowly as he notices Trang standing right behind him.

However, there is no one there when Minh slowly turns his head around.

Minh turns his body 360 degrees trying to find if there is anyone around him.

The confused look on his face gets worse and he rushes faster to the piano source.

MINH (V.O.)  
Could it be... her?

The piano tune gets louder and more intensified.

3.

As Minh gets to the end of the hallway, a mathematical and visual pattern slowly creeps onto the wall and gets closer to Minh.

CUT TO:

**4 INT. BASEMENT - DAY**

**4**

Walking through the basement hallway, Minh finally gets to an empty room. In the middle of the room, there is an old cassette playing the tape.

As Minh tries to inspect the space, his head starts hurting badly and the hallucination begins.

Minh hears the angry voices from the void abyss reverberate all over the room.

This is the mixture of different voices that sound like a crowd yelling at Minh. They get distorted over time.

"You don't remember anything or do you choose to forget them?"

"An architect who can not build his own home... How odd!"

"He can't. And he never will be able. He never is there in the first place".

MINH (V.O.)

Shut up! You know nothing!

**\*INSERT THE CASSETTE STILL ROLLING\***

The illusion gets stronger as Minh sees multiple photos flying around him.

In every one of them, Trang looks lonely and alienated in every pic even in her house.

Minh tries to find a way out of there.

There is a glowing spiritual line on the ground that leads to the doorway. Without hesitation, Minh rushes to the door and gets out of the room.

CUT TO:

**5 INT. THE HALLWAY**

**5**



4.

Minh runs through the dark hallway and the piano sound gets intensifies again.

Minh runs past an electrical billboard. The billboard displays Minh getting out of the front door and leaving Trang behind.

The headache makes Minh loses most of his vision and instead there is the illusion of mathematical equation and weird visual pattern all over the place.

Minh can only follow the glowing arrow lines to find his way out.

Minh feels that Trang is chasing him behind.

\*Fake chasing sequence\*.

CUT TO:

**6 INT. OFFICE - DAY**

**6**

Minh finds his office door again.

Minh places his hand on the doorknob and opens it.

Along with the creaking sound of the door, a white halo light brightens Minh's face and he has to close his eye.

WHITE DIP TO:

**7 INT. THE HOUSE - DAY**

**7**

Minh opens the front door.

Minh sees the cassette and some old videotapes all over the table.

Minh sees the picture on the desk of him and Trang together

Minh sees a woman standing near the window.

Trang turns back and gives him a smile

Trang gives him a smile.

The sun pierces through the window into the house and the living room gets brightened up.

Without saying anything, Minh hugs Trang and he starts sobbing.

## **22. Actor release form**

# RISK ASSESSMENT FORM

\*use as many sheets as required for your production



PM:	Khoa Ho Tang	PROJECT TITLE:	The Architect Dream	SHOOT DATES:	11/2/2023
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ACTIVITY	RISK	CAST/CREW AT RISK	EXISTING CONTROL MEASURES	CONTROL MEASURES REQUIRED
Go down staircase	Fall/slip	Main Actor	Walk slowly	Watch out when walking.
Using electrical equipment	dangerous of electricity	Khoa	check everything about the outlet	don't work if there is anything wrong with the power.
Arrive on location	Slip because of ice	Khoa, Main Actor	walk slowly	Watch out when walking.

**\*\*Please see reverse for signatures to acknowledge understanding of the above\*\***

## Safety Sign-off Form

The following parties acknowledge that they will be undertaking a potentially hazardous task and further acknowledge, that a full and detailed discussion with the relevant parties has taken place and that those involved are aware and agree that the necessary steps have been taken appropriate to the situation to ensure safety.

Date:	11/2/2023
Location:	Humber College
Details of Sequence:	Electricity and slippery are two main problem we will face during the shoot.
Time of Day:	9:00 AM to 5:00PM

### Sign Offs

Position	Name	Signature
a) Producer	Khoa Ho Tang	Khoa
b) Applicable crew member(s)	Cyril Oni	

## 23. Covid Plan

### PREPRODUCTION:

- Pack box of medical gloves with props
  - Ensure cast and crew have multiple masks for both shooting days
  - Bring disposable masks as back up • Ensure cast and crew have multiple pairs of winter gloves
  - Sanitize all props before shooting
  - Sanitize all equipment before shooting
- ### PRODUCTION:

- Maintain 6 ft apart at all times, even outside with masks on
  - Ensure only one person is operating the camera at a time
  - Ensure only one person is operating mic at a time •
- Sanitize all equipment hourly
- Change masks throughout the day
  - Sanitize or wash hands often
  - Do not share pens or pencils
  - Socially distance during breaks, especially lunch •
- Bring lunch that does not get touched by hands directly (has wrapper/container)
- Keep more than 6ft apart from actor when filming without a mask on
  - Ensure actor puts new mask on between takes
  - Ensure actor sanitizes hands before and after taking off mask
  - Look out for each other, speak up if someone isn't follow protocol.