Final Phone Call Report

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<https://youtu.be/i61_oWmQeiM>

SYNOPSIS: A student imagines being invited to a concert with friends after overhearing a conversation.

STORY OUTLINE:

The film starts with a lonely student named Mark walking up the stairs on his way to sit down. While he's walking, Mark replays an overheard conversation in his mind. The conversation is from an earlier class, where 2 girls talk about going to a concert as well as who else is coming. As the conversation ends, Mark sits down and flips through a magazine to distract himself, but ultimately fails. His hand moves to his phone and he stares at it willing it to ring. We then switch to an imaginary phone call, where Mark hears the phone ring and picks it up. One of the girls from the class invites him to the concert and they figure out the details of going. The girl sounds excited that Mark’s coming and he is excited to be invited. We then switch back to reality, where Mark is still staring at his silent phone. He then goes back to his magazine all alone.

FINAL REPORT:

I actually did not change much from my original concept while editing. I added reverb to the girls’ conversation, which I thought I was not going to do. When the conversation was dry it did not feel like it was happening in his head. The reverb helped make the conversation feel more in his headspace. I also added a transition into the overheard conversation by taking part of the girls’ conversation and reversing it. By doing this instead of the reverb fading out it fading in creating a nice transition into the headspace. I used this same effect when entering and exiting the phone call. I did not replace the foley, but I did reduce the noise and cut out some loud bangs in the background. I used my own voice for ADR, which I felt I did a good job matching his movements. Since my voice does not match the character, I had to pitch it down a little bit. I thought it ended up sounding too robotic and unnatural, but it was the best way to do it. If I had to do this film again I probably would have found someone to do the ADR instead of me to have a better matching voice. I created the ringtone on Studio One with a software instrument. I made it happy and light to match the positive space. I liked the background music for the reality because it was sad without getting too slow or overly simplistic. Visually the reality has more blues making it colder where the imaginary phone call has more warmer tones. I slowed down the frames before and after the phone call to make him stare at his phone longer. I also added some extra clips at the end of the film to really show his solitude.

Sound Map

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| --- | --- | --- | --- | --- |
| Time | Diegetic or Non-Diegetic | Object, Foley,  Action, Ambience, Music | Effect | Music or Sound Description |
| 00:01 | Non-Diegetic | Music | Music fades in with image | Solemn, mellow, quiet |
| 00:05 | Diegetic | Foley | Footsteps |  |
| 00:05 | Diegetic | Foley | Clothing rustling |  |
| 00:05 | Diegetic | Foley | Bag |  |
| 00:07 | Diegetic | Action | Transition vacuum like sound into overheard conversation | Smoothly transitions into conversation in Mark’s head |
| 00:07 | Non-Diegetic | Music | Fades down | Becomes quieter to make space for girls’ conversation |
| 00:08 | Non-Diegetic | Dialogue | 2 Girls’ Conversation | With reverb |
| 00:19 | Diegetic | Foley | Bag hitting the ground |  |
| 00:21 | Diegetic | Foley | Bag Zipper |  |
| 00:22 | Diegetic | Dialogue | Girls’ Conversation fades out |  |
| 00:22 | Non-Diegetic | Music | Music Fades back up | Becomes a little louder to replace girls’ conversation, same level as beginning of film |
| 00:24 | Diegetic | Foley | Taking out magazine |  |
| 00:28 | Diegetic | Foley | Magazine flipping |  |
| 00:32 | Diegetic | Foley | Clothes rustling | When taking out phone |
| 00:36 | Non-Diegetic | Action | Enter vacuum sound | To enter imagined phone call |
| 00:36 | Non-Diegetic | Music | Music Fades out |  |
| 00:36 | Diegetic | Object | Phone ring | Vibraphone, happy tune |
| 00:40 | Diegetic | Dialogue | Phone Conversation | Girl edited to sound like she would through a phone, slightly panned left |
| 00:55 | Non-Diegetic | Music | Music fades back in |  |
| 00:55 | Non-Diegetic | Action | Exit vacuum sound | To exit imagined phone call |
| 00:58 | Diegetic | Foley | Clothing Rustling | For when he puts the phone back in his pocket |
| 01:01 | Diegetic | Foley | Magazine flipping |  |
| End of the End Credits | Non-Diegetic | Music | Fade out | Sadder than before, with a slow fade out into a black screen |

SCRIPT

While Mark is walking, he replays the conversation he overheard.

GIRL 1

Hey did you get the tickets yet?

GIRL 2

Yeah, I got them yesterday.

GIRL 1

Sweet! I’m so excited!

GIRL 2

Me too! Oh, except Alex told me he can’t go anymore, so now we have an extra ticket.

GIRL 1

Oh, that sucks, we'll have to find someone to give it to.

GIRL 2

Yeah, it’ll be fun though. Everyone else can still make it and I found…

GIRL 2’s voice trails off as Mark stops replaying the conversation in his head.

Later, during the imaginary phone call.

MARK

Hello?

GIRL 1

(over phone)

Hey Mark! Are you still in the building?

MARK

Yeah.

Girl 1

A bunch of us were going downtown to see a concert tonight. Do you want to come?

MARK

What time is that happening at?

GIRL 1

8 o'clock? We were going to grab dinner.

MARK

Ok, when do you need me to be there?

GIRL 1

Why don’t you meet us at the library at 6.

MARK

Ok, I’ll see you then.