

FINAL YEAR PROJECT REPORT

Video Editor & Assistant Director in Short Film on Social Media Addictive Side Effect

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This Report Presented in Partial Fulfillment of the Requirements for the Degree
of Bachelor of Science in Multimedia and Creative Technology

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DAFFODIL INTERNATIONAL UNIVERSITY

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APPROVAL

This Project titled “**Video Editor & Assistant Director in Film and Media**”, submitted by **Md. Ahasan Habib Limon, ID: 201-40-681**, to the Department of Multimedia and Creative Technology, Daffodil International University, has been accepted as satisfactory for the partial fulfillment of the requirements for the degree of B.Sc. in Multimedia and Creative Technology and approved as to its style and contents. The presentation has been held on 17th February, 2024.

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I hereby declare that this project has been done by under the supervision of **Dr. Shaikh Muhammad Allayear, Professor Department of Multimedia and Creative Technology,** Daffodil International University. I also declare that neither this project nor any part of this project has been submitted elsewhere forward of any degree or diploma.

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First, I want to sincerely thank the Almighty God for making it possible for me to complete this short film production.

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I want to express my gratitude to every student at Daffodil International University who participated in this conversation while finishing their coursework.

Finally, I would like to express my gratitude to my parents for their patience and constant support.

.

ABSTRACT

In this present age we are surrounded by social media users. The magic of social media is everywhere. It originally came as our means of entertainment or communication. But all of us may not be able to take it in a way. Some people have a terrible addiction to it. Many people have seen to end themselves in this addiction. We decided to make this film to show how terrible social media addiction can be. Here we have tried to show how a person gets addicted to social media and slowly drifts away from everyone as well as losses one of the most important parts of a human, that is facial expression.

This is a short film – *সর্বশত*, about Social Media Addictive Side Effect.

This short film tried to show what kind of problems can arise in real life from the addiction of social media. It was not as easy to do it because we had to research a lot of things. A lot of study has to be done about it. We have tried to show how a person who losses facial expression ability as well as his personal and social relation.

In this project multiple software were used like Adobe Premiere Pro, Adobe After

Effect, Adobe Illustrator, Adobe Photoshop, Adobe Media Encoder. Many equipment was also used and combination of pre-production, production and post -production the production was completed. We faced many problems to do this. We might not have been able to complete without our proper guideline. We have got the proper guideline in the advisor's glass. I have overcome the problem. Here our advisor has helped us a lot.

It is our tireless work to see this film so that we can all learn from its addiction so that we can take ourselves in the right way.

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Chapter 1

INTRODUCTION

1.1 Introduction

This is a short film. The idea is on how a person who uses social media starts to lose touch with their emotions and their ability to communicate them. impacting his or her relationships, both personal and societal. One may effortlessly connect to and comprehend this detrimental consequence as a social media user

It is critical to comprehend the drawbacks of consuming and establishing dependency on social media content.

This is a short film with an important message: Don't Lose Yourself.

This idea has a lot of resonance. Anyone familiar with social media may relate, since many have either personally experienced or witnessed this detrimental influence negatively impacting others' lives.

In this short film production, the concept is the heart and soul. presenting the idea from a different angle to help the audience grasp it. The primary focus of the topic is the subject's altered behavior and the emotional harm caused by their compulsive content consumption and social media addiction.

Real emotion and the capacity to express it are also taken away by the constant use of response emojis in social media posts. That is the main focus of our study and one of the hidden negative effects of social media.

This short film project has been executed by a three-man team. Coordination, teamwork, balance of work distribution, patience and implementation of skill and supervision has made this project possible.

After studying many case studies on social media addiction and its effectiveness on a social media user's daily life, we came to the conclusion of our short films core concept. The concept is unique and relatable to the social media users.

Social media users consume lots of information everyday but instead of consuming the right information and using it they subconsciously ignore this fact causing negative addiction and habit.

Social media is the largest medium of communication and knowledge. Enormous number of people profited in every way and still growing and also becoming more common and many as the primary medium.

Concept leads to the plot, story, theme, environment and story. Script of the story maintaining the story telling vibe as well as keeping the viewers engaged.

Choosing the character and the role that has to be played is one of the important parts of a short film production.

The production phase required a lot of resource gathering and preparations. Follow-up of the timeline and the short list according to the exact date, time and place. Weather was the most challenging fact in this production. Foggy weather causes disturbance of recording clips and taking shots. Shots taken in film making, technical and theoretical manner.

After overcoming the obstacle of the production comes the editing part called the post-production.

1.2 Case Study Overview

In today's social structure, everyone needs to maintain social awareness. There are several ways to be socially conscious. These days, everything is in our hands. Nowadays, social media addiction affects everyone, including teenagers. Without realizing it, they interact and post on social media frequently. They become unable to comprehend how they actually behave when they use this reaction. Emoji use on social media is making it harder to communicate emotions in person. We have to deal with a variety of issues as a result. Its effects include several psychiatric issues and possibly death.

Emojis influence emotional communication, social attributions, and information [1] processing

The paper found that emojis have a significant impact on emotional communication, with participants perceiving messages with positive emojis as more positive and messages with negative emojis as more negative.

Emojis also influence social attributions, with participants perceiving senders who use positive emojis as more friendly and likable, and senders who use negative emojis as more hostile and unlikable.

In terms of information processing, the paper found that emojis can enhance the processing of emotional information in messages, leading to faster and more accurate emotional judgments. Additionally, the presence of emojis can also affect the interpretation of ambiguous messages, with participants relying more on the emotional cues provided by emojis to make inferences about the sender's intended meaning.

"Do all facial emojis communicate emotion? The impact of facial emojis on perceive [2] sender emotion and text processing":

The study found that not all facial emojis effectively communicate emotions, with some emojis being more ambiguous in their emotional expression.

Different facial emojis had varying effects on the perception of sender emotion, with certain emojis leading to more accurate interpretations of the sender's emotional state.

The presence of facial emojis in text messages influenced the cognitive processing of the accompanying text, with participants paying more attention to the emotional content of the message when emojis were present.

The study highlights the importance of considering the specific facial emojis used in communication, as they can impact the emotional interpretation and processing of text messages.

Inability to make facial expressions dampens emotion perception

[3]

Individuals with Moebius Syndrome (MBS) have reduced perceptual sensitivity to others' facial expressions, indicating that the inability to make facial expressions dampens emotion perception.

MBS individuals show impairment in perceiving facial motion but not body motion. Their ability to extract emotional information from both facial and body expressions is dampened due to their inability to portray emotion on their own face.

Preliminary fMRI data suggests potentially reduced engagement of the amygdala, a key brain region involved in emotion processing, in MBS individuals during expression processing. This indicates changes in the neural circuitry underlying emotion processing in MBS.

MBS individuals have higher thresholds for both motion and emotion tasks, indicating that facial paralysis affects the ability to extract both motion and emotion information from a face.

1.3 Problem Identification

Our central idea is the impact of social media emoji reactions on our daily lives as users. By not using social media effectively, we are opening ourselves up to a number of issues. In this movie, we hope to clarify how social media use causes mental and physical health issues in individuals. We all have to get out of here. So that we can utilize social media appropriately. Before posting or responding, kindly understand. This script was created as a safeguard against the dangers of social networking.

In the current digital age, "social media" is a term that is often used.

Some giant social media platforms are:

- Facebook
- Instagram
- Twitter
- YouTube
- WhatsApp

Social media, like everything else, may have both beneficial and negative effects on a person's daily life.

The communication and sociability benefits of social media are among their most evident advantages. This makes it easier for us to stay in touch with those we might not often text, phone, or see.

Users can meet individuals through networking that they might not have otherwise met. A person can locate their preferred community online even if they have a specialized interest.

Convenience is another consideration. Reaching out to a big number of individuals at once is simple. Knowledge can be disseminated efficiently and rapidly.

Massive societal change can also be sparked by users of social media sites. The globe can be exposed to ideas, experiences, and so on.

And then there's the bad aspect. This aspect of social media is frequently disregarded as it becomes a more advanced communication tool.

As the positive side of social media shines clear. It's equally critical to recognize the drawbacks of social networking. The main worry is that using social media might result in poor mental health, especially in young people and adults. All the accessibility features, such as infinite scroll and reaction emojis, encourage users to stay on these platforms for as long as possible. The algorithms on these platforms are also made to present users' interests that are linked to each other. People spend a lot of time on social media at the expense of their mental health.

Many fears can arise from social media use. Children mimic the irrational expectations of adults. Mental illnesses and low self-esteem can result from having a bad body image.

Unrealistic notions of what happiness should look like. They may suffer from mental health issues like despair and loneliness when their own lives fall short.

Due to their excessive web usage, users frequently get information overload. Information overload may have far-reaching effects and even affect people's voting decisions, which can lead to individuals losing themselves.

Social Media Addiction

[4]

Our reliance on technology continues to increase over time. Smartphones and mobile applications are meant to increase efficiency, connection and engagement. Social media use is also growing, particularly in certain age groups.

Lots of mental health issue cases are being stated in the hospitals and to the psychiatrists.

- In a survey of those aged 18 - 22, 40% stated they are "somewhat addicted" to social media.
- Although teens 13 - 18 average 3 hours per day, some spend up to 9 hours on social media.
- Psychologists estimate that as many as 5 - 10% of Americans meet the criteria for social media addiction.

The majority of users use social media to interact with others, for amusement, or to obtain information. Most people's use of social media isn't troublesome, but a tiny minority of users engage in obsessive usage, which disrupts the dopamine-producing parts of the brain. Recently, lawsuits claiming that social media sites cause injury, including mental health illnesses, have been filed against plaintiffs.

Disseminating the message to both social media users and non-users is the solution. Creating awareness as the problem increases.

Although social media addiction is not new, many people ignore the idea behind this initiative, which may have far more negative effects on adults, children, and teenagers.

Given that kids are continuously consuming information from social media, parents need to pay attention to them.

One of the greatest ways to address this issue is to produce this kind of material in order to raise awareness.

Teaching content consumers how to use information as effectively as possible, to take material that is related to reality, and to consume it in moderation will help to support mental health.

This short video raises awareness of the distinct and special viewpoint on the detrimental effects of living a typical life, which may be quite relatable.

There is a growing awareness of social media, but there are negative effects as well, such as people losing themselves because their emotions, opinions, personalities, expressions, and votes are being manipulated by social media addiction.

choosing the appropriate platform and only utilizing it when absolutely essential Being authentic as well.

1.4 Objectives

This project's primary objective is to provide a relevant viewpoint on social media use for all users. Describe the negative effects of addiction and excessive social media use on a user's mental health.

1.5 Related Work and Research

The team was eager to work on a social media awareness initiative, therefore we needed to come up with a novel yet realistic idea. The story's primary ideas were mostly derived from Daffodil International University professor and proctor Dr. Shaikh Muhammad Allayear. Also, our advisors of Defense. He led us with the original concept and assisted us.

The first narrative was straightforward and unoriginal. Since he sought a special method to convey this special idea, our adviser, Dr. Shaikh Muhammad Allayear, sir, has supported and encouraged us to strive for excellence.

Content that raises awareness is not very common in the short film business. Nevertheless, this project was completed with sequential investigation and analysis as a duty to society and the wider globe, utilizing all of the team members' talents and competencies.

Numerous short videos on social media awareness are available. It is simple to see how social media addiction directly affects users' mental health by watching open social media short videos and movies.

"DISCONNECTED"

Disconnected Short Film opens people's eyes who are addicted to social media and forget to interact with actual people. [5]

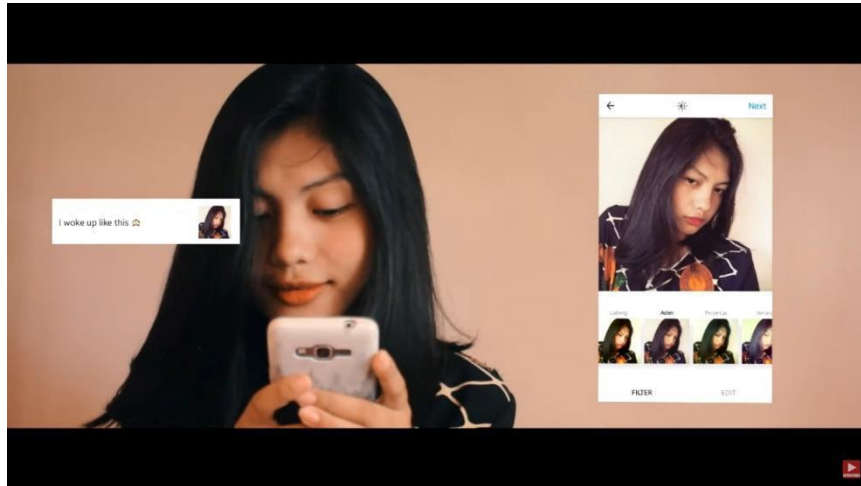


Figure 1.1: A short film Disconnected on YouTube

The protagonist of this movie is a girl who uses social media constantly. She got up every morning and began to browse social media. Whenever she shares a new photo or anything else. Even she scrolling mobile in front of her companion. Then, while checking her phone, she got ready to leave the house for school.

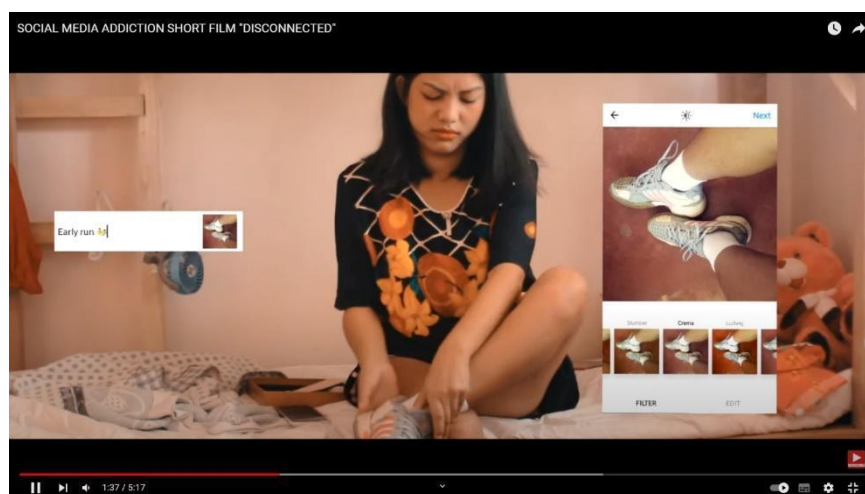


Figure 1.2: A short film Disconnected on YouTube

She then proceeded to the stand, scrolling through her phone. A robber was observing her. The thief fled with her cell phone as she stood on the stand.

"A Social Life"

In the short film *A Social Life*, Meredith, a motivated woman pursuing her dreams, has the life she has always imagined—online. Meredith works hard to maintain a healthy lifestyle, which includes interacting with friends, working out, and building her "image" on social media.



Figure 1.3: A short film 'A Social Life' On YouTube

friend base. One day, though, she wakes up and discovers that her reflection is nothing more than the assortment of pictures she has uploaded on social media. Is this what she lives for? or simply a well-chosen brand?



Figure 1.4: A short film 'A Social Life' On YouTube

"Request"

[6]

Taniĭĭ is a girl who is hooked to social media and Facebook. She's on Facebook, browsing. She consents.

without getting to know them or looking through their profile, send a friend request. After Diana sent her invitation and she accepted, they began chatting. Taniĭĭ learns that Diana is bothering and upsetting her when she sends her a photo.

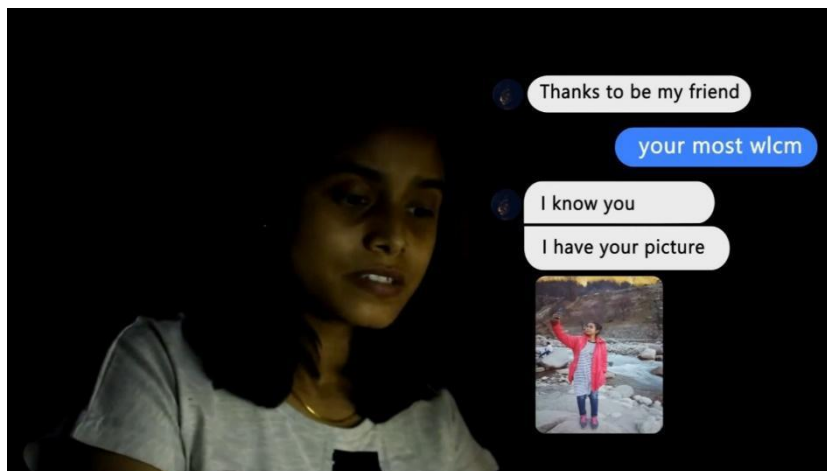


Figure 1.5: A short film 'Request' On YouTube

Even though she had no friends, she saw strange and frightening things on her profile. Taniĭĭ attempts to unfriend, but instead she shuts her laptop and becomes more agitated and frightened. Upon opening, she noticed images on her laptop screen showing someone standing behind her.

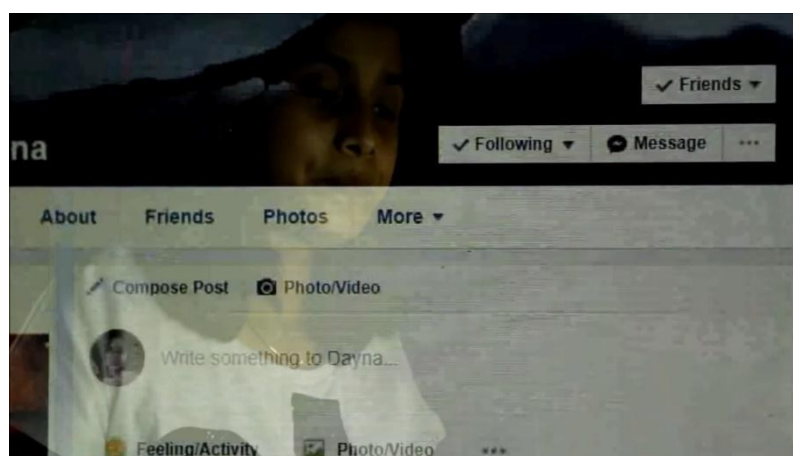


Figure 1.6: A short film 'Request' On YouTube

An intriguing and simple way to illustrate the detrimental effects of social media is to think of bullies, harassment, and disturbances as occurring on a daily basis. Users of social media sites will get a positive message from this kind of material.

“Percentage of Life | Social Media Addiction - Short Film”

[7]



Figure 1.7: A short film ‘Percentage of Life’ On YouTube

1.6 Idea or Concept Generation



Figure 1.8: A short film ‘Percentage of Life’ On YouTube

After having a good grasp of the social media addiction and its negative impact on one's life the idea for social media awareness kicked in. Evaluating all the case studies and reviewing related work on this theme finding one of the overlook parts is the emotion and the self-awareness of a user the ability to express emotion is also seen to be fade away.

Expressing emotion through facial expressions like laughing, getting angry or annoyed, even sad or crying seems to be more robotic. Limiting human nature and affecting it.

1.6.2 Character sketching

Character is a social media addict and following that a heavy smartphone user. Has a neutral emotionless expression all the time.

Age about 20-24.

Chapter 2

User Research (Discover & Define)

2.1 Target People

We're all very much on social media. Social networking has advantages and disadvantages. If someone uses social media sometimes, it might have a serious negative impact on them. Although everyone is our objective, young girls and boys are our primary focus. because, without recognizing it, they are afflicted with social media illness.

Addiction to social media and the internet is more common in younger individuals than in older ones. More teenagers than any other age group become addicted to the internet and social media between the ages of 13 and 17.

2.2 Target People Analysis

We researched our target audience before writing this script. Our writing was inspired by their way of living on a daily basis. We are examining their actions in real time as well as the issues they are dealing with. We made a movie based on these. How are they becoming less emotional when issues are brought up to them in real life.

2.2.1 Psychology

Cinema is a kind of amusement. Moving objects have always piqued our interest more than stationary ones. This movie showed a youngster who was constantly tapping his phone. He can't devote enough time to his beloved and pal. He has a sickness related to social media. It affects people psychologically as well. His feelings are fading. He is becoming less able to comprehend conversation and is preoccupied with social media all the time. In real life, he is losing a great deal in this. such as being unable to socialize with friends. Losing response power in real life. Having a panic attack.

2.2.2 Geographical Psychology

This movie is intended for those who suffer from social media addiction. It also has a significant effect on psychology.

2.2.3 Education/ Culture

This is a great place for learning. Social media, for instance, cannot be abused. Can't be on social media all the time. Can't reply to any post without comprehending. It might result in a number of issues.

2.3 Survey Questions/Form/Creative Brief

Of course, the following four inquiries are designed to elicit data suggesting that the user may be overusing and/or unconsciously using emojis:

Questions of form:

1. How frequently do you find yourself, without realizing it, adding emoticons to your comments or posts on social media?

Nearly always

Often

Every now and then

2. When expressing feelings or sentiments on social media, do you rarely find yourself using more emoticons than when you just use text?

Yes, quite a bit.

Yes, to a certain extent

Not at all,

3. Do you notice that emojis are more common in your posts and comments than you first thought when you review your recent social media activity?

Yes, a lot more than I had thought.

Yes, a little bit more than I had thought.

No, roughly what I had anticipated

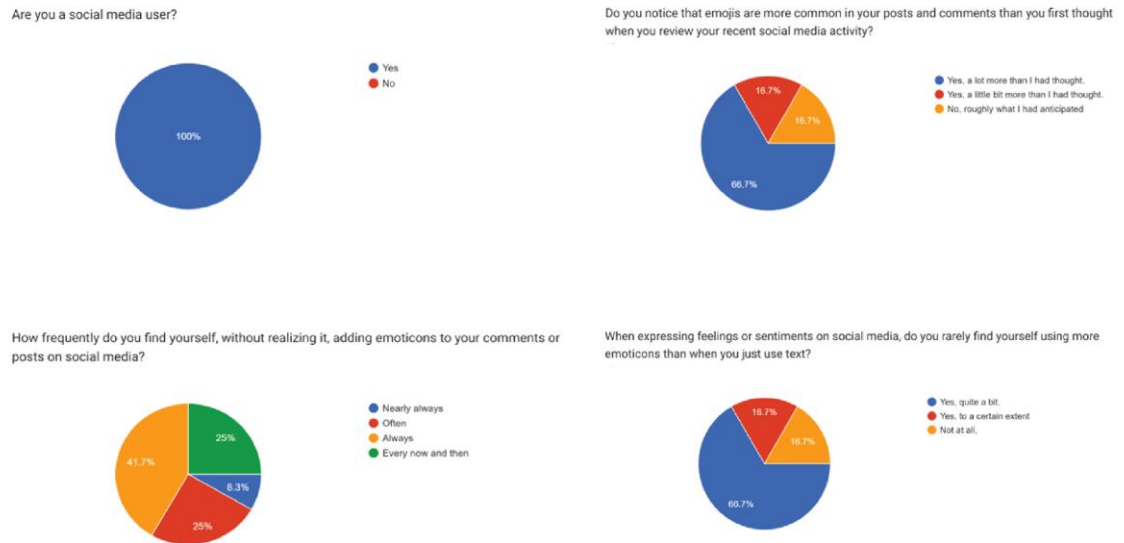


Figure 2.1: Google from survey

Responses that suggest the user using emojis excessively and subconsciously in their social media communications.

2.4 Contents Medium

We are putting this concept in front of everyone in a short film so that they can fully comprehend it.

Chapter 3

Idea Reshaping

3.0 Idea Reshaping

At first the idea was to highlight the addicted subject and his/her aggressive behavior but after conducting research the idea took another shape which turned to be the emotional part of his/her life and how that affects life, also including relatable topics and behavior of a social media addicted person.

The team was eager to work on a social media awareness initiative, therefore we needed to come up with a novel yet realistic idea. The story's primary ideas were mostly derived from Daffodil International University professor and proctor Dr. Shaikh Muhammad Allayear. also, our advisors of Defense. He helped us with the original concept and assisted us.

The first narrative was straightforward and unoriginal. Since he desired a special method to convey this special idea, our adviser, Dr. Shaikh Muhammad Allayear, sir, has assisted us and encouraged us to strive for excellence.

3.1 Idea to update [Plot Creation]

Present the young student who serves as the primary character and outline his social media addiction. Demonstrate how much he depends on his phone for approval and social connection.

Examine the effects on his social and personal life of his addiction to social media. Because of the stress of upholding an online identity, he can start to disregard connections in real life, go through mood swings, and battle with anxiety.

The main character's addiction worsens to the point that it starts to seriously impact his mental well-being. He struggles with anxiety and sadness, which makes him wonder what use social media really makes in his life.

The protagonist becomes aware of the severity of his addiction and how it affects his emotional health after a particularly severe panic attack or depressed episode. This could be a turning point in one's self-awareness.

3.2 Character update. [Deep Analysis]

We started our narrative with two characters. However, after discussing the concept with our supervisor, sir, he recommended a character for us. Next, we choose a character that fits our update tale and is in accordance with Sir. The characters have undergone a variety of tests from us. We choose the character while considering how well she or he suits the character in our movie.

The character is a social media addict. Using the social media on a regular basis at extreme level. As the addiction continues, losing the real-world connection. Doesn't realize that. Prioritize social media, consuming too much content engaging much more than the real world.

From waking up in the morning to late at night the character seems to be stuck in the virtual world.

3.2.1 Dialogs

“Action speaks louder”. We used this tactic to give the viewers our message. Where there is no dialogue, the viewers have to give full attention and they will be less distracted.

3.3 Dramatically Theme Analysis.

In the age of numerical connectedness, social media has integrated the situation into the fabric of daily life, particularly among college students. What starts off as benign browsing may gradually develop into a devouring abyss, engulfing people in its irresistible grip. This investigation, using dramatic narrative, analyzes the depths of social media addiction among young people, as well as the significance of its negative influence on mental health, relationships, and academic performance.

The protagonist of our film is essentially a boy. His interest in social media is really great. He is constantly posting likes and comments on social media. Here's the everyday harm he's causing. So much social media has hailed the hero's steady decline. Likes, comments, and shares indicate the feedback loop fueled by dopamine that supports addicted behavior.

The effects of false pessimism and societal comparison on the protagonist's emotional health and self-worth are made clear. As the protagonist struggles with the extreme discrepancy between their online identity and reality, moments of incongruity are made clear. We have attempted to illustrate the subtle variations of social media addiction below.

3.3.1 Environment Creation

There are many considerations to make in order to convey the idea and message of a short film about an obsession with internet entertainment. Here are a few specifics regarding the locations we used for our movies.

Initially looking at the effects of virtual entertainment behaviors, have a past knowledge of the manner of acting, sentiments, and surroundings often related with this difficulty. We came up with a succinct concept for our short video that perfectly captures the spirit of online entertainment captivity.

The environment we chose is appropriate for the topic of enslavement through virtual entertainment. Here, a boy is clutched. Throughout the day, using their phone. Everywhere he goes, he uses his phone.

Here, we wish to improve the acoustic structure even more so that everyone may enjoy it without difficulty. The crowd is really fond of it. Considering a number of noise-related difficulties, we came up with a quick idea for our film that captures the dependency on virtual entertainment.

We selected a predictable region in relation to the topic of online entertainment enslavement. One perceives a youth here. Someone uses their phone nonstop throughout the day. He uses his phone everywhere he goes.

It is well-liked by the crowd. Various noises have been used in movies. such as the comments, the lock, the console, and so on.

The regions we selected matched our account. We left at various times. A shift in behaviors might produce the best results. We successfully filled a tale that included the precise season of the location where we shot. It has bolstered our comprehension.

3.3.2 Emotion/Sense Analysis

The main character in this movie experiences an ego loss. He has no emotional understanding of his mother. When he ought to respond, he loses this capacity. In the last phase, he loses all feeling. Here, we witness his emotional detachment from social media addiction. In our movie, this sequence is crucial.

Chapter 4

Project pipeline

Stages of Production:

- Pre-production
- Production
- Post-production

Chapter 5

Story Writing

At first the idea was that, a social media awareness as one

As the story has been changed this is the first form...

Note:

এখানে , social media Addicted একটি ছেলে । তার Emotion হারাতে থাকে নিজের পরিবেশ, পরিবার, বন্ধু সকল সম্পর্কে দূরত্ব লক্ষ করা যায় ।

Note: Chatting, Scrolling, React React দিতে গিয়ে সবাই যে React দিচ্ছে সেও একই React দিচ্ছে। অনেক React Post না দেখেই দিয়ে দিচ্ছে। ভিডিও অল্প দেখেই React দিয়ে যাচ্ছে।

Story:

সকালে ঘুম থেকে উঠতেই ফোন খুজে নিয়ে Scroll করছে । ব্রাশ ও ক্লাসে যাওয়ার জন্য রেডি হচ্ছে । কিন্তু হাতে ফোন Scroll করছে ।

বাসে বসে ফোন scroll করছে ।

ক্লাসে বার বার ফোন ভাইব্রেশন করছে । সেও বার বার ফোন বের করছে আর পকেটে রাখছে ।

বন্ধুদের সাথে চায়ের দোকানে ফোন মগ্ন। বন্ধুরা দেখে তাকে Ignore করে আড্ডা চালিয়ে যাচ্ছে । কিন্তু ছেলেটি ফোন মগ্ন । সময় পার হয়ে যাচ্ছে । সকাল গড়িয়ে সন্ধ্যা । ল্যাম্পপোস্টের বাতি জ্বলায় তার সময়ের খেয়াল হয় এবং বাসায় যায় । ফোন দেখতে দেখতে।

রাতের ১২টা, birthday wish,

সবার ম্যাসেজের রিপ্লাই দিচ্ছে আর রিয়েক্ট । দিনে বন্ধুরা মিলে Birthday Celebrate, Selfie. Birthday cap (ক্যাপ) পরা অবস্থায় রুমে ঢুকে বসে বসে ছবি আপলোড, রিয়েক্ট তখনি নোটিফিকেশন Beattary low/ Too Much Using social media.

নোটিফিকেশন ইগনর করে scroll করতে থাকে । কল আসে'মা' । কল ধর ছেলে,

[Phone Conversation]

ছেলে : হ্যালো মা

মা : বাবা কেমন আছিস

ছেলে : ভালো আছি।

মা : গিফ্টটা পছন্দ হয়েছে?

ছেলে : হ্যা মা ভালো। আচ্ছা মা পরে কথা বলছি,,,,,,,,,,,,,,,,,,,,,

ছেলে : আচ্ছা

কল কেটেই ফোনে chating শুরু,,,,,

girlfriend এর সাথে chatting আর পরদিন cafe তে ।

বিকালে girlfriend এর জন্য অপেক্ষায় ফোনে ব্যাস্ত।

Girlfriend আসলো । তারা কথা বলছে । আর সে মাঝে মাঝে ফোন চেক করছে , মেয়েটি কিছু বলছে না । ওয়েটার আসলো অর্ডার নিতে। ছেলেটি অর্ডার দিয়ে আবার ফোননিয়ে ব্যাস্ত হয়ে পরল.....

ছেলেটির ফোনে ব্যাস্ততা দেখে মেয়েটি ঝগড়া করে চলে গেলো।,,,,,

Chapter 6

Visualization Analysis

6.1 Script Writing

SEEN-1

INT. ROOM-DAY

সকালে ঘুম থেকে জেগে বিছানায় থাকা অবস্থায় ফোন খুঁজে নিয়ে ম্যাসেজ চেক, স্ট্রোলিং, লাইক, লাভ হা হা রিয়েক্ট দিয়ে যাচ্ছে। ব্রাশ ও ক্লাসে যাওয়ার জন্য রেডি হচ্ছে। কিন্তু হাতে ফোন Scroll করছে।

SEEN-2

INT. BUS-DAY

বাসে বসে ফোন scroll করছে। কিন্তু তার কোনো ইমোশন লক্ষ করা যাচ্ছে না

SEEN-3

INT. CLASSROOM-DAY

ক্লাসে বার বার ফোন ভাইব্রেশন করছে। সেও বার বার ফোন বের করছে আর পকেটে রাখছে।

SEEN-4

INT. TEA STALL-DAY

বন্ধুদের সাথে চায়ের দোকানে ফোন হাতে, বন্ধুরা আড্ডায় হাসা হাসি করছে কিন্তু ছেলেটি হাসছে না। বরং তাদের ম্যাসেনজার গ্রুপে হা হা রিয়েক্ট দিয়েছে। কিছুক্ষণ পরে সে ফোনে ব্যাস্ত হয়ে যায় বন্ধুদের বিষয়টি পছন্দ করলো না তাই তারা বিষয়টি ইগনর করে আড্ডা দিয়ে যাচ্ছে। সবাই বিদায় নিয়ে বাসায় যাচ্ছে কিন্তু ছেলেটি ফোনে ব্যাস্ত। লাভ, লাইক, হা হা রিয়েক্ট দিয়ে যাচ্ছে। তার কোনো ইমোশন লক্ষ করা যাচ্ছে না। সময় পার হয়ে ঘটির কাটা ৪টা থেকে ৬টা। অন্ধকার হয়ে এলো, ল্যাম্পোস্টের বাতি জ্বলায় তার বাসার খেয়াল হলো উঠে ফোন হাতে বাসার উদ্দেশ্যে হাটা শুরু করল।

SEEN-5

INT. ROOM-NIGHT

রাতে ১২ টা বাজলো । ফোনে Birthday wish আসা সবার মেসেজের রিপ্লাই দিচ্ছে, কিন্তু তার মধ্যে কোনো ইমোশন লক্ষ করা যাচ্ছে না। like,love রিয়েকশন দিয়েই যাচ্ছে

SEEN-6

INT. OUTSIDE-DAY

দিনে বন্ধুরা মিলে Birthday Celebration

পোন হাতে জোর করে হাসা সেলফি তোলা হলো

SEEN-7

INT. ROOM-NIGHT

Birthday cap (ক্যাপ) পরা অবস্থায় রুমে ঢুকে বসে পরলো

ফোনে তোলা হাসি মুখের সেলফি আপলোড করছে কোনো প্রকার Expression ছাড়া

SEEN-8

INT. ROOM-NIGHT

ফোনে নোটিফিকেশন আসে(pop-up) -Battery Low

নোটিফিকেশন ইগনোর করে স্ক্রোলিং করতেই

কল আসলো- "মা"।

কল ধরে-

[Phone Conversation]

ছেলে : হ্যালো মা

মা :বাবা কেমন আছিস ?

ছেলে: ভালো আছি।

মা: গিফটটা পছন্দ হয়েছে ?

টেবিলের উপর ময়ের পটানো পার্সেল Birthday Gift পড়ে আছে (unopendend)। ছেলে ব্যাস্ততার সাথে মা কে।

ছেলে: হ্যা মা ভলো। আচ্ছা মা পরে কথা বলছি,,,,,,,,,,,,,,,,,

ফোন কেটে Chatting এ ব্যাস্ত

SEEN-9

INT. ROOM-NIGHT

girlfriend এর সাথে chatting আর পরদিন cafe তে।

SEEN-10

INT. CAFE-COFFEE-DAY

মেয়েটি অপেক্ষায় বসে আছে ছেলেটির জন্য।

ছেলেটি ফোন হাতে cafe তে আসলো। ফোন নিয়ে হাটতে হাটতে আসতে দেখে মেয়ে রাগান্বিত হলো। ছেলেটি বসে মেয়েটির সাথে কথ বলতে বলতে মাফে মাঝে পোন চেক করছে। মেয়েটি তা দেখে weater কে ডেকে অর্ডার choice করতে বললো। যকনই মেয়েটি choice করতে দেরি করে তখন ছেলেটি পোন নিয়ে ব্যাস্ত হয়ে পরে। মেয়েটি তা দেখে অর্ডার কারা বাদ দিয়ে ছেলেটির উপর রাগ হয়ে অনেক কথা বলে চলে যায়। ছেলেটি ফোনে সব পোস্টে Angry টিয়েক্ট দিয়ে যাচ্ছে সাথে অন্যানয় রিয়েকশনও

SEEN-11

INT. CAFE-COFFEE-DAY

হঠাত ছেলেটির হত থেকে সেটি টেবিলের উপর পরে যায়। ছেলেটি কিছুক্ষন নিরলস ভাবে চেয়ে আছে। কোনো রিয়েকশন নেই। ছেলেটি হঠাত অস্বস্তিবোধ করছে। তার হাত কাপছে। পোন হাতে বের হয়ে গেলো ছেলেটি।

SEEN-12

EXT. ROAD-DAY

রাস্তা দিয়ে হাটতে হাটতে একটি বেঞ্চে বসে পরে। তাকে দেকেবোঝা যাচ্ছে সে খুব অস্বস্তিতে আছে। তার হালকা কাপুনি উঠছে। একজন ছেলেটিকে এ অবস্থা দেখে জিগ্যেস করছে

কিহয়েছে।ছেলেটি কথা বলতে পারছে না। কাপতে থাকা হাতে পোন বের করে sickness ইমোজি বের করে লোকটিকে দেখালো যেনো সে ইমোশন হারিয়ে ফেলেছে।

SEEN-13

INT.PSYCHIATRIST. ROOM-DAY

সাইকাইস্ট্রিস এর কাছে। সাইকাইস্ট্রিসের সকল প্রশ্নের উত্তর ফোনের ইমোজি দেখিয়ে উরিয়ে দিচ্ছে

SEEN-13

EXT.ROAD-DAY

সাইকাইস্ট্রিসের চেকআপ শেষে বের হয়ে গারির দিকে যেতে সে লক্ষ করে পাশের পার্কে কিছু ছেলে মেয়ের হাসা- হাসি, রাগা-রাগি ও নানা ইমোশন দেখে সে তাদের দিকে কিছুক্ষন তাকিয়ে থাকে।

#মুখের হাসি,,,,,,

রাগান্বিত চেহারা,,,,

#ছোট একটি বাচ্চার কান্না,,,,

6.2 Props Analysis

Presently, an educational video on social media addiction is a potent tool for bringing attention to the problem. Currently, almost everyone is dependent on it. We think that this movie will play a significant part in raising awareness.

Rare are those who are unaware of smartphones. It is now owned by everyone. With it, the majority of the scenes in our movie will be watched. Here, too, pop-ups have been tastefully displayed on the screen. in order for everyone to comprehend.

The overuse of social media is causing thousands of individuals to become estranged from their family.

This employment of props has been thoroughly examined. Their rendering is exquisite.

To highlight the character more to its nature and style the clothing's to be somewhat trendy, matching with the story vibe.

Proper color of the props should be not too focused as that may distort the viewers.

It goes for every prop and maintains the matching props alongside the environment.

6.3 Storyboard

Page No. 1

☐	Location :	ROOM	
	Time :	DAY	
	Shot :	MEDIAM LONG	
	Angle :	OVER THE HEAD	
	Scene :	Waking up and starts scrolling	
☐	Location :	ROOM	
	Time :	DAY	
	Shot :	BEHIEND THE SHOULDER	
	Angle :	EYE LEVEL	
	Scene :	Phone scroling and brushing	

Figure 6.3.1: Storyboarding Page 1

☐

Location :

BUS

Time :

DAY

Shot :

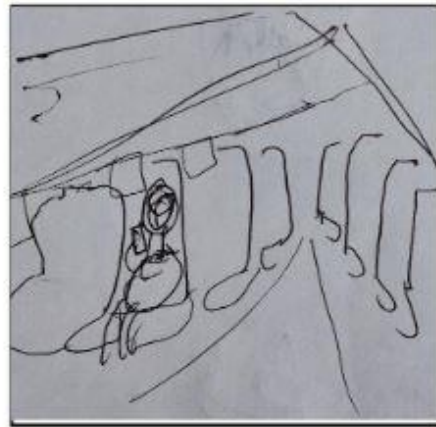
MID SHOT

Angle :

LOW ANGLE

Scene :

Scrolling in bus

☐

Location :

CLASSROOM

Time :

DAY

Shot :

MEDIAM CLOSEUP

Angle :

EYE LEVEL

Scene :

Using phone in classroom



Figure 6.3.2: Storyboarding Page 2

☐		
Location :	TEALSTALL	
Time :	DAY	
Shot :	MEDIAM LONG	
Angle :	EYE LEVEL	
Scene :	With friends but using phone	
☐		
Location :	ROOM	
Time :	NIGHT	
Shot :	CLOSE UP	
Angle :	EYE LEVEL	
Scene :	Using emoji in social media	

Figure 6.3.3: Storyboarding Page 3

☐	ROOM	
Location :		
Time :	NIGHT	
Shot :	CLOSE UP	
Angle :	EYE LEVEL	
Scene :	12:00 AM of the night	
☐	ROOM	
Location :		
Time :	NIGHT	
Shot :	CLOSEUP	
Angle :	LOW ANGLE	
Scene :	Birthday wishes are comming	

Figure 6.3.4: Storyboarding Page 4



Location :

OUTSIDE

Time :

DAY

Shot :

MEDIAM LONG

Angle :

EYE LEVEL

Scene :

Birthday celebration



Location :

ROOM

Time :

NIGHT

Shot :

MEDIAM SHOT

Angle :

EYE LEVEL

Scene :

Birthday cap on his head

And keeps giving emoji



Figure 6.3.5: Storyboarding Page 5



Location :

ROOM

Time :

NIGHT

Shot :

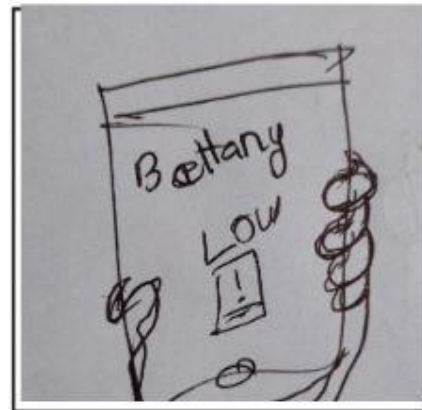
CLOSEUP

Angle :

HIGH

Scene :

Battery low notification



Location :

ROOM

Time :

NIGHT

Shot :

EXTREAM CLOSEUP

Angle :

HIGH

Scene :

Mom is calling

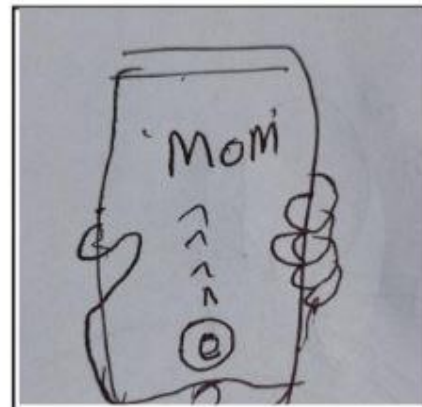


Figure 6.3.6: Storyboarding Page 6

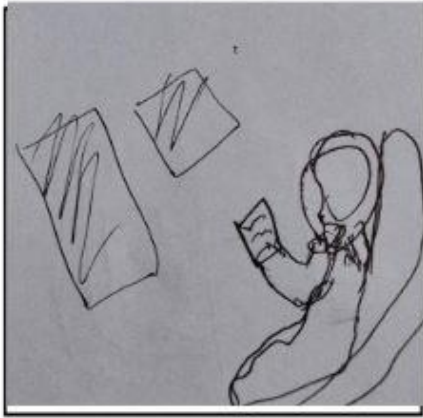
☐	ROOM	
Location :		
Time :	NIGHT	
Shot :	MEDIAM	
Angle :	EYE LEVEL	
Scene :	Scrolling	
☐	ROOM	
Location :		
Time :	NIGHT	
Shot :	CLOSEUP	
Angle :	LOW ANGLE	
Scene :	Conversation with mom	

Figure 6.3.7: Storyboarding Page 7

☐	Location :	ROOM	
	Time :	NIGHT	
	Shot :	CLOSE UP	
	Angle :	HIGH	
	Scene :	Chatting with girlfriend	
☐	Location :	COFFEE HOUSE	
	Time :	DAY	
	Shot :	MEDIAM	
	Angle :	EYE LEVEL	
	Scene :	Girlfriend waiting	

Figure 6.3.8: Storyboarding Page 8

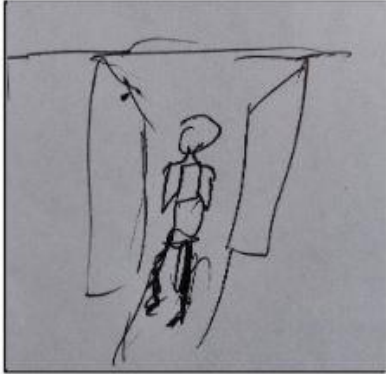
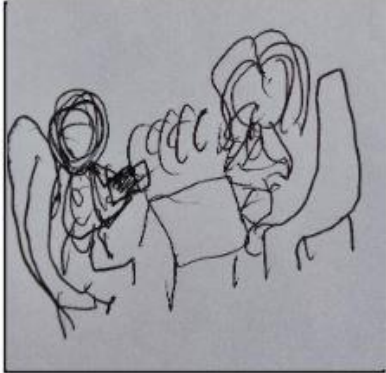
☐	Location : COFFEE HOUSE	
Time :	DAY	
Shot :	MIDD	
Angle :	EYE LEVEL	
Scene :	Entering the coffee stall	
☐	Location : COFFEE HOUSE	
Time :	DAY	
Shot :	MIDD	
Angle :	EYE LEVEL	
Scene :	Fight between them	

Figure 6.3.9: Storyboarding Page 9

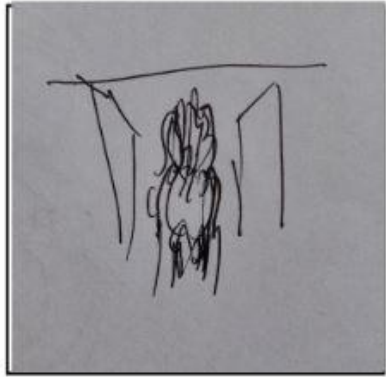
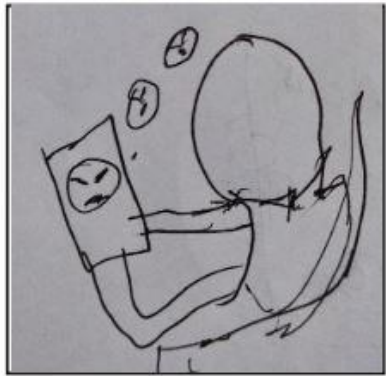
☐	Location :	COFFEE HOUSE	
	Time :	DAY	
	Shot :	MIDD	
	Angle :	COFFEE HOUSE	
	Scene :	COFFEE HOUSE	
☐	Location :	COFFEE HOUSE	
	Time :	DAY	
	Shot :	CLOSE UP	
	Angle :	BEHIND THE SHOULDER	
	Scene :	Using emoji angry emoji	

Figure 6.3.10: Storyboarding Page 10

☐

Location :

COFFEE HOUSE

Time :

DAY

Shot :

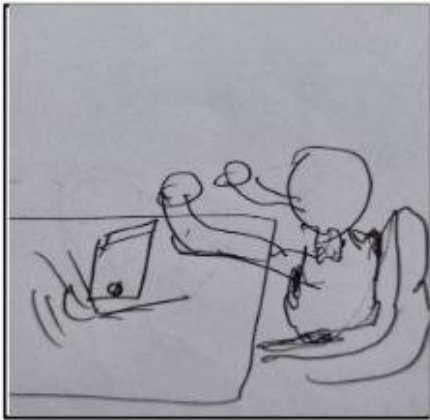
CLOSE

Angle :

HIGH

Scene :

Dropping the phone shaking HOUSE



☐

Location :

COFFEE HOUSE

Time :

DAY

Shot :

CLOSE UP

Angle :

EYE LEVEL

Scene :

Panik attack, shaking



Figure 6.11: Storyboarding Page 11

☐	Location :	COFFEE HOUSE	
	Time :	DAY	
	Shot :	MIDD	
	Angle :	COFFEE HOUSE	
	Scene :	COFFEE HOUSE	
☐	Location :	COFFEE HOUSE	
	Time :	DAY	
	Shot :	CLOSE UP	
	Angle :	BEHIND THE SHOULDER	
	Scene :	Using emoji angry emoji	

Figure 6.12: Storyboarding Page 12

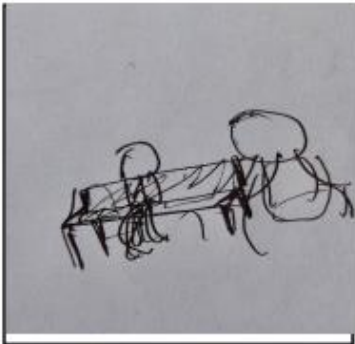
☐	COFFEE HOUSE	
Location :		
Time :	DAY	
Shot :	MID SHOT	
Angle :	EYE LEVEL	
Scene :	Leaving the shop	
☐	ROAD BENCH	
Location :		
Time :	DAY	
Shot :	MID SHOT	
Angle :	EYE LEVEL	
Scene :	A man comes to help	

Figure 6.13: Storyboarding Page 13

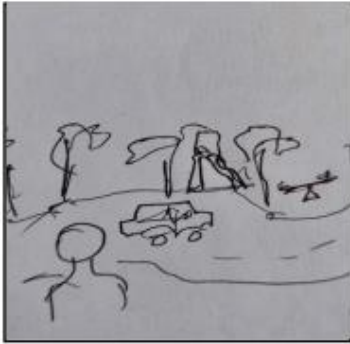
☐	Location :	ROAD BENCH	
	Time :	DAY	
	Shot :	CLOSE	
	Angle :	EYE LEVEL	
	Scene :	Using phone to tell the problem	
☐	Location :	OUTDOOR CLINIC	
	Time :	DAY	
	Shot :	CLOSE SHOT	
	Angle :	BEHIND THE SHOULDER	
	Scene :	Looking at the park	

Figure 6.14: Storyboarding Page 14

☐

Location :

PARK

Time :

DAY

Shot :

EXTREME CLOSE

Angle :

EYE LEVEL

Scene :

Angry reaction


☐

Location :

PARK

Time :

DAY

Shot :

EXTREME CLOSE

Angle :

EYE LEVEL

Scene :

Laughing face

Figure 6.15: Storyboarding Page 15

Chapter 7

Timeline, Cast and Budget

7.1 Timeline

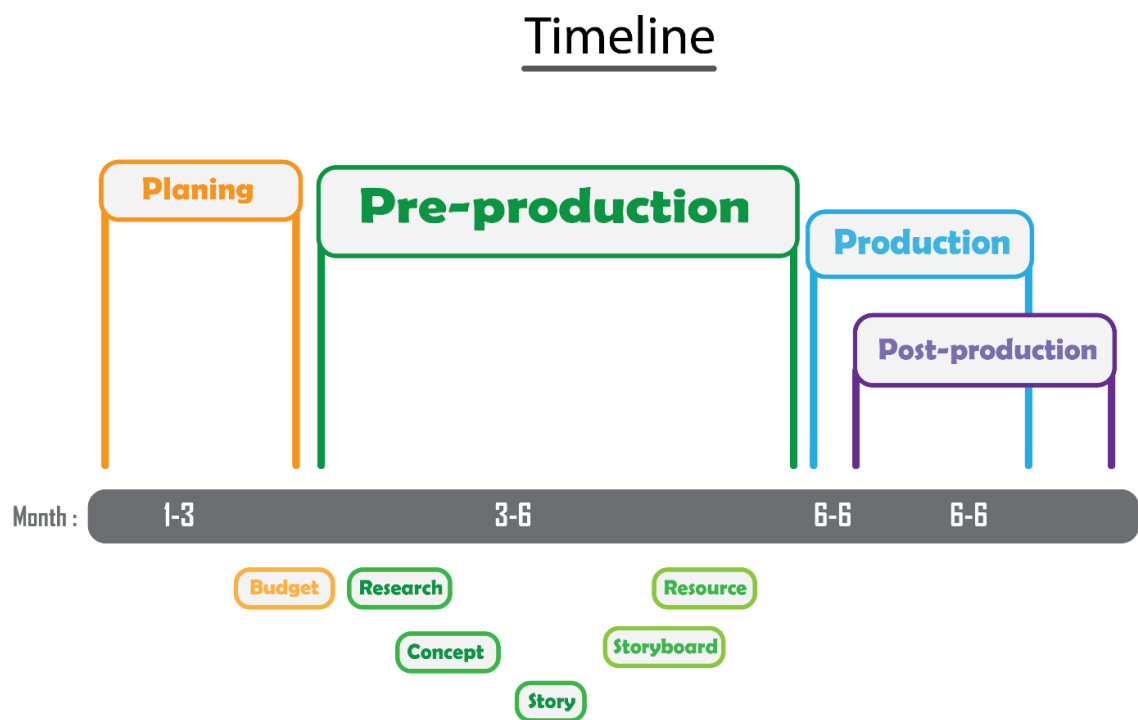


Figure 7.1: Timeline

7.2 cast

CASTING SHEET

Director: Sakib Hossan Nilom	Producer: Action and Cut
Notes: The cast members are obligated to be present at the call time of the shooting.	

Information :

Name : Sajib Mondol Saron

Phone : 01743882820

Email : sajibmodolsaron@gmail.com

Address : Dhanmondi-27,Dhaka

Height : 5'7"

Eye Color : Black

Hair Color : Black

Figure 7.2: Timeline

The main character understood his task in this short film production. As he has been informed about the role. He was chosen after a full team discussion and for his natural acting skill.

7.3 Budget

We set a budget before starting production. Any movie has a set budget before it is started, and the production manager is in charge of it. This doesn't lead to any future budgetary issues. Therefore, we first set the budget before starting the production process. That's why we had no issues with the budget at all. Additionally, it made our work easier.

We worked according to the budget and tried our best to keep the budget low. We have examined how to complete everything correctly and provide high-quality work on a tight budget. Then we fixed the budget.

Category	Days	Total
Talent Fees	1	400
Set Dressing	2	800
Hair and Make-up	1	500
Props	1	1000
Location	3	950
Production Staff	3	700
Food Stylist	3	900
Art Direction	1	250
Transportation	1	500
Total		6000 BDT

Figure 7.3: Budget

Chapter 8

Production

8.1 Shooting



Figure 8.1: Shooting time

This place is used for birthday scenes. We take this scene in Bob Marley tea stall.



Figure 8.2: Shooting time in restaurant

Birthday celebration scene in Bob Marley tea stall. Our shoot was a birthday celebration and we chose this restaurant for that. Because the environment here was good and now there were all kinds of light systems.



Figure 8.4: Shooting time outside

This is a panic attack scene taken in amin model town. Ashulia model town was used for this shoot. Now the shoot was taken in the afternoon. This place was empty. We needed an empty place for the shoot.



Figure 8.5: Shooting time in classroom

This is a class room scene. We use our department [MCT] to take this scene.



Figure 8.6: ready to shoot in class

Behind the scenes in the class room. This is our class room scene. We needed a class room scene that's why we shot it now. Here we got exactly what we needed for our shoot that's why we shot it here.



Figure 8.7: Set ready to shoot in class

Behind the scenes in the class room. This is our class room scene. We needed a class room scene that's why we shot it now. Here we got exactly what we needed for our shoot that's why we shot it here.



Figure 8.8: Pic with team member

Taking short with group members in Bob Marley tea stall.



Figure 8.9: Morning shoot in bedroom

His place is used for morning scenes. We have not chosen our room for this shoot. We were fixing the atmosphere of our room here. So that we can understand everyone. Everyone can understand easily



Figure 8.10: final Morning shoot in bedroom

Morning scene in room.



Figure 8.11: Bus shooting time in team member

Taking shots in DIU bus. Now all the team members of our shoot. And we are on the bus. We came here for our bus shoot.

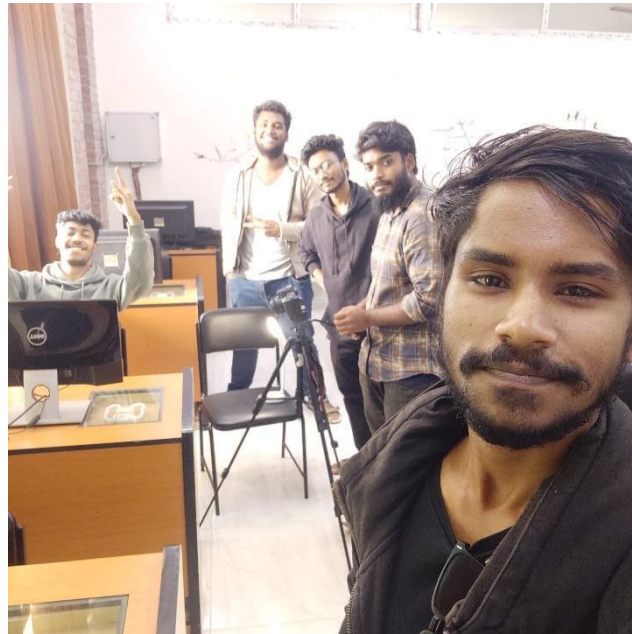


Figure 8.12: Classroom shooting

Preparing to take a shot in the classroom.

8.2 Location

For a movie, location is crucial. In order to bring the tale to life, the ideal setting must be selected. This helps the viewers comprehend the movie's plot without any difficulty. To discover the perfect place for our narrative, we had to do a lot of traveling. We discovered a couple locations that were somewhat distant from our turn. We have selected a number of spots in Ashulia and Khagan to Dhanmondi Road for our primary photo shoot. The locations we selected suited the tale and were suitable for our scenario. Here is some video from where we were filming:



Figure 8.13: Bed room

This location is designed to show our main character waking up in the morning.



Figure 8.14: Restaurant shooting time

This location is for our birthday celebration. It's taken on Bob Marley. (DattaPara, Ashulia)



Figure 8.15: Location Bono maya 2

This position has been taken to replace our Main Corrector during his illness. (DSC Bono maya 2) This place was perfect for our shoot. It is evening time. The lighting was good. That's why we shot now.



Figure 8.16: Location Bus

This position is taken to sit in our main character in bus. It's a bus shoot. We had to go to the bus to take this shoot. There was a good system of shooting in this bus. We got it as we wanted so now to shoot.



Figure 8.17: Location Class room

This location is taken to show our main character sitting in the classroom and playing on the phone. (MCT department class room, DSC)



Figure 8.18: Location Ashulia model town



Figure 8.19: Location Daffodil



Figure 8.20: Location medical

Here we all from our team for our medical shoot. We have shot our medical inside this medical

8.3 Props

These props are used for birthday celebrations. This is a gift box from the main character's mother.



Figure 8.21: Props Birthday

These props are for birthday celebrations. This is a birthday cap. This emoji face is related to our concept. So, we can use this cap in the birthday scene.



This prop is used for background staging. And fill the background.



Figure 8.22: Props 3

These props are used for morning scenes. This t-shirt matches the frame and background. So, we use these props for the scene.



Figure 8.23: Props Jacket

These props are used in panic scenes. This jacket makes a better output. So, we use this jacket in the scene.



Figure 8.24: Props Hudi

These props are used in tea stalls. This hoodie matches the background and scene.



Figure 8.25: Props Jacket 2

These props were used in restaurants, panic scenes and medical. This prop gives better output

8.4 Equipment

Equipment is important to movies. If there is no proper equipment, the output will not be good. A movie uses many types of equipment. In order to attract the audience to watch it in a good way. Many types of equipment are used in our movie. Below are their types.



Figure 8.26: Equipment Camera

Canon 250D. A DSLR camera used as the only camera for video shooting in this short film project.



Figure 8.27: Equipment lenses

18-55 mm kit lenses used as zoom lenses.



Figure 8.28: Equipment lens

50 mm canon prime lens



Figure 8.29: Equipment Light

Different types of lights are required for shooting at different times. Because of this, we used different types of lights to make our lighting tick



Figure 8.30: Equipment mic

A boom mic used to capture sound



Figure 8.31: Equipment Light2

A table light used for portable light used in the time of production.



Figure 8.32: Equipment Light3

Different types of lights are required for shooting at different times. Because of this, we used different types of lights to make our lighting tick



Figure 8.33: Equipment Light4

This light is used exclusively for color. Avebe lights have been used to match a slightly bluer feel or lighting period



Figure 8.34: Equipment Light 5

Here these lights are used in different colors for different types of light.



Figure 8.35: Tripod

Chapter 9

Post Production

9.1 Software Used

For post production we selected top editing software's.

- Adobe Premiere Pro
- Adobe After Effect
- Adobe Illustrator
- Adobe Photoshop
- Adobe Media Encoder

9.2 Editing

Adobe Premiere Pro

Rough cut at the beginning of the post production.

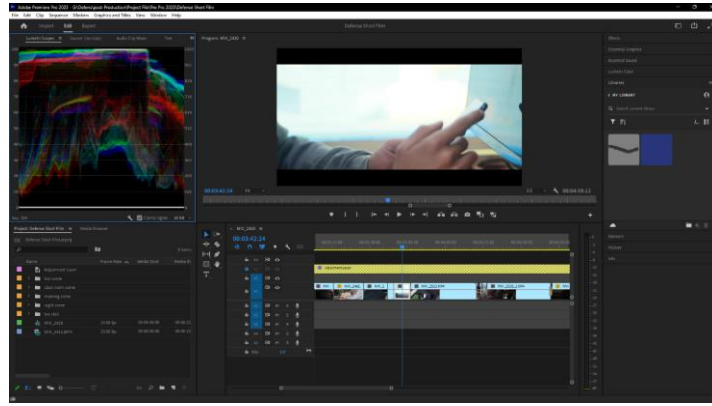


Figure 9.2.1: Color grade from Raw footage

Rough cut helped the post production and gave initial boos to reach the final cut

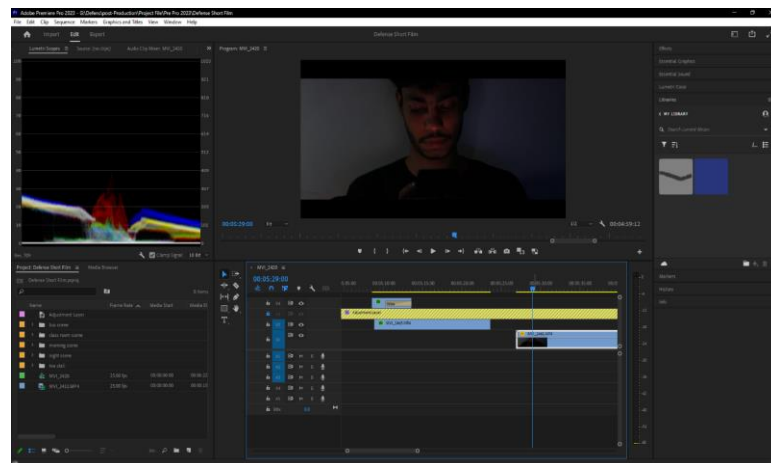


Figure 9.2.2: Color grade from Raw footage

9.3 Color Grading

We are using Adobe Premiere Pro as our color grading software. One of the most important parts of a film is color grading. Color grading reveals a lot about a film. A scene can be made any way by color grading. As night can be made day. If any video scene has any problem then it can be corrected through color grading. It gives better output. There are many types of color grading depending on the story in a film.

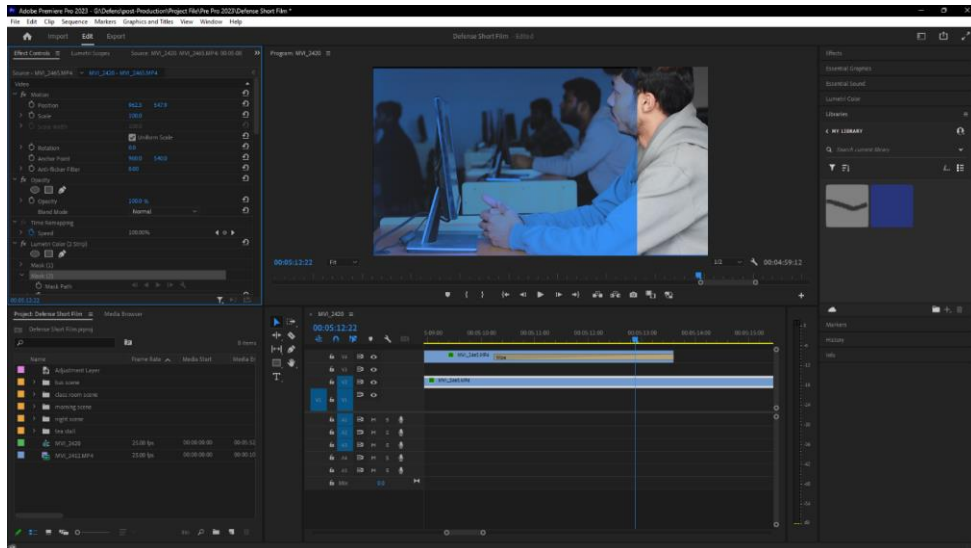


Figure 9.3.1: Color grade from Raw footage

This is a morning scene. It was made in Color grade from Raw footage. It's a morning scene so I'm using a blue tone here. I used Lumetri Color to color the video. Lumetri color is usually used in Premiere Pro for color grading.

This scene is the morning bed scene. And I'm using lumetri color for color grading. And also using de noise effect for increased noise. I have used 0.03 noise level. And it gives me a better output.

This scene is also the same as the previous scene. Just adjust some shadow highlights and contrast level.

Using lumetri color and increasing the highlight by the curve editor. Curve editor is very important for color grading.



Figure 9.3.4: Color grade

This scenario takes place in a lavatory. It also features a scene under dim light. Thus, I'm using warm hues. I graded the colors taking into consideration that the bathroom has lights.



Figure 9.3.5: Color grade from Raw footage

The bus scene contains this sequence. To correct the color, I'm using the Lumetri Color and Curve Editor. I'm adjusting the dark level and boosting the highlights in the video, and eliminating noise with the denoise effect.

This scene is also the same as the previous scene. Just adjust some shadow highlights and contrast level.

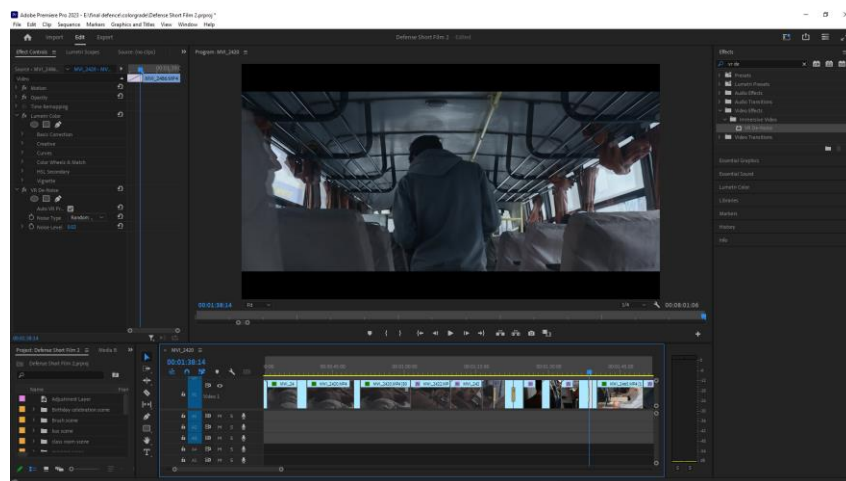


Figure 9.3.6: Color grade from Raw footage

The setting for this scenario is a classroom. Lumetri Color is what I'm using, and I can alter the color using the curve editor, brightness level, highlight, and shadow. And using de noise effect to remove noise.



Figure 9.3.7: Color grade from Raw footage

This scene is also similar to the previous scene. Just adjust basic color correction.



Figure 9.3.8: Color grade

This scene is also similar to the previous scene. Just adjust basic color correction.



Figure 9.3.9: Color grade

This is the scene in the evening. And the character's face is directly illuminated. I thus completed the color grading with it in mind. I have a Lumetri color on.

Figure 9.3.10: Color grade from Raw footage

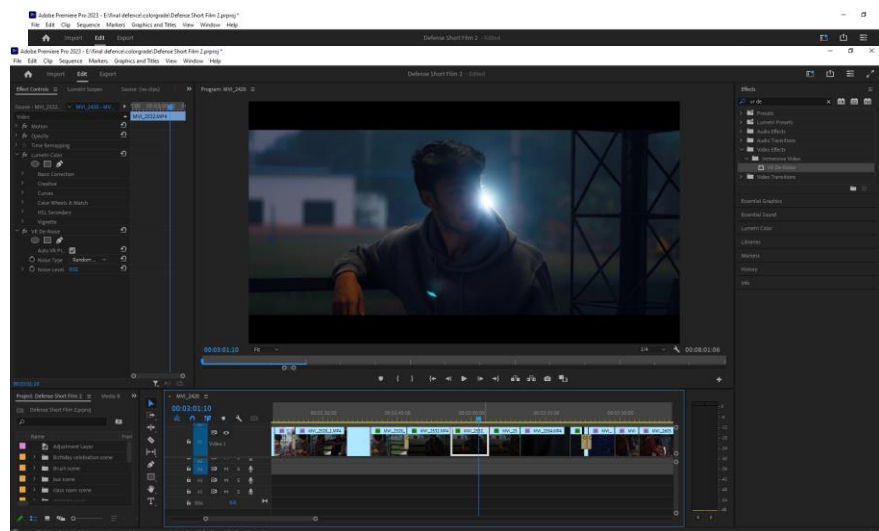


Figure 9.3.11: Color grade from Raw footage

The birthday scenario is here. For this film, I used both orange and blue color tones. And I get better results from this.



Figure 9.3.12: Color grade from Raw footage

This scene is also similar to the previous scene. Just adjust basic color correction.



Figure 9.3.13: Color grade from Raw footage

This scene is also similar to the previous scene. Just adjust basic color correction.



Figure 9.3.14: Color grade from Raw footage

I changed the brightness and dark levels of the video

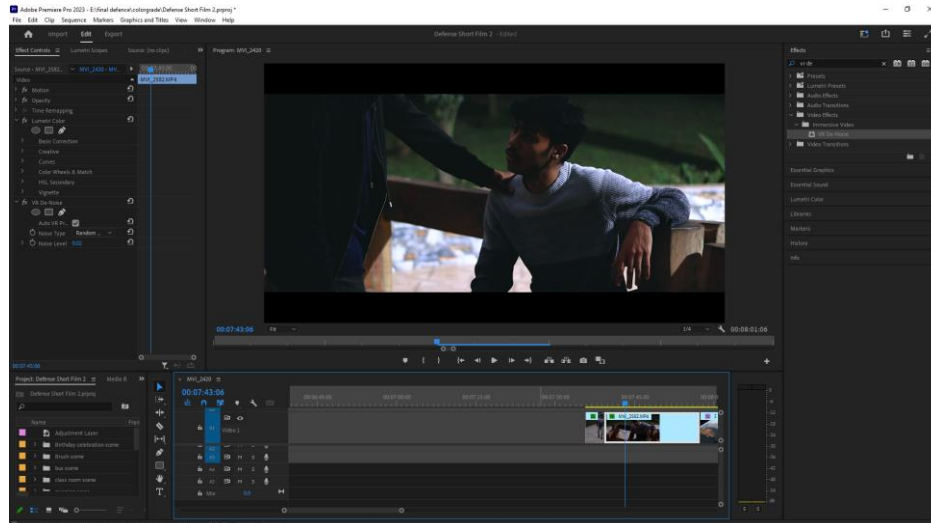


Figure 9.3.14: Color grade from Raw footage

It was outside when this scene was captured. Thus, I changed the brightness and dark levels of the video while maintaining a green tone

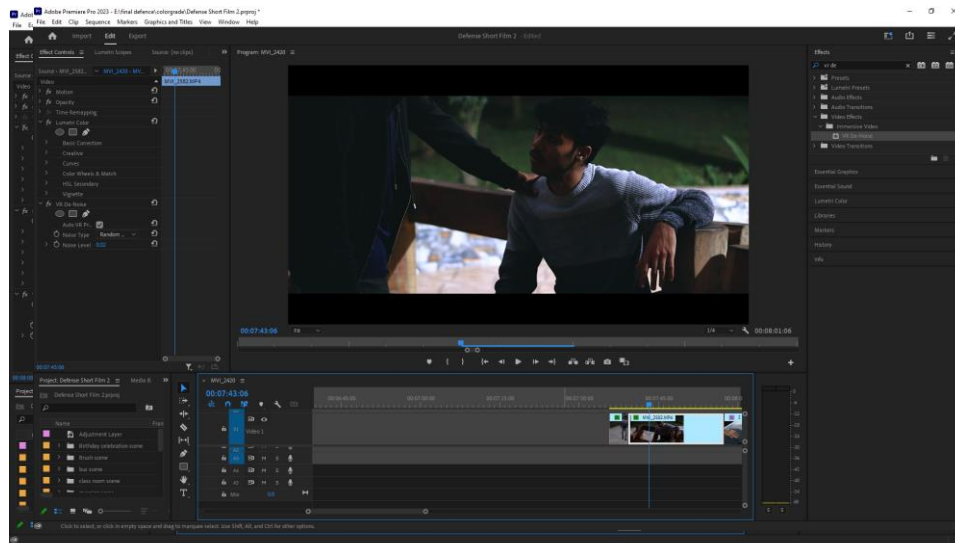


Figure 9.3.16: Color grade from Raw footage

9.4 Sound Editing

Sound is very important in a film. The sound quality can't be expressed very well. Since there is no dialogue in our film, we have to put a lot of emphasis on sound. It is not easy to make a perfect sound. A lot of hard work has to be done. Now we have had to change a lot of sound to match.

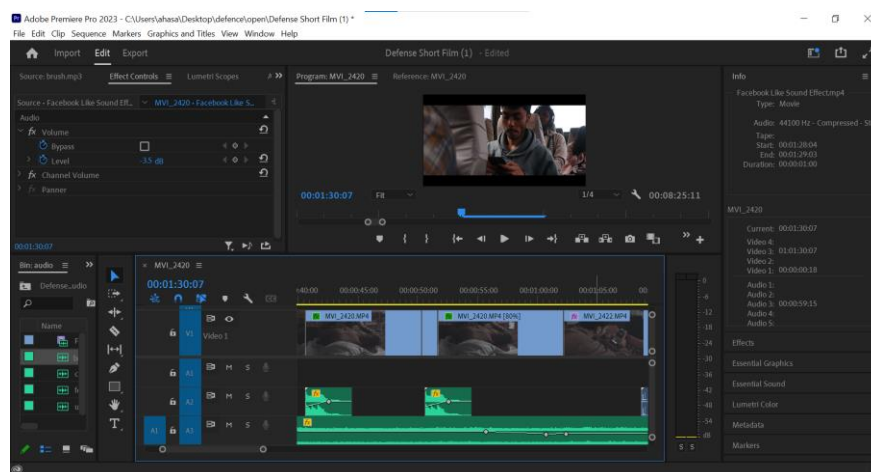


Figure 9.4.1: Audio clipping

Now we have tried the sound round with the chin in perfect position. We have tried to put it in a way that is easy to understand

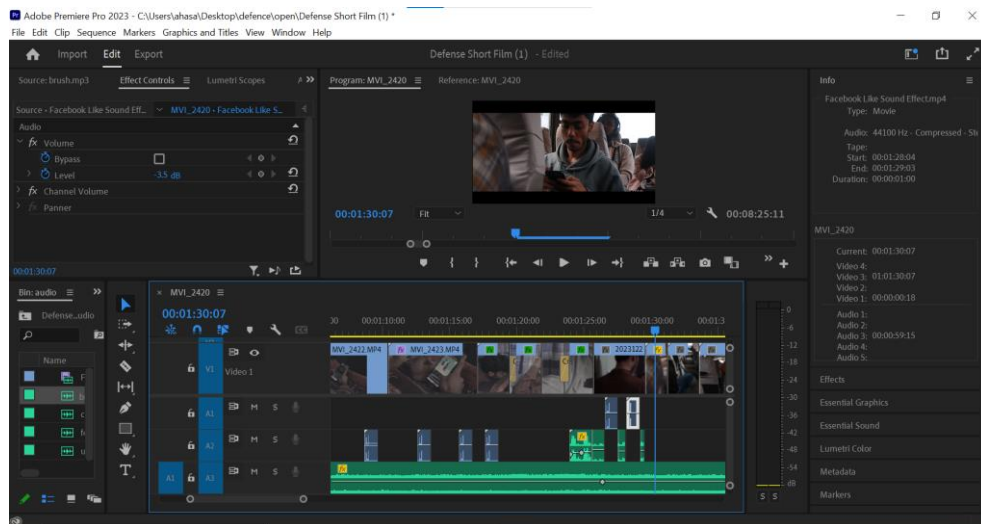


Figure 9.4.2: Sound clipping

After that, we are trying to edit the sounds of our film's reels and like comments well.

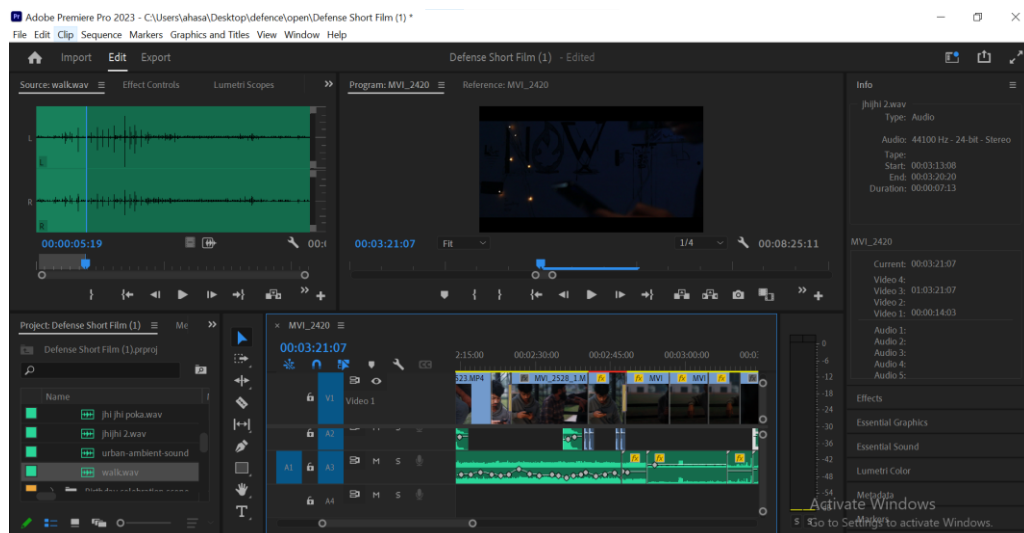


Figure 9.4.3: Sound clipping

We have tried to sweeten Segillo's output with different sounds to make it sweeter to our ears.

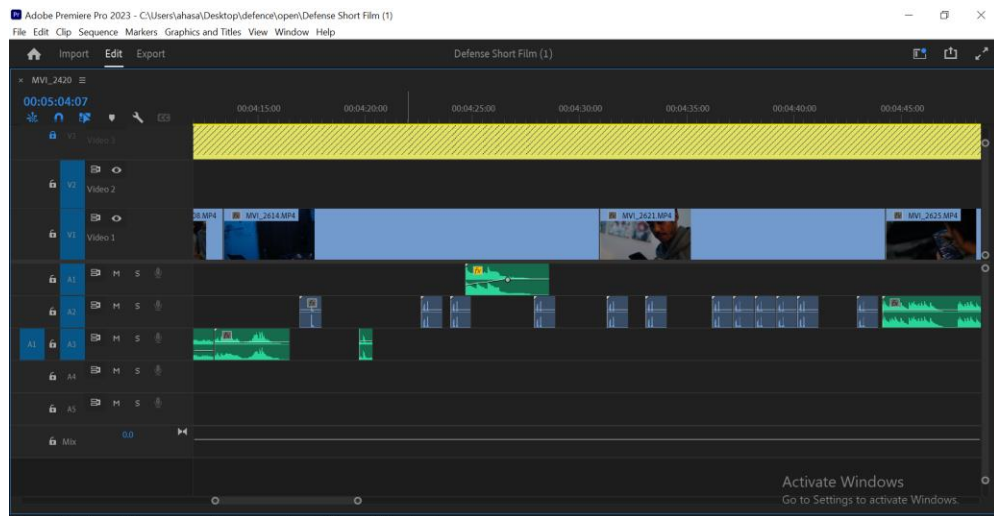


Figure 9.4.4: Sound clipping

Some sounds we tried to make ourselves. We believe our film will be easily understood by everyone for this sound. Since there is less dialogue here, we are working keeping in mind that the sound should not be difficult for everyone to understand.

9.5 Vfx Editing

VFX holds greater significance in a movie. We can visualize key movie sequences by applying visual effects. Vfx is used to depict scenes that are impossible to depict in real life. Visual effects are used in a lot of Hollywood productions. They apply visual effects so well that it appears to be an original scenario. This Vfx is used in almost all movies. Because this generation's audience finds things appealing and enjoyable.

I'm using After Effects to create this message notice box. I made a box first, then I added text and the Messenger logo. I then use a key frame to generate a motion.

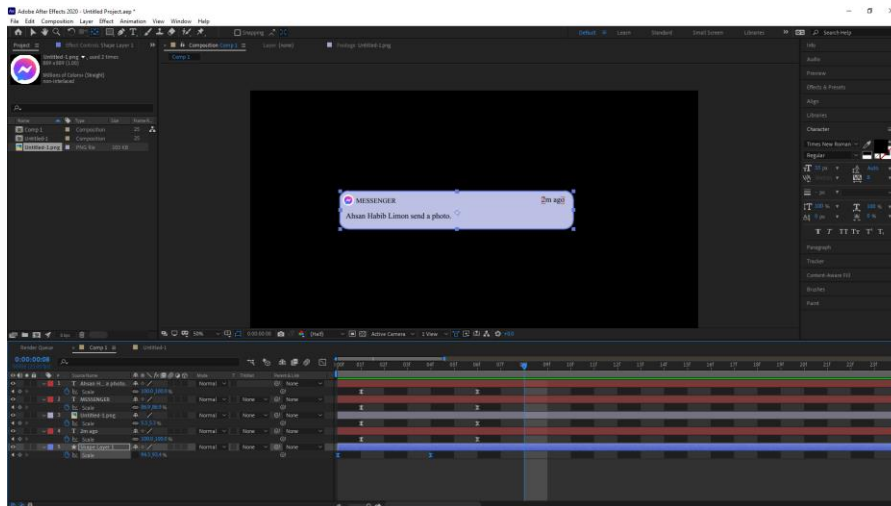


Figure 9.5.1: Added VFX

Through After Effects, I initiated this discussion. Initially, I need to draw a circle, apply a stroke, and alter the hue. Turn off the stroke and fill the color after creating a circle within the circle once again. Next make a box and fill it with text. Then key frames are used to animate each of them. Color. Then create a box and add text. Then all these are animated by using key frames.

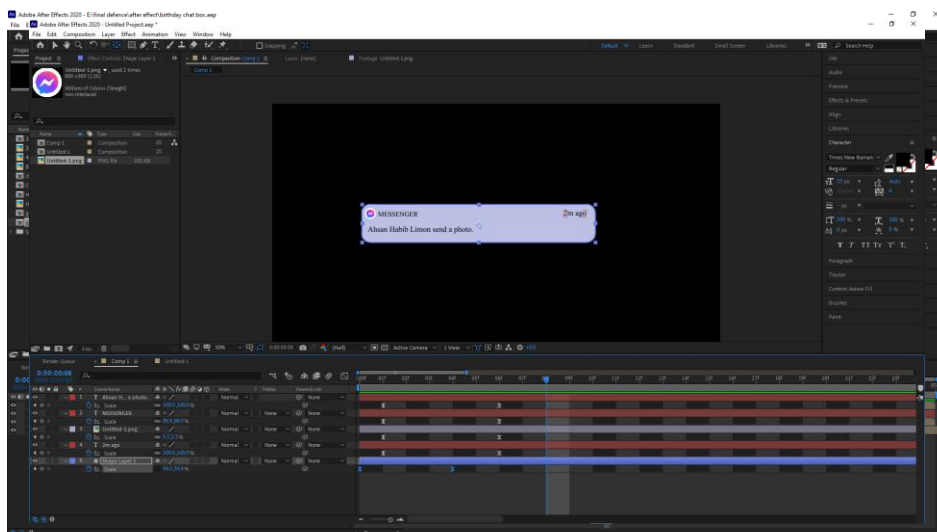


Figure 9.5.2: Added VFX Text

9.5.6. Poster Design



Figure 9.5.3: Poster Design

Chapter 10

10.0 EXPLANATION OF THE PROJECT

Social media platforms have grown to be an important facet of our everyday lives in the present digital age. We employ social media for a variety of resolutions. But then again, the way we are using it is giving us a lot of dilemmas in our normal lives. We are squandering time and unintentionally killing ourselves due to our overuse of social media. To set it only, we thought about these things while we remained creating the movie. so that a general understanding might be reached by everybody. owns appropriate self-promotion. For this movie, I was the editor and assistant director. I found the work to be difficult. I frequently had to give directions. Shoot had to give a facial explanation. It was definitely not simple to work here.

We had a lot of jokes to work through. For work, Annas were moved from one district to another. I had to pick up a television camera a lot in order to picture. I had to act again a lot. There is a lot of effort to be done in this edit. It's not easy at all to match the sequence. Moreover, our movie has no dialogue. As a result, we must prioritize the sound more. This requires me to put in endless effort. because several sound kinds are currently employed. in order for the scenes and language to be easily understood by the viewer.

Numerous issues arose from the narrative pickers almost from the start. Our advisor, **Dr. Shaikh Muhammad Allayear** sir, is really helpful to us in this scenario. We appreciate you providing us with appropriate guidance, sir. provided us with lovely pipeline. in order for us to simply arrange the work. and handle everything perfectly.

For post production we selected top editing software's.

- Adobe Premiere Pro
- Adobe After Effect
- Adobe Illustrator
- Adobe Photoshop
- Adobe Media Encoder

Work as an Assistant director and Sound editing the role of an associate director varies by industry. In many fields, assistant directors provide directorial support for various show theater television productions or even corporate sets. I have worked as an assistant director and editor in this film of ours. Here I am doing sound editing with responsibility. I have also done a lot of video editing here. Worked while finalizing the rough cut of the video. These tasks were not easy at all.

Assistant director



Figure 10.0.1: Ready to shoot

This shoot was done in honor of a birthday. For this session, we headed to a restaurant by ourselves. Here, I had to put the complete collection in order. Here I was getting the hero ready for the picture. so he can behave appropriately. I am found it difficult to accomplish this since the restaurant needed to be set up so that nothing would interfere with the filming and everything would be in its proper place.



Figure 10.0.2: briefing the script

This was shot in a classroom. It was recorded as we were seated in our Akan class. Here, the hero is in the classroom using a phone. This photo shoot was completely mismatched. I was telling him how he ought to behave in this situation. For this, I had to endure a great deal of hardship. I had to repeatedly take the shot.



Figure 10.0.3: Take shoot

For this photo shoot, an empty area was required. Thus, we took our shot here. Everything seemed good now. We shot here because there was no need for additional lighting. I have just one camera with me. so, there isn't any noise. It was a labor-intensive shoot here. We were unable to locate the empty slot. Time and time again, someone was present. We noticed less people later on after our extended stay, so we took a shot.

Pre- Production Planning Assistant Director I helped in the planning phase. What to do where. How to do it, I have worked on a beautiful plan. Meanwhile, the matter of time has to be kept in mind. Many times, it can be seen that the shooting was not done in the right way. Then I had to think about the time again. I had to create a new time. So that the shooting is done correctly. I have made a time schedule. I have written down the time when it would be good to take the shoot. I have thought about it. And I have kept an eye on that matter by connecting with everyone.

Location The correct setting elevates storytelling by offering a background that is harmonious with the plot and the character arc. Appropriate sites reduce the amount of time and materials needed for post-production work and elaborate set construction. By delivering an engaging and genuine cinematic experience, a well-selected location can raise the production value overall and help the movie succeed. A movie's visuals gain depth and variation when multiple locales are used for filming, which draws viewers in and increases the story's immersion. We were able to experiment with various settings and tailor sequences to particular locales, which improved the overall cinematic experience. I had to visit a few different places before I could determine which ones were the greatest.



Figure 10.0.4: Prepared to set

Communication and Problem solving Here I acted as a medium between various departments and the rest. Everyone is in the right place at the right time and doing the right thing. It actually cannot be done without their hard skills. Here I understand it.

There will be problems in every work. Problems can't be solved. We have had many problems in our work. we had many problems that we had to find solutions for. My role was immense then. We did it through many adverse problems. They have to be solved immediately. It was a big challenge

Managing the set the role of an assistant director on a set is very important. That's how I understood the work. As an assistant director, I had to ensure that everything on the set ran smoothly. I tried my best to maintain all the discipline on the set.



Figure 10.0.5: Prepared to set

We were getting the classroom ready for the filming location. I was now describing how to assemble our classroom furniture. I was indicating the ideal direction for the light to be. For this, we had numerous difficulties. because we were unable to make the room empty. Next, I assisted our advisor. I set up the space and snapped the picture.

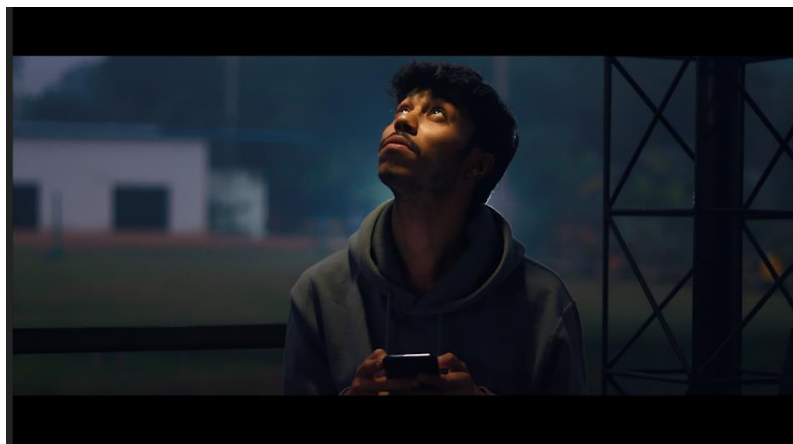


Figure 10.0.5:

We now left for the afternoon shoot. I was waiting nighttime. since the evening shoot had to be taken. To ensure the shoot is flawless, I must now construct the set here. Recognize that it is night time.



Figure 10.0.6: Prepared to set

I was getting the set ready now. for our photo shoot in the morning. Rilo, our morning shooter, will wake up holding the phone. We own the entire room's vibe because of that. I was trying to get the morning in the right mood. I had to adjust the room's lighting throughout in order to accomplish this.

On-Set Responsibilities Oversaw the set, ensuring that everyone followed the timetable and kept the mood pleasant. Collaborated with lighting technicians, camera operators, and other departments to make sure the filming went smoothly. As needed, I helped guide extras and background performers, making sure they were positioned correctly and carrying out their roles to the best of their abilities.



Figure 10.0.7: Acting time

I had to supervise the cast and occasionally advise the cinematographer how to get the required image. Without a thorough understanding of shoot divisions and cameras experience, successfully cinematographer and supervision was difficult achieving desired results. My ultimate goal was to get the best results, and it needed to be done blend of expert management and technical knowledge.

Post Production Overall, the role of an assistant director requirements a group of organizational skills, management abilities, and the ability to work well under pressure. The situation is hard but rewarding location that plays a critical role in the success of any production.

I had to act because of that. We weren't getting anyone to go with our shoot. Maybe some of the ones we were getting weren't giving the. That's why I have to act. So that the work is completed properly. This acting was not easy for me. After many attempts.

Acting Here I had to act in some ways. Because we didn't have that person at that moment to do the acting. I was very hesitant to do it, but I enjoyed it a lot.



Figure 10.0.8: Acting time

Sound Design and Editing Sound is very important. It is a thing that expresses our emotions and love and also serves to express our interest. I have done the sound work in this film beautifully. I have to work hard for the sound. Now I have to work day and night for the sound record.

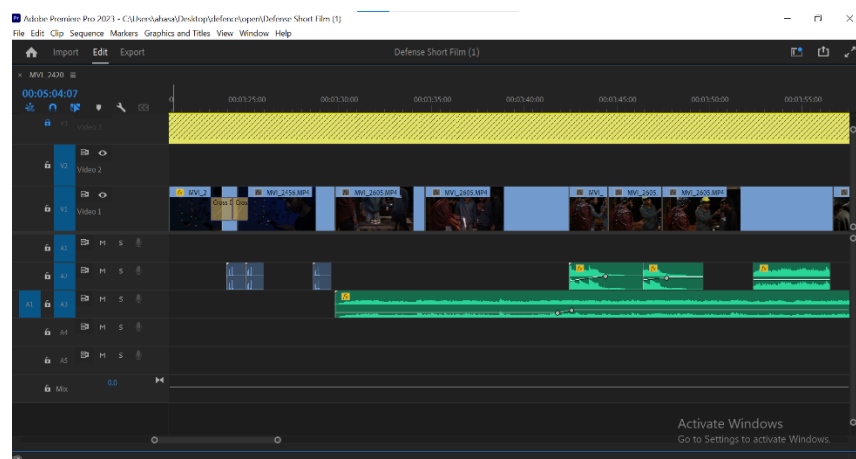


Figure 10.0.9: Sound editing

Conversation Editing The conversation is kept constant and clear throughout the whole movie. Clear sound is produced once any undesired background noise or noise is eliminated.

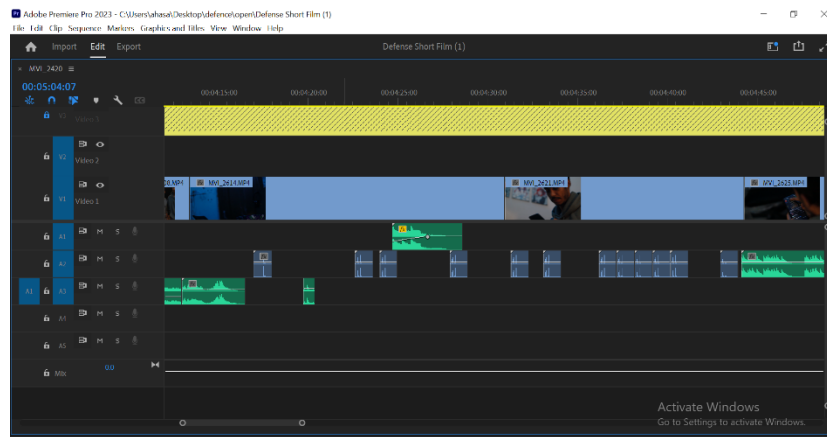


Figure 10.10: Editing sound

Sound Effects To improve the authenticity of our visuals, appropriate sound effects have been incorporated. Footsteps, doors opening and closing, and other sounds that are necessary for comprehension are among them.

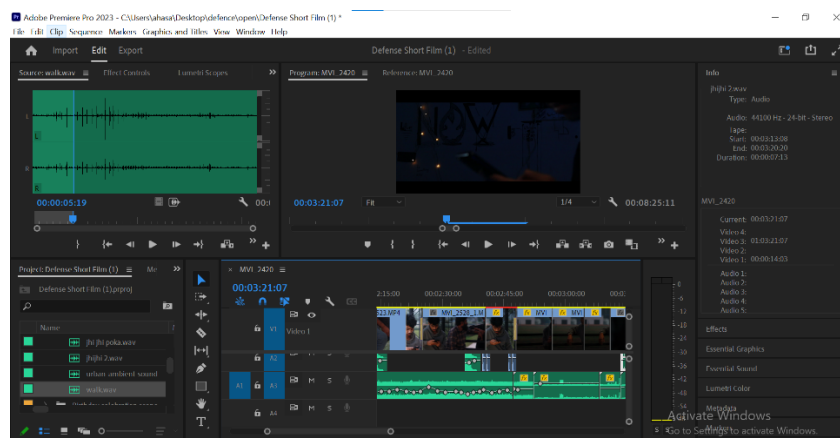


Figure 10.11: Sound editing

Music Selected words are combined with each image to correspond with the sound. Everything seems melodic because the music and the words have developed a lovely interaction.

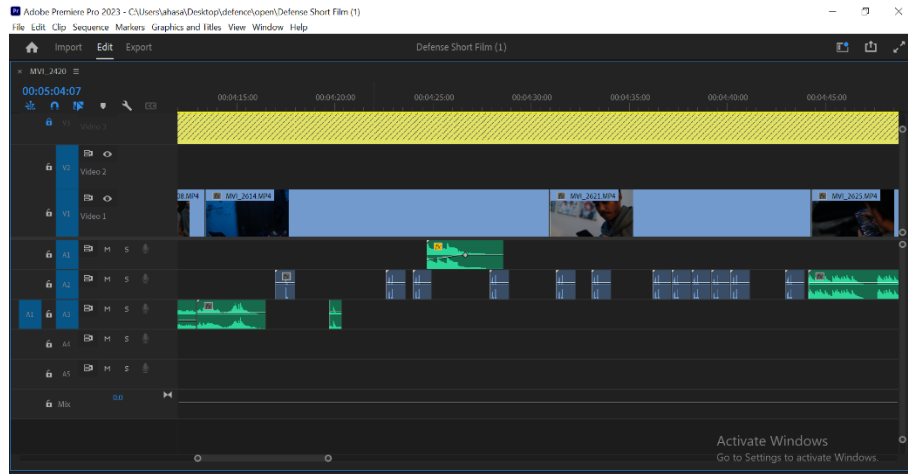


Figure 10.12: Added music

For the filming of riding to the bus here, I had to record the sound of the bus. When did the bus halt and when did it move? It was quite difficult for me. I was unable to replicate the sound in any manner. The sound had to be recorded multiple times for this. The sound was heavily accompanied by background noise. edited each one to be at the ideal location.

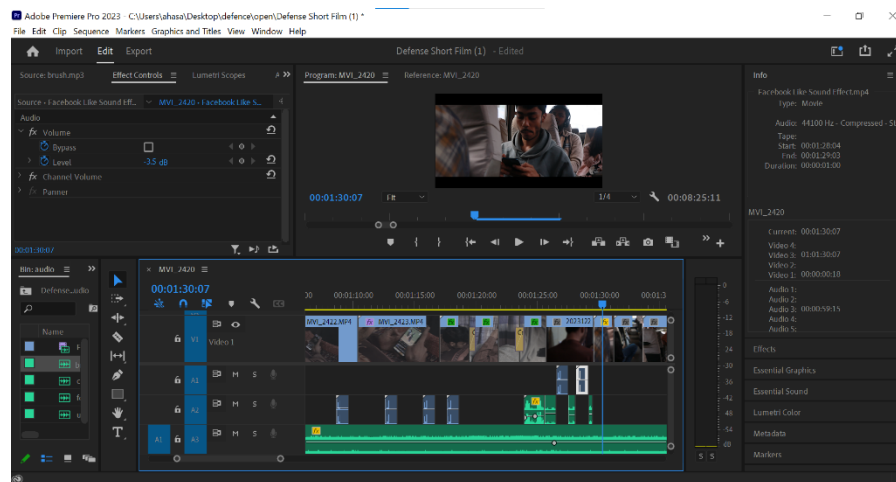


Figure 10.13: Prepared to set

I grabbed various noises, adjusted the Segou precisely, and rectified their measurements after performing a ton of research. I used Premiere Pro for this.

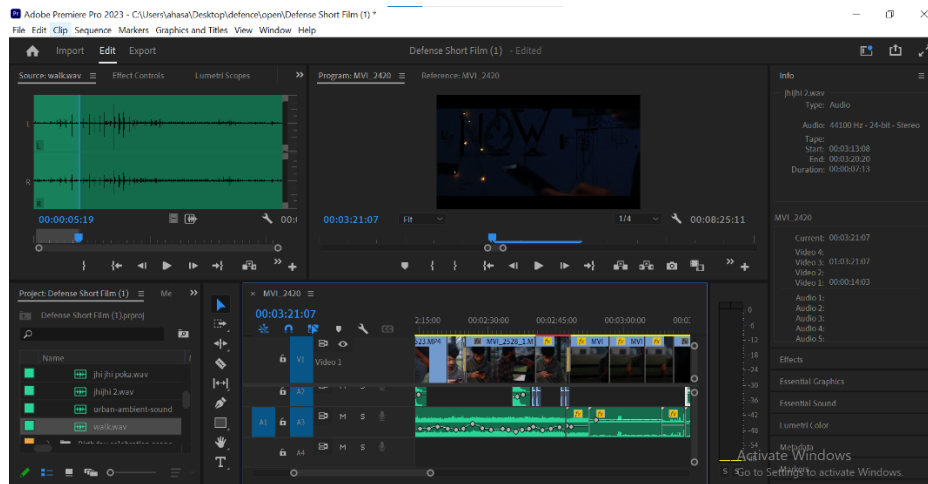


Figure 10.14: Background sound editing

We have taken the night shoot. We have given the night of that shoot. Fixed the sound level.

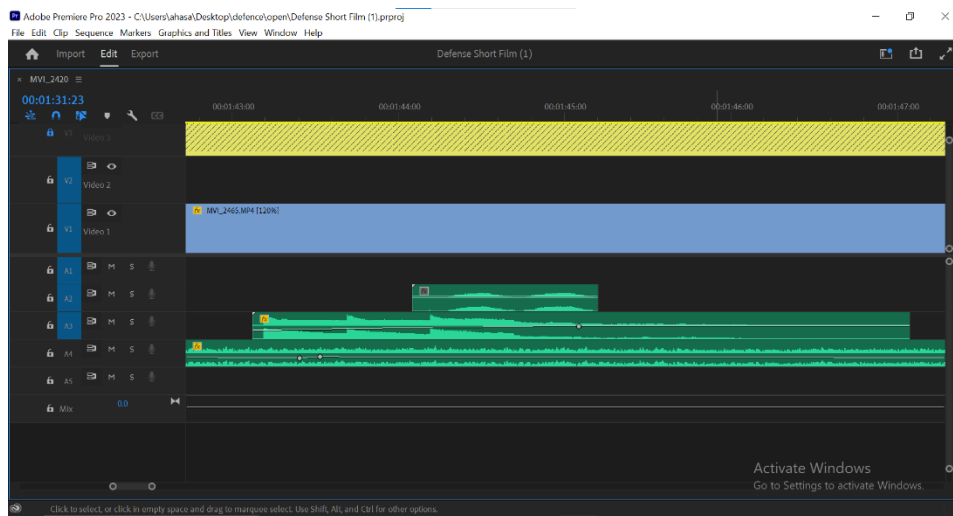


Figure 10.15: Voice editing

Now I have recorded some sound. Then I de-noised them and removed the noise and placed them here.

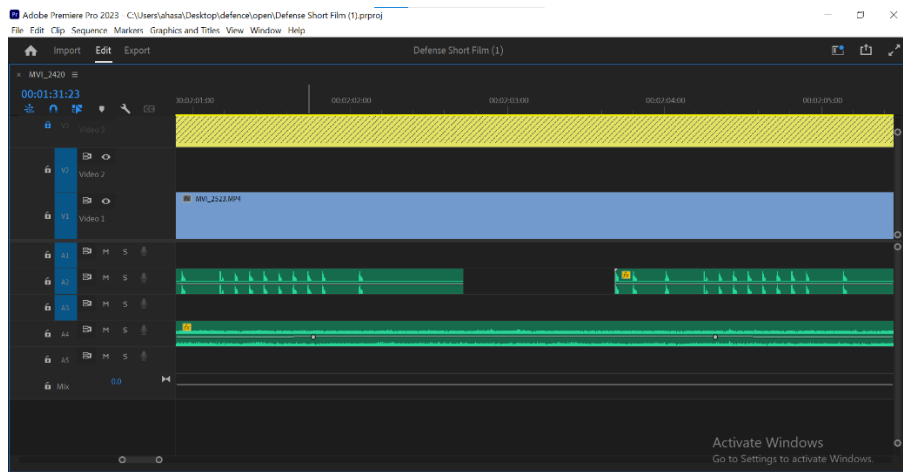


Figure 10.16: Voice editing

A short clip is given here after recording the sound of the class for our film class room. I saw different types of pictures for this. What kind of sound should be made. Then after understanding, I tried to make it.

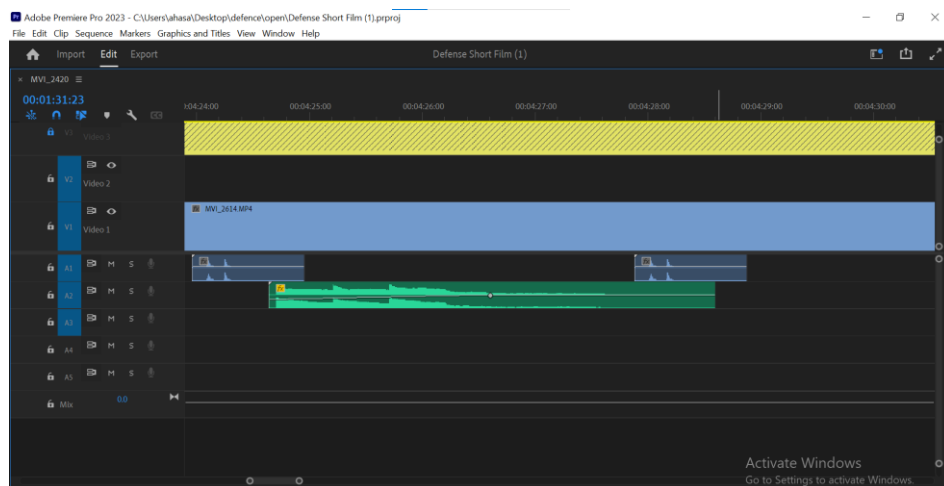


Figure 10.17: Sound effect

It's the sound I heard when strolling here. After that, I eliminated the noise from it and adjusted the volume using a sound effect. so that the audio is audible. It's tarp time for the evening now. I used Zhizhi Pooka to record Sandha Pokka's sound, then I altered it in post effects. I turned off the sound. The sound position was adjusted by me. It's good to hear that.

10.1 Work distribution

Name	ID	Participation of work
Ahasan Habib Limon	201-40-681	Video Editor & Assistant Director.
Sakib Hossan Nilom	201-40-650	Director & Cinematographer
Sadman Ahmed	201-40-685	Production Manager & Video Editor

Chapter 11

11.0 CONCLUSIONS

Through this project, we were able to collaborate as a team and learn new things. We have been able to learn a great deal and it has greatly aided in our job. This little video is a result of this encounter. As a result, we were able to obtain real-world shooting experience.

The primary subject of this short video is how individuals lose their emotions on social media. And that's what this generation is dealing with. Thus, this generation of boys and girls is the focus of our idea.

The story's protagonist spends the entire day browsing through his phone. The sound of Facebook's notification waking you up in the morning. After that, he gets up and boards the bus to the university.

Additionally, the phone scrolls there. In doing so, he distanced himself from his pals. cannot stay in touch with pals. He started to lose all emotion slowly. His mother contacts him the day after his birthday to find out if he is delighted with the present that she sent him. He was unable to respond to his mother's remarks, though. Subsequently, he loses his lover due to constant cell phone scrolling. He then experiences a panic attack and visits the doctor, but he is unable to react even then. He conveyed his feelings by pulling out an emoticon from his phone. Finally, he exits the hospital and heads to the park, where he witnesses both sobbing and happy faces. Then he becomes aware of what he has lost in life.

This project is for the group. As a result, we each split the task apart. And we put our all into it. In the movie, we tried a lot of details. To make a scene flawless, we made several changes to the film. We used three different methods of color grading when editing the film. Ultimately, we employed the option we felt was superior.

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