

ANGUISH

The word "ANGUISH" is rendered in a large, black, jagged, and dripping font. The letters are set against a solid orange background. Various horror-themed illustrations are integrated with the text: a hand holding a dagger is positioned above the 'A', a mouse is to the left of the 'A', a hand holding a cleaver is above the 'S', and two hands with claws are positioned above the 'I'.

PRESS KIT

The words "PRESS KIT" are rendered in a large, white, jagged, and dripping font. The letters are set against a solid orange background. Various horror-themed illustrations are integrated with the text: a hand holding a dagger is positioned above the 'P', a cleaver is above the 'S', a mouse is on top of the 'S', a hand holding a dagger is above the 'K', and two hands with claws are above the 'I'.

<b>FILM INFORMATION</b>	<b>3</b>
<b>SYNOPSIS</b>	<b>4</b>
<b>LOGLINE</b>	<b>6</b>
<b>DIRECTORS STATEMENT</b>	<b>7</b>
<b>PRODUCERS STATEMENT</b>	<b>8</b>
<b>POSTER</b>	<b>9</b>
<b>PRODUCTION INSIGHTS</b>	<b>10</b>
<b>CREDIT LIST</b>	<b>10</b>
<b>SPONSORS</b>	<b>13</b>
<b>BTS AND PRODUCTION STILLS</b>	<b>14</b>
<b>KEY CAST AND CREW BIOS</b>	<b>18</b>
<b>CREW INTERVIEWS</b>	<b>25</b>
<b>AWARDS</b>	<b>57</b>
<b>VIDEO LINKS</b>	<b>58</b>
<b>CONTACT AND PRESS INQUIRES</b>	<b>60</b>

# FILM INFORMATION

- **FILM TITLE : ANGUISH**
- **GENRE : PSYCHOLOGICAL THRILLER**
- **RUNNING TIME : 11 MINUTES**
- **LANGUAGE : ENGLISH**
- **AUDIO : BOTH 5.1 AND STEREO**
- **DCP IS AVAILABLE.**
- **ASPECT RATIO : 16:9**
- **COLOUR: YES**
- **COUNTRY OF ORIGIN : SOUTH-AFRICA**
- **PRODUCTION COMPANY : AFDA JOHANNESBURG**
- **RELEASE DATE : 25 NOVEMBER 2023**
- **FILM CATEGORY : STUDENT/SHORT FILM**
- **VIEWING RESTRICTION : 16 V**

# SYNOPSIS

IN WHAT SEEMS TO BE A ZOMBIE-INFESTED WORLD A DEVOTED SON, SAM (PROTAGONIST) MUST TEND TO HIS ZOMBIE MOTHER. DURING THIS TIME, HE MUST SURVIVE THE ZOMBIE APOCALYPSE WHILE ALSO FINDING A WAY TO ENDURE HIS ZOMBIFIED MOTHER. SUBSEQUENTLY SAM'S RELATIONSHIP WITH HIS MOTHER IS ULTIMATELY TESTED WHICH IN TURN WILL REVEAL TO HIM THE ACTUALITY SURROUNDING THE PREDICAMENT HE FINDS HIMSELF IN.



THEME

IN ORDER TO DEAL WITH ONES TRAUMA, ONE MUST DEAL WITH THE ACTUALITY OF IT

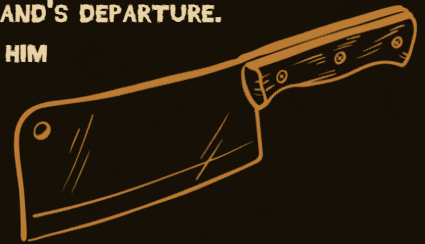
THE STORY UNFOLDS IN THE DESOLATION OF AN ISOLATED FARMHOUSE, AN EERIE SANCTUARY IN THE MIDST OF NOWHERE. SAM, OUR PROTAGONIST, SITS AT A DILAPIDATED DESK IN A SHODDY ROOM, CLICKING HIS PEN AND CHRONICLING HIS EXPERIENCES IN A DIARY. A FLASHBACK TRANSPORTS US TO A PRE-OUTBREAK TIME WHEN SAM AND ABIGAIL, HIS COMPANION, TRAVERSE IN A CAR. AMIDST A HEATED ARGUMENT, A SUDDEN ZOMBIE ASSAULT SHATTERS THEIR WORLD. ABIGAIL IS BITTEN, INFECTING HER, WHILE SAM, PARALYSED WITH TERROR, WITNESSES THE HORRIFYING SCENE.



RETURNING TO THE PRESENT, SAM NAVIGATES THE DETERIORATED WORLD, SETTING RAT TRAPS AS HE CONFRONTS VIVID FLASHBACKS OF HIS MOTHER'S ABUSIVE PAST. BACK HOME, HE RITUALISTICALLY WASHES A RAT UNDER A DIM KITCHEN LIGHT, HAUNTED BY MEMORIES OF ABIGAIL'S CHILDHOOD BRUTALITY. WITHIN THE CONFINES OF HIS HOUSE, A SHADY FIGURE LURKS IN THE DARK. SAM VENTURES INTO AN EMPTY ROOM, WHERE THE GHOSTLY VOICE OF ABIGAIL BECKONS HIM CLOSER. AS HE APPROACHES, A RESTRAINED ZOMBIE VERSION OF HIS MOTHER LUNGES FORWARD, THWARTED BY CHAINS.



MOTHER AND SON SHARE A HAUNTING GAZE — ABIGAIL DRIVEN BY A PRIMAL HUNGER, SAM PARALYSED BY TERROR AT THE SIGHT OF HIS ZOMBIFIED MOTHER. LATER, AS SAM RETREATS TO HIS ROOM, THE HOUSE BECOMES A CANVAS FOR EERIE SHADOWS, HINTING AT THE PSYCHOLOGICAL TURMOIL WITHIN. ABIGAIL, NOW MORE COMPOSED, DEVOURS A RAT WHILE HAUNTED BY FLASHBACKS OF HER HUSBAND'S DEPARTURE. IN THE EVENING, SAM SITS IN HIS OFFICE, STARING AT AN OLD PHOTOGRAPH OF HIM AND ABIGAIL. THE VOICE-OVER REVEALS HIS INNER TURMOIL, COMPELLING HIM TOWARD A DECISIVE ACTION. ARMED WITH A KNIFE, HE HEADS TO ABIGAIL'S ROOM, READY TO END HER SUFFERING. HOWEVER, HIS RESOLVE FALTERS AS MEMORIES OF HIS FATHER ABANDONING THEM FLOOD HIS MIND.



THE PIVOTAL MOMENT IS DISRUPTED BY A SUDDEN KNOCK ON THE DOOR. REA AND ZOE, TWO STRANDED WOMEN SEEKING HELP, APPEAR. TENSIONS RISE AS ABIGAIL'S AGITATED PRESENCE INTENSIFIES, CAUSING THE VISITORS TO FLEE IN FEAR. SAM, CAUGHT IN A WHIRLWIND OF PANIC AND FLASHBACKS, DECIDES TO CHASE AFTER REA AND ZOE. OUTSIDE, HE IS CONFRONTED BY APPROACHING ZOMBIES, LEADING TO A CHAOTIC RETREAT BACK INTO THE HOUSE. FLASHBACKS UNVEIL SAM'S TROUBLED PAST, MARKED BY HIS FATHER'S DEPARTURE AND ABIGAIL'S DESCENT INTO ABUSE. THE NARRATIVE SHIFTS BETWEEN PAST AND PRESENT, REVEALING THE ROOTS OF SAM'S STRUGGLES.



AS DAWN BREAKS, SAM, ARMED WITH A KNIFE, ATTEMPTS ONCE MORE TO CONFRONT ABIGAIL. OUTSIDE, REA AND ZOE RETURN WITH POLICE OFFICERS, RESPONDING TO THE DISTURBANCE. A TENSE STANDOFF ENSUES, LEADING TO A WARNING SHOT FIRED BY ONE OF THE OFFICERS, MOMENTARILY STUNNING SAM. REVELATIONS UNFOLD AS THE SECOND OFFICER DISCOVERS SAM'S ROOM FILLED WITH DRUGS. FLASHBACKS CLARIFY THAT ABIGAIL'S INITIAL ATTACKER WAS A HUMAN, NOT A ZOMBIE, CHALLENGING SAM'S DISTORTED PERCEPTION.

MISUNDERSTOOD AND DESPERATE TO DE-ESCALATE, SAM WAVES THE KNIFE IN CONFUSION, PROMPTING THE FATAL INTERVENTION OF THE OFFICERS. SHOT IN THE CHEST, SAM COLLAPSES. IN HIS DYING MOMENTS, HE APOLOGISES TO ABIGAIL, WHO HOLDS HIM AS TEARS FALL. THE SECOND OFFICER EXITS SAM'S ROOM, REVEALING THE DIARY FILLED NOT WITH COHERENT WRITING BUT WITH VIOLENT SCRIBBLES AND SKETCHES OF ZOMBIES ON EVERY PAGE.

# LOGLINE

**A DEVOTED SON IS FORCED  
TO FACE HIS TRAUMA IN  
ORDER TO HELP HIS  
INFECTED MOTHER IN A  
ZOMBIE APOCALYPTIC  
WORLD.**

# DIRECTORS STATEMENT

THE WORD ANGUISH, THE TITLE OF OUR FILM, ENCAPSULATES THE PROFOUND MENTAL AND PHYSICAL PAIN EXPERIENCED BY OUR PROTAGONIST, SAM. SET AGAINST THE BACKDROP OF A ZOMBIE APOCALYPSE, OUR NARRATIVE DELVES INTO DEEPER THEMES. SAM'S HARROWING EMOTIONAL JOURNEY STEMS FROM A CHILDHOOD MARRED BY ABUSE AT THE HANDS OF HIS MOTHER, COMPELLING HIM TO COPE WITH HIS TRAUMA THROUGH SUBSTANCE ABUSE. AS SAM MATURES, HIS MOTHER COMES TO REALISE THE PROFOUND DAMAGE SHE INFLICTED ON HIM AND ENDEAVOURS TO RECONCILE HER PAST MISTAKES. IN THE MIDST OF A ZOMBIE-RAVAGED WORLD, OUR FILM COURAGEOUSLY TACKLES PRESSING SOCIETAL ISSUES, PARTICULARLY THE STRUGGLES OF TODAY'S YOUTH, WHO GRAPPLE WITH TRAUMA THROUGH THE DETRIMENTAL PATH OF SUBSTANCE ABUSE. IT SHEDS LIGHT ON THE ABSENCE OF GUIDANCE ON HOW TO NAVIGATE CHILDHOOD TRAUMA AND STRESS POSITIVELY, LEADING TO A CASCADE OF NEGATIVE CONSEQUENCES SUCH AS YOUTH ADDICTION, FRACTURED FAMILIES, AND A PERVERSIVE CYCLE OF MENTAL AND PHYSICAL SUFFERING THROUGHOUT THE NATION. OUR FILM SERVES AS A VITAL VEHICLE FOR RAISING AWARENESS AND EDUCATING YOUNG TEENAGERS ABOUT THE FAR-REACHING CONSEQUENCES OF SUBSTANCE ABUSE ON THEIR FUTURES. IT UNDERSCORES THE CRUCIAL ROLE PARENTS PLAY IN SHAPING A CHILD'S LIFE, EMPHASISING THE NEED FOR POSITIVE GUIDANCE. IN ADDRESSING THESE ISSUES, ANGUISH BECOMES MORE THAN A CINEMATIC EXPERIENCE; IT BECOMES A POIGNANT COMMENTARY ON THE SOCIETAL CHALLENGES WE FACE AND A CALL TO ACTION FOR FOSTERING HEALTHIER COPING MECHANISMS FOR THE YOUTH.



# PRODUCERS STATEMENT

AS THE PRODUCER OF ANGUISH, I AM THRILLED TO PRESENT A FILM THAT TRANSCENDS THE CONVENTIONAL BOUNDARIES OF THE ZOMBIE GENRE. FROM ITS INCEPTION, OUR GOAL WAS TO DELIVER AN IMMERSIVE CINEMATIC EXPERIENCE THAT MARRIES THE VISCERAL FEAR OF THE UNDEAD WITH A NUANCED EXPLORATION OF CULTURAL IDENTITY AND SOCIETAL BREAKDOWN. NAVIGATING THE CHALLENGES OF A SHORT FILM FORMAT, WE COLLABORATED CLOSELY WITH A TALENTED TEAM TO BRING THIS VISION TO LIFE. FROM THE CAPTIVATING STORYTELLING TO THE AUTHENTIC MAKEUP DESIGN AND COMPELLING VISUAL ELEMENTS, ANGUISH IS A TESTAMENT TO THE POWER OF COLLABORATION AND CREATIVE SYNERGY. WE AIMED NOT ONLY TO DELIVER ON THE EXPECTATIONS OF A THRILLING ZOMBIE SHORT BUT ALSO TO PROVIDE AUDIENCES WITH A THOUGHT-PROVOKING NARRATIVE THAT RESONATES ON A DEEPER, EMOTIONAL LEVEL. WE INVITE VIEWERS TO EMBARK ON THIS INTENSE JOURNEY WITH US, WHERE HORROR MEETS HEART, AND THE UNDEAD BECOME A CANVAS FOR A NUANCED EXPLORATION OF THE HUMAN CONDITION.



# POSTER

SERRANO  
LAWRENCE

TIDIMALO  
MOEMISE

JOHN  
NCAMANE

LLEWELLYN  
CORDIER



# ANGUISH

PRODUCED BY ABDUR-RAHEEM RAZAK & CALALTESANG MABOANE WRITTEN BY LERATO MODISE DIRECTED BY MANDISA MARY-JANE MTEMBU & LERATO MODISE  
CINEMATOGRAPHY BY BOKANG SESELE & SHONA MICHELA HARRIS EDITED BY TAGEN VOGES SOUND DESIGN BY MUKUNDI RATSHIMBILANI MUSIC BY MUKUNDI RATSHIMBILANI  
PRODUCTION DESIGNER KYLA SWART COSTUME DESIGNER & MAKE UP NONTOMBI HLATSHWAYO IMAGE GRADING BY KATLEGO DINGA VISUAL EFFECTS BY TAGEN VOGES

WHEN MEMORIES BITE

[AFDA]  
The Authority for the Film and Video Industries

ALEXA

SK GREAT  
GREATNESS IS  
THE GREATEST

PANAVISION

10V  
EFFECTS

# PRODUCTION INSIGHTS

## CREDIT LIST

### CAST

SAM  
ABIGAIL  
YOUNG SAM  
SAM'S FATHER  
REA  
ZOE  
OFFICER RADEBE  
OFFICER BOTHA  
FLASHBACK ZOMBIE  
FLASHBACK THIEF  
VOICE ON RADIO

SERRANO LAWRENCE  
TIDIMALO MOEMISE  
VUYO MTEMBU  
TSHEPANG MTEMBU  
ITUMELENG MANAKA  
TAMSIN SWART  
JOHN NCAMANE  
LLEWELLYN CORDIER  
OFENTSE STANLEY MLAMBO  
RICHARD CIBI  
PHUMELELA TSHAZIBANA

### CREW

WRITTEN BY  
DIRECTED BY

LERATO MODISE  
MANDISA MARY-JANE MTEMBU  
LERATO MODISE  
RAHEEM RAZAK  
GALALETANG MABOANE

PRODUCED BY

### DEVELOPMENT & PRE-PRODUCTION

WRITTEN BY  
ORIGINAL CONCEPT BY  
LOCATION SCOUTING

LERATO MODISE  
TAGEN VOGES  
KYLA SWART  
MANDISA MARY-JANE MTEMBU  
GALALETANG MABOANE  
RAHEEM RAZAK  
TRUDI BADENHORST  
KYLA SWART  
BRONWYN NEWCATER  
MANGOBA CHILIZA  
TAGEN VOGES

PRODUCTION DESIGN MENTOR  
POSTER SKETCH ARTIST

CREW LOGO DESIGN  
GRAPHIC DESIGNER

### PRODUCTION

FIRST ASSISTANT DIRECTOR

RAHEEM RAZAK  
GALALETANG MABOANE

CINEMATOGRAPHY

BOKANG SESELE  
SHONA MICHELA HARRIS

**GAFFER/ GRIPS**

**MATTHEW PRINS  
OKUHLE MEKE  
SETHU MASUKU**

**PRODUCTION DESIGN  
MAKE-UP ARTIST  
WARDROBE**

**KYLA SWART  
NONTOMBI HLATSHWAYO  
NONTOMBI HLATSHWAYO**

**DIGITAL IMAGING TECHNICIAN  
SLATE MANAGER  
LOGGING  
CONTINUITY**

**KATLEGO DINGA  
TAGEN VOGES  
NATALIE GITHU  
NATALIE GITHU  
TAGEN VOGES**

**SOUND MIXER  
BOOM OPERATOR  
SOUND ASSISTANT**

**MUKUNDI RATSHIMBILANI  
MUKUNDI RATSHIMBILANI  
VUYISWA NDZEKE**

**PANAVISION EASY RIG HIRE**

**BRADLEY SNYDERS**

**ZOMBIE PROSTHETICS  
POLICE UNIFORM HIRE  
PROP CAR OWNER**

**JURINE ERWEE  
MABEL MOFOKENG  
MOHAMED RAZAK**

**CHILD MINDER  
FIRE MARSHAL  
LOCATION**

**GALALETANG MTEMBU  
JENNY SWART  
OWNER PAUL SWART**

**BTS VIDEOGRAPHER  
BTS PHOTOGRAPHER**

**KAMVALENKOSI MADIMA  
KAMVALENKOSI MADIMA**

**CATERING**

**GALALETANG MABOANE**

**BUILDING TEAM**

**SEB VD MERWE  
SID KEYSER  
PHANA NKOMBO  
THULANI NCEBE  
TAU**

**LOGISTICS**

**JATEEN NATHA  
JENNY SWART  
RAHEEM RAZAK  
KYLA SWART**

**HEAD OF SECURITY**

**REGGY PIET NGWENYA**

**SECURITY TEAM**

**SURPRISE THABEBE  
THABANG MADLANGU  
LINDEKUHLE MDLALOSE  
MAVUNDLA  
THABANI MATHUTHU**

**THABO MALATJE**

**POST-PRODUCTION**

**DATA MANAGEMENT  
EDITING  
VISUAL EFFECTS  
COLOUR GRADING  
SOUND DESIGN  
MUSIC COMPOSITION**

**KATLEGO DINGA  
TAGEN VOGES  
TAGEN VOGES  
KATLEGO DINGA  
MUKUNDI RATSHIMBILANI  
MUKUNDI RATSHIMBILANI**

**SPECIAL THANKS**

- PAUL SWART
- JENNY SWART
- ANNALIE HARRIS
- RICHARD KALDENBERG
- TAMSIN SWART
- REFILOE SEKGOKA
- GAVIN DEE
- MASINDI NEMBUDANI
- REMBULUWANI NEMBUDANI
- TSHILIDZI NEMBUDANI
- TSHILIDZI MAKHONJWA
- VHUSTILO NGWENYA
- TRUDI BADENHORST
- REGGY PIET NGWENYA
- BRADLEY SNYDERS
- MABEL MOFOKENG
- JATEEN NATHA
- FATIMA VAWDA
- SHAMIMA VAWDA
- ZARINA VAWDA
- HASEENA VAWDA
- NAZRANA VAWDA
- GOOLAM VAWDA
- MOHAMED RAZAK
- JURINE ERWEE
- NAOMI GREWAN
- DENZEL NYATHI
- JORDYN GOEIEMAN
- THE NON PAPERLESS POET
- PRISCILLA KOLWANE – GAUTENG FILM COMMISSION
- VEENA DUBRU – DEPARTMENT OF EMPLOYMENT AND LABOUR
- ESTHER KOCK – DEPARTMENT OF EMPLOYMENT AND LABOUR
- JANE-ANNE RAATH
- TABITHA DE JAGER
- NEILL JORDAAN
- TEBOGO SEKGOKA
- MARIA SEKGOKA
- MARK BUYSKES
- BRADLEY GOSS
- LAUREN FIDLER
- LUNGELO KUZWAYO

**THANK YOU TO ALL THE TEACHING AND GROUND STAFF OF AFDA JOHANNESBURG**

# SPONSORS



MGN WALLPAPER



# BTS AND PRODUCTION STILLS

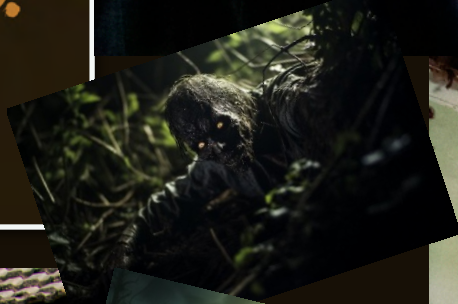




SCENE	18	SHOT	94/96	TAKE	1
DATE	11/18/2023	DAY	INT	SOUND	
STUDIO LINE 011640-5983					



**JUST**  
**3**  
**WEEKS TO GO!**



**WHEN**  
**MEMORIES**  
**BITE!**



# ANGUISH



IMAGINE A ZOMBIE  
APOCALYPTIC WORLD IN  
SOUTH AFRICA



# KEY CAST AND CREW BIOS

MEET THE VISIONARIES BEHIND THE CAMERA, THE MAESTROS OF SPECIAL EFFECTS, AND THE ARCHITECTS OF THIS HAUNTING CINEMATIC EXPERIENCE. JOIN US AS WE DELVE INTO THE BACKGROUNDS, INSPIRATIONS, AND UNIQUE CONTRIBUTIONS OF EACH CREW MEMBER, AS THEY COLLECTIVELY BREATHE LIFE INTO A WORLD WHERE THE BOUNDARY BETWEEN THE LIVING AND THE UNDEAD BLURS INTO A CHILLING DANCE OF SURVIVAL.



# DIRECTOR

## MANDISA MARY-JANE MTEMBU

MANDISA MARY-JANE MTEMBU ALSO KNOWN AS MARY JANE IS A 21 YEAR OLD CREATIVE DIRECTOR, PRODUCER, MUSICIAN, MODEL AND ACTRESS. SHE BELIEVES TO BE A MULTI-TALENTED CREATIVE THAT BRINGS FRESH AND VIBRANT IDEAS TO THE TABLE. SHE BELIEVES IN CHALLENGING HERSELF TO ALWAYS EXECUTE HER VISIONS. THROUGHOUT HER JOURNEY IN THE ENTERTAINMENT INDUSTRY, SHE HAS GAINED A LOT OF KNOWLEDGE AND EXPERIENCE IN ALL HER FIELDS OF WORK AND IS STILL KEEN ON LEARNING MORE. HER RELIABILITY, WORK ETHIC AND DETERMINATION ARE NON-QUESTIONABLE.

### MY ROLE

AS THE CREATIVE AND TECHNICAL DIRECTOR OF SHORT FILM NAMED "ANGUISH". I WILL BE ENSURING THAT I VISUALLY TELL THE STORY OF SAM AND HIS MOTHER ABIGAIL TO THE BEST OF MY ABILITY. I WILL ENSURE THAT THIS FILM IS RIGHTFULLY REPRESENTED AND EMOTIONALLY CONNECTS WITH THE AUDIENCE THROUGH MEDIUM. I WANT TO PORTRAY SAM'S WORLD VERY CLEARLY AND ENSURE THE AUDIENCE CAN EMOTIONALLY SYMPATHIZE WITH SAM WHEN WATCHING OUR FILM.

### MY PASSION FOR FILM

SHE BELIEVE THAT HER PASSION FOR FILM HAS BEEN THERE SINCE SHE WAS A LITTLE KID. SHE ALWAYS FOUND HERSELF BEING INTRIGUED BY THE WAY STORIES WERE TOLD AND THE DIFFERENT MEDIUM STYLES USED TO TELL MANY STORIES. SHE BELIEVES THAT EVERY HUMAN BEING HAS A STORY TO TELL AND THAT THE EYES ARE THE LENS OF THE CAMERA WHEREAS THE MIND CREATES A FILM OF IT OWN. HER PASSION FOR DIRECTING CAME FROM HER OBSESSION ON BEING A CREATIVE THAT ENJOYS REAL LIFE STORIES ABOUT REAL LIFE PEOPLE. ADDRESSING REAL LIFE SITUATIONS.

### FUTURE ASPIRATIONS:

I PLAN ON BECOMING A VERY WELL RESPECTED DIRECTOR THAT IS ABLE TO EMOTIONALLY CAPTIVATE THE TARGETED AUDIENCE AND BE ABLE TO SEND THROUGH AN IMPACTFUL MESSAGE. MY GOAL IS TO CREATE CREATIVE FILMS, COMMERCIALS AND SERIES THAT TELL STORIES THAT WILL ENCOURAGE AND INSPIRE OUR YOUTH ESPECIALLY IN THESE TOUGH TIMES THAT WE LIVE IN AS A COUNTRY. I PLAN ON CREATING STORIES THAT WILL CONNECT TO ISSUES FACED WITHIN OUR SOCIETY AND EXPOSE THEM WHILE POSITIVELY ILLUSTRATING SOLUTIONS TO OUR PROBLEMS.



# PRODUCER

## RAHEEM RAZAK

IN THE REALM OF ANGUISH, MY ROLE AS THE PRODUCER EXTENDED BEYOND THE TRADITIONAL RESPONSIBILITIES. IT INVOLVED NAVIGATING THE COMPLEXITIES OF PRE-PRODUCTION, COLLABORATING WITH A DIVERSE CAST AND CREW, AND OVERSEEING THE INTRICATE DANCE BETWEEN CREATIVE VISION AND LOGISTICAL EXECUTION. THE EXPERIENCE ENRICHED MY UNDERSTANDING OF THE COLLABORATIVE NATURE OF FILMMAKING, WHERE EACH MEMBER OF THE TEAM PLAYS A PIVOTAL ROLE IN SCULPTING THE FINAL CINEMATIC TAPESTRY.

LOOKING TOWARD THE FUTURE, MY ASPIRATIONS IN THE WORLD OF FILM PRODUCTION ARE AMBITIOUS AND FAR-REACHING. BEYOND THE CONFINES OF ACADEMIA, I ENVISION MYSELF PRODUCING IMPACTFUL AND INNOVATIVE CINEMATIC EXPERIENCES THAT NOT ONLY ENTERTAIN BUT ALSO RESONATE WITH AUDIENCES ON A VISCERAL LEVEL. WHETHER THROUGH EXPLORING NEW NARRATIVE FORMATS, EXPERIMENTING WITH CUTTING-EDGE TECHNOLOGIES, OR CHAMPIONING DIVERSE STORYTELLING VOICES, MY FUTURE ENDEAVOURS AIM TO LEAVE AN INDELIBLE MARK ON THE CINEMATIC LANDSCAPE.

ONE DISTINCTIVE ASPECT THAT SETS ME APART IN THIS CINEMATIC JOURNEY IS THE CREATION OF NEO-CENTRIC, A STREAMING SERVICE THAT FOCUSES ON SHORT-FORM CONTENT. NEO-CENTRIC IS NOT JUST A PLATFORM; IT IS A REFLECTION OF MY COMMITMENT TO OFFERING AUDIENCES A CURATED SPACE FOR CAPTIVATING AND THOUGHT-PROVOKING STORIES. SHORT-FORM CONTENT, WITH ITS ABILITY TO CONVEY POWERFUL NARRATIVES IN A CONDENSED FORMAT, EMBODIES THE ESSENCE OF NEO-CENTRIC'S VISION.

IN ADDITION TO THIS, I PROUDLY SPEARHEADED THE CREATION OF THE FIRST SOUTH AFRICAN STUDENT INTERACTIVE FILM. THIS GROUNDBREAKING PROJECT NOT ONLY SHOWCASES MY TECHNICAL AND CREATIVE PROWESS BUT ALSO UNDERSCORES MY COMMITMENT TO PUSHING THE BOUNDARIES OF TRADITIONAL FILMMAKING. THE INTERACTIVE FILM FORMAT OFFERS AUDIENCES A UNIQUE AND IMMERSIVE EXPERIENCE, ALLOWING THEM TO ACTIVELY ENGAGE WITH THE NARRATIVE — A TESTAMENT TO MY BELIEF IN THE POTENTIAL OF STORYTELLING TO TRANSCEND CONVENTIONAL BOUNDARIES.



# EDITOR AND VFX

## TAGEN VOGES

### PASSION FOR FILMMAKING:

MY PASSION FOR FILMMAKING RUNS DEEP. I AM ENAMORED BY THE POWER OF CINEMA TO EVOKE EMOTIONS, CHALLENGE PERSPECTIVES, AND INSPIRE CHANGE. THE ABILITY TO TRANSPORT AUDIENCES INTO NEW WORLDS AND TOUCH THEIR HEARTS IS WHAT DRIVES ME TO PURSUE THIS ARTISTIC MEDIUM. I FIND IMMENSE JOY IN COLLABORATING WITH FELLOW CREATIVES, TRANSLATING THEIR COLLECTIVE VISION INTO A VISUAL MASTERPIECE THAT RESONATES WITH AUDIENCES.

### MY ROLE IN THE PRODUCTION:

IN OUR FILM PRODUCTION, I PLAY A CRUCIAL ROLE BOTH DURING THE DEVELOPMENT PHASE AND THE POST-PRODUCTION PHASE. DURING THE DEVELOPMENT PHASE, I ACTIVELY CONTRIBUTED TO THE CREATION OF THE SCRIPT, LENDING MY CREATIVE INPUT AND EXPERTISE TO SHAPE THE STORY AND CHARACTERS. AS AN EDITOR, I POSSESS A DEEP UNDERSTANDING OF STORYTELLING, ENABLING ME TO OFFER VALUABLE INSIGHTS THAT ENHANCE THE SCRIPT.

IN THE POST-PRODUCTION PHASE, I BRING THE FILM TO LIFE THROUGH MY EDITING SKILLS. WORKING CLOSELY WITH THE DIRECTOR AND OTHER MEMBERS OF THE CREW, I METICULOUSLY SELECT THE BEST SHOTS, ARRANGE THEM IN A

COHESIVE ORDER, AND CRAFT THE OVERALL VISUAL AND EMOTIONAL EXPERIENCE OF THE FILM. POST-PRODUCTION IS WHERE THE MAGIC TRULY HAPPENS, AS I TRANSFORM RAW FOOTAGE INTO A CAPTIVATING AND IMMERSIVE CINEMATIC EXPERIENCE.

### FUTURE ASPIRATIONS:

LOOKING AHEAD, MY ULTIMATE GOAL IS TO ESTABLISH MYSELF AS A RENOWNED FILM AND DOCUMENTARY EDITOR. I ASPIRE TO WORK ON A WIDE RANGE OF PROJECTS, FROM FEATURE FILMS TO DOCUMENTARIES, WITH A FOCUS ON TELLING STORIES THAT HAVE A PROFOUND IMPACT ON SOCIETY. ADDITIONALLY, I AIM TO DOMINATE THE EDITING SPACE ON SOCIAL MEDIA IN SOUTH AFRICA, LEVERAGING DIGITAL PLATFORMS TO SHOWCASE MY TALENT, SHARE INSIGHTS, AND CONNECT WITH FELLOW FILMMAKERS AND ENTHUSIASTS.

### INTERESTING FACT:

AN INTERESTING FACT ABOUT ME IS THAT I AM CURRENTLY UNDERTAKING THE TREMENDOUS CHALLENGE OF STUDYING A FULL-TIME DEGREE WHILE SIMULTANEOUSLY WORKING A FULL-TIME REMOTE JOB. THIS DEMANDING ENDEAVOUR SHOWCASES MY COMMITMENT, TIME MANAGEMENT SKILLS, AND DETERMINATION TO EXCEL IN BOTH MY EDUCATION AND PROFESSIONAL CAREER. IT HIGHLIGHTS MY UNWAVERING DEDICATION TO PURSUING MY PASSION FOR FILMMAKING, EVEN AMIDST A BUSY SCHEDULE.



# CINEMATOGRAPHER

## BOKANG SESELE

MY PASSION FOR FILMMAKING ORIGINATED FROM THE INTEREST OF DIGITAL ART REVOLVING AROUND PHOTO MANIPULATION BASED ON FANTASY AND DYSTOPIAN WORLDS. THE CREATION OF SOMETHING THAT ISN'T NORMALLY SEEN ON A DAILY BASIS FASCINATES ME. BEING ABLE TO APPLY THESE CONCEPTS OF ANTI-REALISM WITHIN STORIES IS SOMETHING I'D BE INTERESTED TO PURSUE FURTHER AND SEE HOW ONE CAN ENHANCE AND AMPLIFY UPCOMING STORIES WITHIN THE FANTASY AND HORROR GENRE.

MY ROLE IN THE UPCOMING PRODUCTION DURING THE PREPRODUCTION PHASE, IS TO PLAN HOW ONE WILL VISUALLY CAPTURE THE PIECES OF THE STORY THROUGH THE CREATION OF SHOT LISTS AND STORYBOARDS, IN ADDITION THIS WOULD SET THE PARAMETERS FOR THE CHOICE OF EQUIPMENT WHICH WILL LATER BE PICKED OUT AND ALLOW US TO CREATE THE DESIRED FLOOR PLAN FOR EACH SCENE. MY DUTY IS TO ENHANCE THE NARRATIVE THROUGH VISUAL STORYTELLING IN THE BEST WAY POSSIBLE THAT SUITS THE GENRE.

MY FUTURE ASPIRATIONS ARE TO IMPROVE THE QUALITY OF FILMMAKING WITHIN THE HORROR GENRE LOCALLY AS WELL AS TELL LOCAL STORIES FROM A DIFFERENT STAND VIEW, FOR FROM THE NORMS OF SOCIETY. I DREAM TO TRAVEL THE WORLD AND INTAKE NEW EXPERIENCES AS WELL AS BROADEN MY KNOWLEDGE. I SEEK TO BE AN EXEMPLARY FIGURE IN MY FIELD THAT IS ABLE TO GIVE BACK TO THE COMMUNITY

STUDIED SPECIALIZATION IN GEOLOGY AS WELL AS AGROMETEOROLOGY & GEOGRAPHY BEFORE COMING TO AFDA.



# PRODUCTION DESIGN

## KYLA SWART

MY NAME IS KYLA SWART, AND I AM A THIRD-YEAR STUDENT STUDYING A BA IN MOTION PICTURE MEDIUM AT AFDA, MAJORING IN PRODUCTION DESIGN AND CHARACTER DESIGN AND STYLING. I AM A PART OF INFINITY34FILMS, AND MY ROLE IN THE CREW IS THE PRODUCTION DESIGN. THIS MEANS THAT I AM IN CHARGE OF THE SET DESIGNS, PROPS AND SET DRESSING ELEMENTS.

MY PASSION FOR FILMMAKING STEMS FROM ART AND THEATRE, AND THE ABILITY TO TELL STORIES THROUGH VISUALS. I AM INSPIRED BY HOW FILM CAN CAPTURE INTRICATE DETAILS AND INTIMATE MOMENTS IN ORDER TO EVOKE AN EMOTIONAL EXPERIENCE.

MY FUTURE ASPIRATIONS INCLUDE BEING ABLE TO DESIGN AND CREATE SETS FOR MUSIC VIDEOS AND SHORT FILMS, AS WELL AS EXECUTE CREATIVE MAKEUP LOOKS IN EDITORIAL AND COMMERCIAL FASHION SHOOTS AND RUNWAYS, AND FOR FILM. AS AN ARTIST, MY MAIN GOAL IS TO SPREAD MY CREATIVITY AS FAR AS IT CAN GO, AND I AM AIMING TO WORK ON DIVERSE PROJECTS.

SO FAR IN MY ARTISTIC CAREER I HAVE HAD SOME GREAT HIGHLIGHTS AND ACHIEVEMENTS. I HAVE DESIGNED AND INSTALLED A HOSPITAL SET FOR A COMEDY THEATRE PRODUCTION SHOWCASED AT AFRICAN LEADERSHIP ACADEMY, I HAVE DESIGNED AND PAINTED FOUR SCENERY BACKDROPS FOR VARIOUS THEATRE PRODUCTIONS AT DIFFERENT VENUES, I HAVE DONE NUMEROUS SPECIAL EFFECTS, CREATIVE AND BEAUTY MAKEUP LOOKS FOR VIDEOS, PHOTOSHOOTS AND PRIVATE CLIENTS, TAUGHT ART CLASSES UNDER GREY HORSE EVENTS, AND COMPLETED MANY ART COMMISSIONS OF DIFFERENT MEDIUMS FOR DIFFERENT CLIENTS. I WORKED WITH LEFTFOOT PRODUCTIONS AND ANDREW STEYN FOR THEIR PRODUCTION, "IKARÓS", WHERE I CREATED THE STOP MOTION ANIMATION FOR THE BACKDROP OF THE STAGE. THIS PRODUCTION WAS NOMINATED FOR BEST VIRTUAL ONLINE THEATRE PRODUCTION AT THE NALEDI THEATRE AWARDS. A SHORT FILM I WORKED ON LAST YEAR WAS NOMINATED FOR BEST SHORT FILM AT THE STUDENT WORLD IMPACT FILM FESTIVAL 2023 AWARD CEREMONY, AND WE PLACED AS FINALISTS IN THE CATEGORY. I DID BOTH THE PRODUCTION DESIGN AND CHARACTER DESIGN AND STYLING FOR THE SHORT FILM, CALLED "MEMENTO MORI." IN 2019 I DIRECTED, CHOREOGRAPHED, ACTED IN AND DESIGNED THE SET FOR A PLAY CALLED "THE LINE," WHICH WAS ENTERED INTO THE FESTIVAL OF EXCELLENCE IN DRAMATIC ARTS, WHICH WAS NOMINATED FOR FOUR AWARDS. MY PLAY WON THE BEST PRODUCTION DESIGN AWARD AT THE END OF THE FESTIVAL.

I STRIVE FOR EXCELLENCE IN MY FIELDS AND BELIEVE THAT I CREATE TACIT, ARTISTIC AND PROFESSIONAL WORK.



# DATA AND COLOUR GRADER

## KATLEGO DINGA

### WHY AM I PASSIONATE ABOUT FILMMAKING?

I HAVE BEEN IN LOVE WITH THE ARTS INDUSTRY FOR AS LONG AS I CAN REMEMBER AND ALTHOUGH I'VE BEEN INVOLVED IN DIFFERENT FACETS OF THE ARTISTIC SPACE, TELEVISION AND FILM IS A PASSION I HAVE ALWAYS GRAVITATED TOWARDS BECAUSE IT HAS GIVEN ME THE OPPORTUNITY TO SHARE QUITE LITERALLY LIVE A THOUSAND LIVES. BEING IN FILM ALLOWS ME TO EXPERIENCE DIFFERENT WORLD OF STORIES AND WITH THAT I AM ALWAYS EXPOSED TO DIFFERENT JOURNEYS AND OTHER PEOPLE'S EXPERIENCES. I ALSO LOVE TELLING STORY THROUGH COLOR AND CAMERA WHICH IS WHY I AM IN THE CINEMATOGRAPHY AND COLOR GRADING DEPARTMENT.

### FUTURE ASPIRATIONS

I HOPE TO LEAVE AN INDELIBLE MARK ON OUR SOUTH AFRICAN FILM INDUSTRY, I WOULD LOVE TO WORK PREDOMINANTLY IN POST-PRODUCTION AS A DIGITAL IMAGING TECHNICIAN AND AS AN ANIMATOR. I WOULD LOVE TO CONTINUE TO TELL STORIES ABOUT THE AFRICAN CONTINENT THAT HAVE NEVER BEEN TOLD BEFORE I DO BELIEVE THAT AS A CONTINENT, WE HAVE A GOLDMINE IN TERMS OF CULTURE AND STORY, AND I'LL LOVE TO TRANSLATE ALL OF THAT CULTURE AND HISTORY ONTO THE SCREEN WITHIN MY RESPECTIVE FIELDS IN THE FILM INDUSTRY.

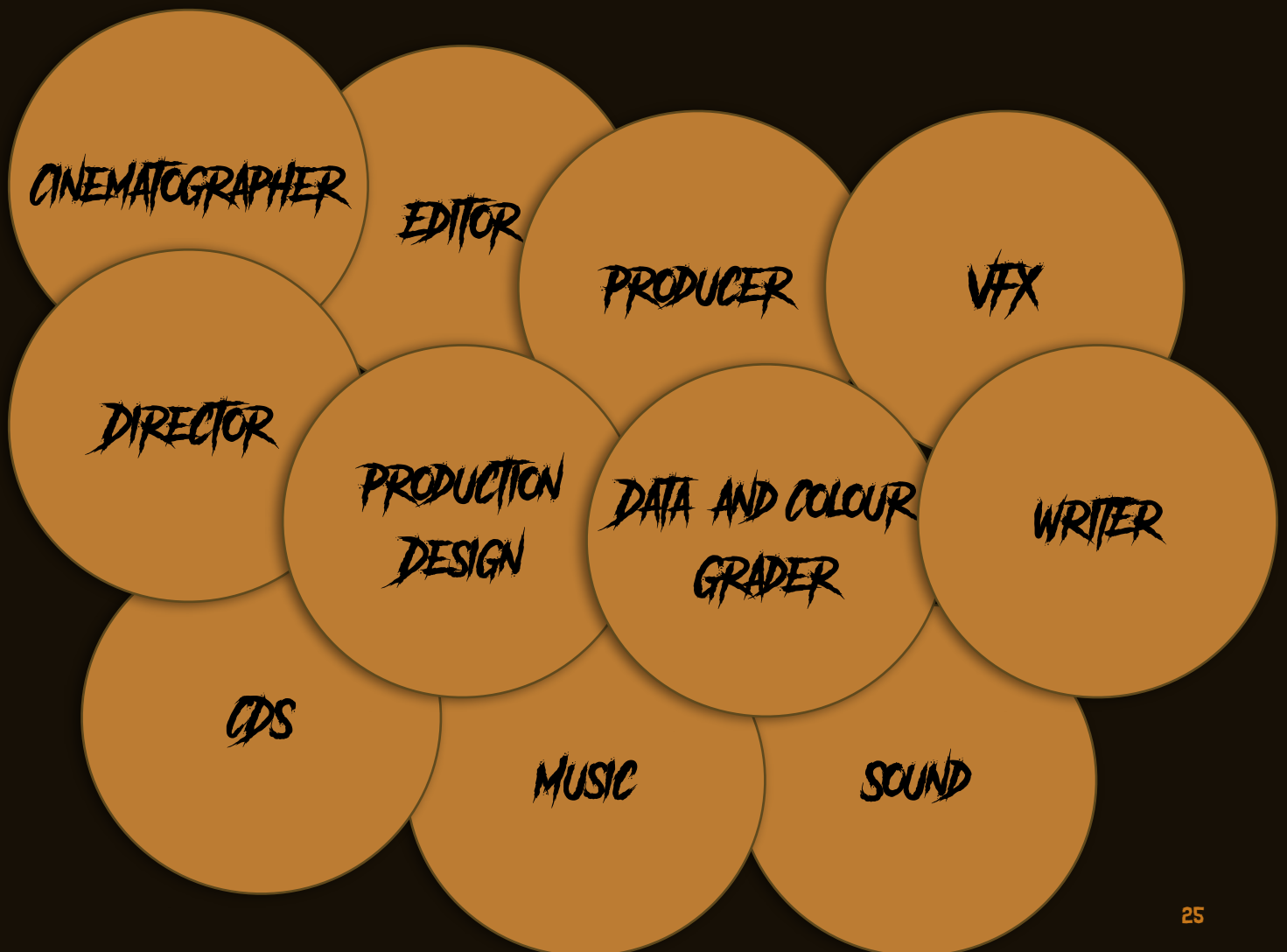
### INTERESTING FACTS ABOUT ME

I BEGAN ACTING AT THE AGE OF 11 SHORTLY AFTER I WAS DISCOVERED BY AN AGENT AT JAFFITZ MANAGEMENT, I WAS TRAINED IN THE THEATRE AND PERFORMED IN MY FIRST THEATRE FESTIVAL AT THE AGE OF 12 AT THE JOBURG THEATRE. 3 YEARS AFTER I WAS DISCOVERED BY MY AGENT I WENT ON MY FIRST AUDITION AND I WAS CAST IN A TELEVISION SERIES (THANDEKA'S DIARY) THAT AIRED ON SABC 1 FOR 4 YEARS AND I WORKED WITH BLACK BRAIN PICTURES. I THEN STUDIED DRAMATIC ARTS INTENTLY AT THE NATIONAL SCHOOL OF THE ARTS AND DURING THAT TIME I WAS ALSO CAST IN A FILM (TABLE MANNERS) WHICH PREMIERED AT STERKINEKOR AND WAS LATER PLACED ON SHOWMAX. POST - LEAVING THE NATIONAL SCHOOL OF THE ARTS I DECIDED TO STUDY A DEGREE AT AFDA DURING THAT TIME I DISCOVERED I HAD A PASSION FOR ANIMATION AND CURRENTLY I AM INTERNING AT ANIMATION SA AS 3D MODELLING ARTIST WHILST PURSUING MY MOTION PICTURE MEDIUM DEGREE SIMULTANEOUSLY.



# CREW INTERVIEWS

IN DELVING INTO THE BEHIND-THE-SCENES MAGIC OF ANGUISH, WE TURN THE SPOTLIGHT ON THE TALENTED CREW WHOSE COLLECTIVE EXPERTISE AND DEDICATION BROUGHT THIS ZOMBIE SHORT FILM TO LIFE. FROM THE DIRECTOR'S VISION AND THE PRODUCER'S STRATEGIC ORCHESTRATION TO THE METICULOUS WORK OF THE EDITOR, VFX ARTIST, CINEMATOGRAPHERS, AND BEYOND, EACH CREW MEMBER PLAYED A CRUCIAL ROLE IN SHAPING THE FILM'S NARRATIVE AND VISUAL IDENTITY. THE FOLLOWING INTERVIEWS PROVIDE AN EXCLUSIVE GLIMPSE INTO THE CREATIVE PROCESSES, CHALLENGES FACED, AND INNOVATIVE TECHNIQUES EMPLOYED BY THESE SKILLED PROFESSIONALS. AS THEY SHARE THEIR INSIGHTS AND EXPERIENCES, YOU'LL GAIN A DEEPER UNDERSTANDING OF THE COLLABORATIVE EFFORT THAT WENT INTO MAKING ANGUISH A CAPTIVATING AND EMOTIONALLY RESONANT CINEMATIC JOURNEY.



CINEMATOGRAPHER

SHONA MICHELA HARRIS



## VISUAL LANGUAGE AND ATMOSPHERE

CINEMATOGRAPHY PLAYS A CRUCIAL ROLE IN ESTABLISHING THE VISUAL LANGUAGE OF A FILM. CAN YOU DISCUSS THE VISUAL CHOICES MADE IN ANGUISH TO CONVEY THE ATMOSPHERE OF A ZOMBIE APOCALYPSE? HOW DID YOU USE LIGHTING, CAMERA ANGLES, AND FRAMING TO ENHANCE THE HORROR ELEMENTS AND OVERALL MOOD OF THE FILM?

IN ANGUISH, CINEMATOGRAPHY PLAYED A PIVOTAL ROLE IN SHAPING THE VISUAL LANGUAGE OF THE FILM, PARTICULARLY IN CONVEYING THE ATMOSPHERE OF A ZOMBIE APOCALYPSE. TO HEIGHTEN THE HORROR ELEMENTS AND ESTABLISH A MOOD REFLECTIVE OF THE FILM'S TITLE, I EMPLOYED A COMBINATION OF DELIBERATE VISUAL CHOICES. LIGHTING WAS CRUCIAL IN CREATING TENSION, OFTEN UTILISING STARK CONTRASTS TO EMPHASISE SHADOWS AND ENHANCE THE EERIE AMBIANCE. CAMERA ANGLES AND FRAMING WERE CAREFULLY SELECTED TO EVOKE A SENSE OF VULNERABILITY, FREQUENTLY USING LOW ANGLES TO MAGNIFY THE IMPOSING THREAT OF THE UNDEAD. THE FRAMING ALSO ADHERED TO CONVENTIONS OF THE HORROR GENRE, EMPLOYING TIGHT SHOTS AND STRATEGIC COMPOSITIONS TO BUILD SUSPENSE AND AMPLIFY THE EMOTIONAL IMPACT. THE RESULT WAS A VISUAL TAPESTRY THAT NOT ONLY ADHERED TO THE CONVENTIONS OF THE ZOMBIE GENRE BUT ALSO CONTRIBUTED TO THE OVERALL MOOD, CREATING AN IMMERSIVE AND CHILLING EXPERIENCE FOR THE AUDIENCE.

## COLLABORATION WITH THE DIRECTOR

COLLABORATION BETWEEN THE DIRECTOR AND CINEMATOGRAPHER IS ESSENTIAL. HOW CLOSELY DID YOU WORK WITH THE DIRECTOR TO TRANSLATE THEIR VISION INTO THE VISUAL LANGUAGE OF THE FILM? WERE THERE SPECIFIC SCENES OR SHOTS WHERE YOUR COLLABORATION HAD A SIGNIFICANT IMPACT ON THE FINAL PRODUCT?

THE MAKEUP DEPARTMENT FACED BOTH INTERESTING AND CHALLENGING EXPERIENCES DURING THE FILMING OF ANGUISH, WITH ONE STANDOUT MOMENT BEING THE CREATION OF THE JUMP SCARE SCENE. CRAFTING THIS PIVOTAL MOMENT REQUIRED METICULOUS PLANNING AND PRECISION IN THE MAKEUP EFFECTS TO ACHIEVE A REALISTIC AND STARTLING APPEARANCE FOR THE UNDEAD CHARACTER. THE CHALLENGE LAY IN ENSURING THAT THE MAKEUP NOT ONLY STOOD OUT VISUALLY BUT ALSO SEAMLESSLY INTEGRATED WITH THE NARRATIVE TO MAXIMIZE ITS SCARE IMPACT. THE COLLABORATIVE EFFORTS OF THE MAKEUP TEAM SHONE IN THIS SCENE, AS THE DETAILED WORK PLAYED A CRUCIAL ROLE IN CREATING A MEMORABLE AND EFFECTIVE JUMP SCARE. THIS EXPERIENCE EXEMPLIFIED THE DEPARTMENT'S ABILITY TO BALANCE TECHNICAL EXPERTISE WITH STORYTELLING NUANCES, CONTRIBUTING SIGNIFICANTLY TO THE OVERALL SUCCESS OF "ANGUISH."

## CHALLENGES IN ZOMBIE FILMMAKING

FILMING A ZOMBIE SHORT PRESENTS UNIQUE CHALLENGES, ESPECIALLY IN CAPTURING THE MOVEMENT AND INTENSITY OF THE UNDEAD. WHAT WERE THE SPECIFIC CHALLENGES YOU FACED AS THE CINEMATOGRAPHER, AND HOW DID YOU OVERCOME THEM TO CAPTURE DYNAMIC AND VISUALLY STRIKING SEQUENCES INVOLVING ZOMBIES?

AS THE CINEMATOGRAPHER FOR ANGUISH, CAPTURING THE DYNAMIC AND INTENSE SEQUENCES INVOLVING ZOMBIES POSED UNIQUE CHALLENGES. THE NEED TO CONVEY REALISTIC MOVEMENT AND INTENSITY REQUIRED METICULOUS PLANNING AND COLLABORATION. WORKING CLOSELY WITH THE DIRECTOR AND CHOREOGRAPHER, WE ORCHESTRATED INTRICATE BLOCKING AND MOVEMENTS FOR BOTH ACTORS AND THE CAMERA, ENSURING DYNAMIC SEQUENCES. THE USE OF SPECIALISED CAMERA EQUIPMENT, SUCH AS STEADY CAMS AND HANDHELD RIGS, ADDED IMMEDIACY TO THE SHOTS, EMPHASISING THE INTENSITY OF ZOMBIE ENCOUNTERS. STRATEGIC CAMERA ANGLES AND LIGHTING CHOICES WERE CRUCIAL IN AMPLIFYING THE SCALE OF THE UNDEAD THREAT WHILE MAINTAINING VISUAL COHERENCE. THROUGH A COMBINATION OF CAREFUL PLANNING, INNOVATIVE CAMERA TECHNIQUES, AND COLLABORATIVE EFFORTS, WE SUCCESSFULLY OVERCAME THESE CHALLENGES, CAPTURING VISUALLY STRIKING AND DYNAMIC SEQUENCES IN ANGUISH.

## LENS CHOICES AND COMPOSITION

THE CHOICE OF LENSES AND COMPOSITION CAN GREATLY INFLUENCE THE VISUAL STORYTELLING. CAN YOU DISCUSS THE LENS CHOICES MADE FOR "ANGUISH" AND HOW THEY CONTRIBUTED TO THE OVERALL LOOK OF THE FILM? WERE THERE SPECIFIC COMPOSITIONS OR FRAMING TECHNIQUES THAT YOU FOUND PARTICULARLY EFFECTIVE IN CONVEYING THE NARRATIVE?

IN ANGUISH, THE CHOICE OF LENSES PLAYED A CRUCIAL ROLE IN SHAPING THE FILM'S VISUAL NARRATIVE. OPTING FOR A COMBINATION OF WIDE-ANGLE LENSES TO ESTABLISH THE DESOLATE POST-APOCALYPTIC SETTING AND PRIME LENSES FOR INTIMATE CHARACTER-DRIVEN MOMENTS, WE ACHIEVED A DIVERSE VISUAL LANGUAGE. THIS LENS SELECTION CONTRIBUTED TO THE OVERALL LOOK BY CREATING A SENSE OF SCALE DURING ZOMBIE ENCOUNTERS AND FOSTERING A DEEP EMOTIONAL CONNECTION IN CHARACTER-DRIVEN SCENES. SPECIFIC COMPOSITIONS AND FRAMING TECHNIQUES, SUCH AS LOW ANGLES TO AMPLIFY THE THREAT OF THE UNDEAD AND CLOSE-UPS TO EMPHASIZE EMOTIONAL REACTIONS, WERE PARTICULARLY EFFECTIVE IN CONVEYING THE NARRATIVE. THE INTENTIONAL USE OF LENSES AND COMPOSITIONS WORKED SYNERGISTICALLY TO ENHANCE THE ATMOSPHERIC QUALITY OF ANGUISH AND IMMERSE THE AUDIENCE IN THE HARROWING WORLD WE AIMED TO PORTRAY.

## MEMORABLE CINEMATIC MOMENTS

EVERY FILM HAS ITS STANDOUT CINEMATIC MOMENTS. CAN YOU HIGHLIGHT ANY PARTICULARLY MEMORABLE OR CHALLENGING SCENES FROM A CINEMATOGRAPHER'S PERSPECTIVE? WERE THERE SPECIFIC SHOTS OR SEQUENCES THAT YOU ARE ESPECIALLY PROUD OF OR THAT POSED INTERESTING TECHNICAL CHALLENGES DURING THE FILMING OF "ANGUISH"?

ANGUISH PRESENTED SEVERAL STANDOUT CINEMATIC MOMENTS FROM A CINEMATOGRAPHER'S PERSPECTIVE, WITH ONE PARTICULARLY MEMORABLE SCENE BEING THE OPENING JUMP SCARE SEQUENCE. CRAFTING THIS MOMENT REQUIRED A DELICATE BALANCE BETWEEN PACING AND FRAMING TO ACHIEVE MAXIMUM IMPACT. THE CHALLENGE LAY IN ORCHESTRATING THE PERFECT COMBINATION OF LIGHTING, CAMERA MOVEMENT, AND ACTOR PERFORMANCE TO DELIVER AN EFFECTIVE SCARE WITHOUT COMPROMISING NARRATIVE COHERENCE. ADDITIONALLY, THE SEQUENCES INVOLVING THE ZOMBIE HORDE POSED INTERESTING TECHNICAL CHALLENGES, DEMANDING CAREFUL COORDINATION TO CAPTURE THE INTENSITY OF THE UNDEAD THREAT WHILE MAINTAINING VISUAL CLARITY. I TAKE PRIDE IN SUCCESSFULLY NAVIGATING THESE CHALLENGES, RESULTING IN CINEMATIC SEQUENCES THAT NOT ONLY CONTRIBUTED TO THE OVERALL ATMOSPHERE OF ANGUISH BUT ALSO SHOWCASED THE TECHNICAL PROWESS AND CREATIVE COLLABORATION INVOLVED IN BRINGING THE FILM TO LIFE.

CINEMATOGRAPHER

BOKANG SESELE



## COLLABORATIVE CINEMATOGRAPHY

IN A FILM LIKE "ANGUISH" WITH TWO CINEMATOGRAPHERS, HOW DID YOU COLLABORATE WITH YOUR COUNTERPART TO ENSURE A COHESIVE VISUAL STYLE AND NARRATIVE CONTINUITY? CAN YOU SHARE SPECIFIC SCENES OR SEQUENCES WHERE YOUR COLLABORATION WAS ESPECIALLY IMPACTFUL IN ACHIEVING THE DESIRED ATMOSPHERE FOR THE ZOMBIE SHORT FILM?

COLLABORATING WITH MY COUNTERPART CINEMATOGRAPHER IN ANGUISH WAS A VITAL ASPECT OF ENSURING A COHESIVE VISUAL STYLE AND NARRATIVE CONTINUITY. THROUGH CONSTANT COMMUNICATION AND SHARED CREATIVE DISCUSSIONS, WE ESTABLISHED A UNIFIED APPROACH TO CAMERA WORK, LIGHTING, AND FRAMING. SPECIFIC SCENES, SUCH AS THE INTENSE ZOMBIE ENCOUNTERS AND THE ATMOSPHERIC ESTABLISHING SHOTS, REQUIRED SEAMLESS COORDINATION TO MAINTAIN VISUAL CONSISTENCY. OUR COLLABORATIVE EFFORTS WERE ESPECIALLY IMPACTFUL IN ACHIEVING THE DESIRED ATMOSPHERE FOR THE ZOMBIE SHORT FILM, WHERE SHARED VISUAL LANGUAGE AND SYNCHRONISED CAMERA MOVEMENTS PLAYED A CRUCIAL ROLE IN ENHANCING THE OVERALL CINEMATIC EXPERIENCE. THIS COLLABORATIVE APPROACH ALLOWED US TO SEAMLESSLY BLEND OUR INDIVIDUAL PERSPECTIVES, CONTRIBUTING TO THE COHESIVE AND IMMERSIVE VISUAL NARRATIVE OF ANGUISH.

## VISUAL CONSISTENCY

MAINTAINING VISUAL CONSISTENCY IS CRUCIAL IN FILMMAKING. WITH THE PRESENCE OF TWO CINEMATOGRAPHERS, HOW DID YOU ENSURE A SEAMLESS FLOW IN THE VISUAL STORYTELLING? WERE THERE SPECIFIC TECHNIQUES OR GUIDELINES YOU FOLLOWED TO CREATE A UNIFIED LOOK THROUGHOUT THE FILM, ESPECIALLY CONSIDERING THE CHALLENGES OF A ZOMBIE APOCALYPSE SETTING?

ENSURING A SEAMLESS FLOW IN VISUAL STORYTELLING WITH TWO CINEMATOGRAPHERS IN ANGUISH REQUIRED CAREFUL PLANNING AND ADHERENCE TO SHARED GUIDELINES. WE ESTABLISHED A CONSISTENT VISUAL LANGUAGE THROUGH COLLABORATIVE DISCUSSIONS ON LIGHTING PREFERENCES, CAMERA MOVEMENTS, AND FRAMING CHOICES. IMPLEMENTING A UNIFIED COLOR PALETTE AND MAINTAINING A BALANCE BETWEEN WIDE SHOTS AND CLOSE-UPS CONTRIBUTED TO THE FILM'S VISUAL COHESIVENESS. SPECIFIC TECHNIQUES, SUCH AS MATCHING CAMERA SETTINGS AND CONSISTENTLY REFERENCING THE ESTABLISHED SHOT LIST, WERE EMPLOYED TO CREATE A SEAMLESS FLOW. THE CHALLENGES OF A ZOMBIE APOCALYPSE SETTING DEMANDED A SHARED COMMITMENT TO CAPTURING THE EERIE ATMOSPHERE AND INTENSITY CONSISTENTLY. THIS COLLABORATIVE APPROACH ALLOWED US TO OVERCOME POTENTIAL DISPARITIES AND ACHIEVE A UNIFIED LOOK THAT ENHANCED THE OVERALL IMPACT OF ANGUISH.

## INNOVATIVE CINEMATOGRAPHY

ZOMBIE FILMS OFTEN PROVIDE OPPORTUNITIES FOR INNOVATIVE CINEMATOGRAPHY TO ENHANCE THE HORROR EXPERIENCE. CAN YOU DISCUSS ANY UNIQUE OR INNOVATIVE TECHNIQUES YOU EMPLOYED IN CAPTURING THE ZOMBIE APOCALYPSE IN "ANGUISH"? WHETHER IT'S SPECIFIC CAMERA MOVEMENTS, FRAMING CHOICES, OR LIGHTING STRATEGIES, HOW DID YOU CONTRIBUTE TO THE FILM'S DISTINCTIVE VISUAL IDENTITY?

IN CAPTURING THE ZOMBIE APOCALYPSE IN ANGUISH, I SOUGHT TO EMPLOY INNOVATIVE CINEMATOGRAPHY TECHNIQUES TO HEIGHTEN THE HORROR EXPERIENCE. TO ACHIEVE A DISTINCTIVE VISUAL IDENTITY, I UTILIZED DYNAMIC CAMERA MOVEMENTS, SUCH AS IMMERSIVE TRACKING SHOTS DURING ZOMBIE ENCOUNTERS, TO INTENSIFY THE SENSE OF URGENCY AND FEAR. STRATEGIC FRAMING CHOICES, INCLUDING LOW ANGLES TO ACCENTUATE THE THREAT OF THE UNDEAD, ADDED VISUAL IMPACT. LIGHTING STRATEGIES PLAYED A CRUCIAL ROLE, WITH THE USE OF STARK CONTRASTS AND ATMOSPHERIC LIGHTING TO ENHANCE THE EERIE AND DESOLATE ATMOSPHERE. THESE TECHNIQUES, COUPLED WITH A COMMITMENT TO CAPTURING UNIQUE PERSPECTIVES IN THE CHAOS OF THE ZOMBIE APOCALYPSE, CONTRIBUTED TO THE FILM'S DISTINCTIVE VISUAL IDENTITY, AMPLIFYING THE HORROR EXPERIENCE IN ANGUISH.

## ADAPTING TO THE HORROR GENRE

CINEMATOGRAPHY PLAYS A CRUCIAL ROLE IN ESTABLISHING THE MOOD OF A HORROR FILM. HOW DID YOU ADAPT YOUR CINEMATOGRAPHIC APPROACH TO SUIT THE CONVENTIONS OF THE ZOMBIE GENRE IN "ANGUISH"? WERE THERE SPECIFIC CHALLENGES IN CAPTURING THE INTENSITY OF ZOMBIE ENCOUNTERS, AND HOW DID YOUR CINEMATOGRAPHY CONTRIBUTE TO BUILDING SUSPENSE AND FEAR?

IN ANGUISH, ADAPTING THE CINEMATOGRAPHIC APPROACH TO SUIT THE CONVENTIONS OF THE ZOMBIE GENRE INVOLVED A METICULOUS BALANCE BETWEEN ESTABLISHED TROPES AND UNIQUE VISUAL STORYTELLING. TO CAPTURE THE INTENSITY OF ZOMBIE ENCOUNTERS, I FOCUSED ON DYNAMIC CAMERA MOVEMENTS AND STRATEGIC FRAMING TO CREATE A SENSE OF URGENCY AND FEAR. UTILISING LOW ANGLES AND TIGHT SHOTS DURING THESE SEQUENCES HEIGHTENED THE THREAT POSED BY THE UNDEAD. THE CHALLENGE LAY IN MAINTAINING SUSPENSE THROUGHOUT THE FILM, WHICH REQUIRED CAREFUL MANIPULATION OF LIGHTING TO ENHANCE SHADOWS AND CONTRASTS. BY EMPLOYING THESE TECHNIQUES AND ADHERING TO THE VISUAL LANGUAGE OF THE ZOMBIE GENRE, MY CINEMATOGRAPHY IN "ANGUISH" AIMED TO IMMERSE AUDIENCES IN AN ATMOSPHERIC AND FEAR-INDUCING EXPERIENCE THAT ALIGNED WITH THE EXPECTATIONS OF THE GENRE WHILE OFFERING A FRESH PERSPECTIVE ON THE CONVENTIONS OF ZOMBIE STORYTELLING.

## CHALLENGES AND SOLUTIONS

EVERY FILM PRODUCTION COMES WITH ITS SET OF CHALLENGES. CAN YOU SHARE SOME SPECIFIC CHALLENGES YOU FACED AS ONE OF THE CINEMATOGRAPHERS ON "ANGUISH," AND HOW DID YOU OVERCOME THEM? WHETHER IT WAS DEALING WITH CHALLENGING LIGHTING CONDITIONS, CAPTURING DYNAMIC ZOMBIE SEQUENCES, OR ALIGNING WITH THE DIRECTOR'S VISION, HOW DID YOU NAVIGATE THESE CHALLENGES TO ACHIEVE THE DESIRED CINEMATIC RESULTS?

AS ONE OF THE CINEMATOGRAPHERS ON ANGUISH, I ENCOUNTERED SPECIFIC CHALLENGES INHERENT IN THE ZOMBIE GENRE. CAPTURING DYNAMIC ZOMBIE SEQUENCES DEMANDED INTRICATE COORDINATION TO MAINTAIN VISUAL CONTINUITY AND INTENSITY. DEALING WITH CHALLENGING LIGHTING CONDITIONS IN OUTDOOR LOCATIONS REQUIRED ADAPTABILITY, WITH THE STRATEGIC USE OF LIGHTING EQUIPMENT TO ENSURE CONSISTENT ATMOSPHERES. ALIGNING WITH THE DIRECTOR'S VISION INVOLVED CONTINUOUS COMMUNICATION AND SHARED CREATIVE DISCUSSIONS TO ACHIEVE A UNIFIED VISUAL LANGUAGE. ADDITIONALLY, COORDINATING WITH THE SECOND CINEMATOGRAPHER TO MAINTAIN A COHESIVE LOOK THROUGHOUT THE FILM POSED ITS OWN SET OF CHALLENGES. TO OVERCOME THESE OBSTACLES, METICULOUS PLANNING, ADAPTABILITY ON SET, AND OPEN COMMUNICATION WERE PARAMOUNT. BY NAVIGATING THESE CHALLENGES COLLABORATIVELY AND CREATIVELY, WE SUCCESSFULLY ACHIEVED THE DESIRED CINEMATIC RESULTS IN ANGUISH.

PRODUCER

GALALETSANG MABOANE



# SOUND DESIGN AND MUSIC

MUKUNDI RATSHIMBILANI



## SOUNDSCAPE CREATION

SOUND DESIGN IS CRUCIAL IN CREATING A COMPELLING ATMOSPHERE. CAN YOU ELABORATE ON THE PROCESS OF CREATING THE SOUNDSCAPE FOR "ANGUISH"? HOW DID YOU USE SOUND EFFECTS TO ENHANCE THE HORROR ELEMENTS AND IMMERSE THE AUDIENCE IN THE WORLD OF A ZOMBIE APOCALYPSE?

THE SOUND DESIGN FOR ANGUISH PLAYED A PIVOTAL ROLE IN CRAFTING A COMPELLING ATMOSPHERE, IMMERSING THE AUDIENCE IN THE WORLD OF A ZOMBIE APOCALYPSE. CAREFUL ATTENTION WAS GIVEN TO EVERY AUDITORY DETAIL, FROM THE EERIE MOANS OF THE UNDEAD TO THE UNSETTLING SILENCE PUNCTUATED BY DISTANT GROANS. I UTILISED A COMBINATION OF AMBIENT SOUNDS, FOLEY EFFECTS, AND STRATEGICALLY PLACED MUSICAL CUES TO HEIGHTEN THE HORROR ELEMENTS AND EVOKE A VISCERAL RESPONSE. THE SOUNDSCAPE WAS CRAFTED TO SYNCHRONISE WITH THE VISUAL NARRATIVE, BUILDING TENSION DURING ZOMBIE ENCOUNTERS AND ACCENTUATING MOMENTS OF EMOTIONAL IMPACT. BY SEAMLESSLY INTEGRATING SOUND EFFECTS WITH THE VISUAL STORYTELLING, WE AIMED TO CREATE A FULLY IMMERSIVE EXPERIENCE THAT RESONATED WITH THE AUDIENCE'S SENSES AND ENHANCED THE CHILLING ATMOSPHERE OF ANGUISH.

## COLLABORATION WITH THE DIRECTOR

COLLABORATION BETWEEN THE SOUND DESIGNER, MUSIC COMPOSER, AND THE DIRECTOR IS VITAL FOR ACHIEVING THE INTENDED EMOTIONAL IMPACT. HOW CLOSELY DID YOU WORK WITH THE DIRECTOR TO UNDERSTAND THEIR VISION AND HOW DID THAT COLLABORATION INFLUENCE YOUR DECISIONS IN SOUND DESIGN AND MUSIC COMPOSITION FOR KEY SCENES?

COLLABORATION WITH THE DIRECTOR WAS INTEGRAL IN SHAPING THE SOUND DESIGN AND MUSIC COMPOSITION FOR "ANGUISH." WORKING CLOSELY TO UNDERSTAND THE DIRECTOR'S VISION, WE AIMED TO ENHANCE THE EMOTIONAL IMPACT OF KEY SCENES. THROUGH IN-DEPTH DISCUSSIONS, WE IDENTIFIED THE DESIRED TONAL NUANCES AND EMOTIONAL BEATS, ALIGNING OUR CREATIVE DECISIONS WITH THE NARRATIVE INTENTIONS. THE COLLABORATION INFLUENCED THE METICULOUS SELECTION OF SOUND EFFECTS TO HEIGHTEN HORROR ELEMENTS AND THE CREATION OF A MUSICAL SCORE THAT COMPLEMENTED THE FILM'S ATMOSPHERE. BY FOSTERING OPEN COMMUNICATION AND A SHARED VISION, THE COLLABORATIVE EFFORTS BETWEEN THE SOUND DESIGNER, MUSIC COMPOSER, AND DIRECTOR SYNERGISED TO DELIVER A SONIC LANDSCAPE THAT RESONATED WITH THE INTENDED EMOTIONAL IMPACT OF ANGUISH.

## ZOMBIE SOUNDS

ZOMBIES OFTEN HAVE DISTINCTIVE SOUNDS IN FILM. CAN YOU SHARE INSIGHTS INTO HOW YOU APPROACHED CREATING THE SOUNDS FOR THE ZOMBIES IN "ANGUISH"? WERE THERE SPECIFIC TECHNIQUES OR SOURCES YOU USED TO ACHIEVE THE UNIQUE AND UNSETTLING SOUNDS ASSOCIATED WITH THE UNDEAD?

APPROACHING THE CREATION OF SOUNDS FOR THE ZOMBIES IN ANGUISH INVOLVED A METICULOUS PROCESS TO ACHIEVE DISTINCTIVENESS AND UNSETTLEMENT. COMBINING FOLEY EFFECTS, ANIMALISTIC GROWLS, AND MANIPULATED VOCALISATIONS FORMED THE FOUNDATION FOR THE EERIE SOUNDSCAPE OF THE UNDEAD. I DELVED INTO UNCONVENTIONAL SOURCES, EXPERIMENTING WITH VARIOUS ANIMAL CRIES AND SYNTHESISER MODULATIONS TO CREATE A SENSE OF OTHERWORLDLINESS. LAYERING THESE ELEMENTS AND ADJUSTING PITCH AND RESONANCE CONTRIBUTED TO THE UNIQUE AND UNSETTLING QUALITY OF THE ZOMBIE SOUNDS. THE GOAL WAS TO EVOKE A VISCERAL RESPONSE FROM THE AUDIENCE, HEIGHTENING THE HORROR ELEMENTS AND INTENSIFYING THE OVERALL ATMOSPHERE OF THE ZOMBIE APOCALYPSE PORTRAYED IN ANGUISH.

## ORIGINAL SCORE COMPOSITION

ORIGINAL MUSIC CAN BE A POWERFUL STORYTELLING TOOL. AS THE COMPOSER, HOW DID YOU APPROACH CREATING THE ORIGINAL SCORE FOR "ANGUISH"? WERE THERE SPECIFIC THEMES OR MOTIFS THAT YOU DEVELOPED TO UNDERScore THE NARRATIVE, AND HOW DID YOU BALANCE THE MUSICAL ELEMENTS WITH THE OVERALL SOUND DESIGN?

CREATING THE ORIGINAL SCORE FOR ANGUISH INVOLVED A THOUGHTFUL APPROACH TO ENHANCE THE STORYTELLING AND EMOTIONAL RESONANCE. I COLLABORATED CLOSELY WITH THE DIRECTOR TO UNDERSTAND THE FILM'S THEMES, CRAFTING A MUSICAL LANDSCAPE THAT UNDERScoreD THE NARRATIVE'S TENSION AND EMOTIONAL BEATS. SPECIFIC MOTIFS AND THEMES WERE DEVELOPED TO ACCENTUATE KEY MOMENTS, HEIGHTENING THE IMPACT OF THE ZOMBIE ENCOUNTERS AND CONTRIBUTING TO THE OVERALL ATMOSPHERE. BALANCING THE MUSICAL ELEMENTS WITH SOUND DESIGN WAS CRUCIAL; I ENSURED THAT THE SCORE SEAMLESSLY INTEGRATED WITH THE UNSETTLING SOUNDS OF THE UNDEAD, CREATING A COHESIVE SONIC EXPERIENCE. BY MARRYING THE ORIGINAL SCORE WITH THE SOUND DESIGN, I AIMED TO IMMERSE THE AUDIENCE IN A CAPTIVATING AUDITORY JOURNEY THAT AMPLIFIED THE NARRATIVE DEPTH OF ANGUISH.

## EMOTIONAL IMPACT THROUGH SOUND

SOUND HAS THE ABILITY TO EVOKE A WIDE RANGE OF EMOTIONS. HOW DID YOU USE SOUND DESIGN AND MUSIC TO ENHANCE THE EMOTIONAL IMPACT OF KEY MOMENTS IN "ANGUISH"? WERE THERE SPECIFIC SCENES WHERE YOU FOCUSED ON CREATING A PARTICULAR EMOTIONAL RESPONSE FROM THE AUDIENCE?

IN "ANGUISH," SOUND DESIGN AND MUSIC WERE CAREFULLY ORCHESTRATED TO HEIGHTEN THE EMOTIONAL IMPACT OF KEY MOMENTS. COLLABORATING CLOSELY WITH THE DIRECTOR, I IDENTIFIED PIVOTAL SCENES WHERE THE SONIC ELEMENTS COULD EVOKE SPECIFIC EMOTIONAL RESPONSES FROM THE AUDIENCE. DURING MOMENTS OF SUSPENSE AND HORROR, THE SOUND DESIGN EMPLOYED TENSION-BUILDING TECHNIQUES, UTILISING AMBIENT SOUNDS AND UNSETTLING EFFECTS TO ELICIT A VISCERAL REACTION. THE ORIGINAL SCORE, WITH ITS THEMATIC MOTIFS, WAS STRATEGICALLY DEPLOYED TO UNDERScore EMOTIONAL BEATS, INTENSIFYING THE AUDIENCE'S CONNECTION WITH THE CHARACTERS. BY THOUGHTFULLY WEAVING SOUND AND MUSIC INTO THE FABRIC OF THE FILM, I AIMED TO CREATE A NUANCED AUDITORY EXPERIENCE THAT RESONATED WITH THE INTENDED EMOTIONAL DEPTH OF ANGUISH.

# PRODUCTION DESIGN

KYLA SWART



## CREATIVE VISION AND DESIGN CHOICES

AS THE PRODUCTION DESIGNER FOR "ANGUISH," CAN YOU ELABORATE ON THE CREATIVE VISION BEHIND THE FILM'S SET DESIGN AND OVERALL VISUAL AESTHETIC? HOW DID YOU APPROACH DESIGNING THE WORLD OF THE FILM TO CONVEY THE ZOMBIE APOCALYPSE THEME EFFECTIVELY?

AS THE PRODUCTION DESIGNER FOR ANGUISH, MY CREATIVE VISION AIMED TO AUTHENTICALLY CONVEY THE VISCERAL REALITY OF A ZOMBIE APOCALYPSE WHILE INFUSING A UNIQUE VISUAL AESTHETIC. I APPROACHED THE SET DESIGN BY CREATING A DESOLATE AND HAUNTING ENVIRONMENT THAT REFLECTED THE AFTERMATH OF SOCIETAL COLLAPSE. DILAPIDATED STRUCTURES, SCATTERED DEBRIS, AND MUTED COLOR PALETTES CONTRIBUTED TO THE FILM'S POST-APOCALYPTIC ATMOSPHERE. THE CHALLENGE WAS TO BALANCE THE EERIE DESOLATION WITH NUANCED CULTURAL ELEMENTS, ENSURING A DISTINCTIVE SOUTH AFRICAN FLAVOR. BY INCORPORATING SUBTLE NODS TO THE LOCAL LANDSCAPE AND INFUSING THE SET WITH REGIONAL DETAILS, I AIMED TO CREATE A VISUALLY STRIKING WORLD THAT NOT ONLY IMMERSSED THE AUDIENCE IN THE HORROR OF THE UNDEAD BUT ALSO RESONATED WITH THE FILM'S CULTURAL CONTEXT IN ANGUISH.

## COLLABORATION WITH DIRECTOR AND TEAM

COLLABORATION IS CRUCIAL IN FILMMAKING. HOW CLOSELY DID YOU WORK WITH THE DIRECTOR AND OTHER KEY MEMBERS OF THE PRODUCTION TEAM TO ENSURE THE VISUAL ELEMENTS ALIGNED WITH THE OVERALL STORYTELLING GOALS? WERE THERE SPECIFIC INSTANCES OF COLLABORATION THAT SIGNIFICANTLY INFLUENCED THE FINAL LOOK OF THE FILM?

COLLABORATION WAS FUNDAMENTAL IN SHAPING THE VISUAL ELEMENTS OF ANGUISH, AND I WORKED CLOSELY WITH THE DIRECTOR AND KEY PRODUCTION TEAM MEMBERS TO ENSURE A SEAMLESS INTEGRATION OF THE SET DESIGN WITH THE OVERARCHING STORYTELLING GOALS. THROUGH CONSTANT COMMUNICATION AND COLLABORATIVE MEETINGS, WE ALIGNED OUR VISIONS TO CAPTURE THE ESSENCE OF A ZOMBIE APOCALYPSE WHILE INFUSING UNIQUE SOUTH AFRICAN ELEMENTS. SPECIFIC INSTANCES OF COLLABORATION, SUCH AS DISCUSSIONS ON THE INCORPORATION OF CULTURAL NUANCES AND FEEDBACK ON THE OVERALL AESTHETIC, SIGNIFICANTLY INFLUENCED THE FINAL LOOK OF THE FILM. THIS COLLABORATIVE APPROACH ENSURED THAT THE VISUAL ELEMENTS NOT ONLY COMPLEMENTED THE NARRATIVE BUT ALSO ENRICHED THE STORYTELLING, CONTRIBUTING TO THE IMMERSIVE AND CULTURALLY RESONANT WORLD OF ANGUISH.

## ZOMBIE AESTHETICS

ZOMBIES OFTEN HAVE DISTINCT VISUAL CHARACTERISTICS. HOW DID YOU APPROACH DESIGNING THE LOOK OF THE ZOMBIES IN "ANGUISH"? CAN YOU SHARE INSIGHTS INTO THE CREATIVE PROCESS BEHIND DEVELOPING THEIR APPEARANCE, FROM MAKEUP AND WARDROBE TO ANY SPECIAL EFFECTS USED?

DESIGNING THE LOOK OF THE ZOMBIES IN ANGUISH INVOLVED A METICULOUS CREATIVE PROCESS FOCUSED ON AUTHENTICITY AND VISUAL IMPACT. WORKING CLOSELY WITH THE MAKEUP ARTIST AND SPECIAL EFFECTS TEAM, I AIMED TO CREATE ZOMBIES WITH DISTINCT VISUAL CHARACTERISTICS THAT FELT BOTH REALISTIC AND UNSETTLING. THE CREATIVE PROCESS INVOLVED EXTENSIVE RESEARCH INTO VARIOUS ZOMBIE ARCHETYPES WHILE CONSIDERING THE CULTURAL CONTEXT FOR A UNIQUE SOUTH AFRICAN FLAVOR. CUSTOM PROSTHETICS, MAKEUP TECHNIQUES, AND WARDROBE CHOICES WERE CAREFULLY SELECTED TO EVOKE A SENSE OF DECAY, INCORPORATING SUBTLE REGIONAL DETAILS FOR ADDED AUTHENTICITY. THE GOAL WAS TO CREATE A DIVERSE AND VISUALLY STRIKING ARRAY OF ZOMBIES THAT NOT ONLY ADHERED TO GENRE CONVENTIONS BUT ALSO REFLECTED THE SPECIFIC NARRATIVE AND CULTURAL ELEMENTS OF ANGUISH.

## SET CHALLENGES AND SOLUTIONS

WHAT WERE SOME OF THE CHALLENGES YOU FACED IN CREATING THE SETS FOR ANGUISH, ESPECIALLY CONSIDERING THE ZOMBIE GENRE'S UNIQUE REQUIREMENTS? WERE THERE ANY PARTICULAR SCENES OR LOCATIONS THAT POSED CHALLENGES, AND HOW DID YOU OVERCOME THEM?

CREATING THE SETS FOR ANGUISH POSED UNIQUE CHALLENGES INHERENT TO THE ZOMBIE GENRE'S REQUIREMENTS. ESTABLISHING THE DESOLATE AND HAUNTING ATMOSPHERE REQUIRED CAREFUL CONSIDERATION OF PRACTICAL AND SAFETY CONCERNS, ESPECIALLY WHEN CONSTRUCTING SCENES WITH LARGE NUMBERS OF ZOMBIES. THE CHALLENGE INTENSIFIED IN SCENES THAT DEMANDED EXTENSIVE MAKEUP AND SPECIAL EFFECTS, REQUIRING EFFICIENT COORDINATION TO MAINTAIN CONTINUITY AND VISUAL IMPACT. ADDITIONALLY, ENSURING THE PRACTICALITY OF SETS FOR INTENSE ACTION SEQUENCES WITH ZOMBIES ADDED COMPLEXITY. OVERCOMING THESE CHALLENGES INVOLVED METICULOUS PLANNING, COLLABORATION WITH THE STUNT AND MAKEUP TEAMS, AND STRATEGIC SET DESIGN MODIFICATIONS. BY ADDRESSING THESE CHALLENGES HEAD-ON AND ADAPTING THE SETS TO MEET THE DEMANDS OF THE ZOMBIE GENRE, WE SUCCESSFULLY CREATED A VISUALLY COMPELLING AND IMMERSIVE WORLD FOR ANGUISH.

## DETAILS AND EASTER EGGS

PRODUCTION DESIGN OFTEN INVOLVES SUBTLE DETAILS AND EASTER EGGS THAT CONTRIBUTE TO THE OVERALL STORYTELLING. CAN YOU HIGHLIGHT ANY SPECIFIC DETAILS OR HIDDEN ELEMENTS IN THE SET DESIGN OF ANGUISH THAT AUDIENCES MIGHT FIND INTRIGUING OR THAT HOLD SPECIAL SIGNIFICANCE TO THE NARRATIVE?

IN THE PRODUCTION DESIGN OF ANGUISH, SUBTLE DETAILS AND EASTER EGGS WERE INTEGRATED TO ENHANCE THE OVERALL STORYTELLING. KEEN-EYED AUDIENCES MIGHT NOTICE GRAFFITI ON THE DILAPIDATED WALLS THAT SUBTLY ALLUDES TO THE ORIGIN OF THE ZOMBIE OUTBREAK, ADDING A LAYER OF MYSTERY TO THE NARRATIVE. ADDITIONALLY, CAREFUL PLACEMENT OF DISCARDED ITEMS AND REMNANTS OF DAILY LIFE IN SOUTH AFRICA, SUCH AS DISTINCTIVE REGIONAL FLORA OR REMNANTS OF LOCAL BUSINESSES, SERVES AS CULTURAL NODS THAT ENRICH THE STORY'S AUTHENTICITY. THESE DETAILS WERE INTENTIONALLY EMBEDDED TO ENGAGE OBSERVANT VIEWERS, OFFERING INTRIGUING ELEMENTS THAT HOLD SPECIAL SIGNIFICANCE TO THE NARRATIVE OF ANGUISH.

EDITOR AND VFX

TAGEN VOGES



## EDITING PROCESS

CAN YOU WALK US THROUGH THE EDITING PROCESS OF ANGUISH? WHAT WERE THE KEY CHALLENGES YOU FACED IN PIECING TOGETHER THE NARRATIVE, ESPECIALLY IN THE CONTEXT OF A ZOMBIE SHORT FILM, AND HOW DID YOU OVERCOME THEM?

IN EDITING ANGUISH, THE CHALLENGE LAY IN BALANCING THE DEPICTION OF THE ZOMBIE THREAT WITH CHARACTER-DRIVEN MOMENTS IN A SHORT FILM FORMAT. I STRATEGICALLY USED A MIX OF WIDE SHOTS TO ESTABLISH THE POST-APOCALYPTIC SETTING AND CLOSE-UPS FOR EMOTIONAL CONNECTION. PACING AND TENSION WERE CONTROLLED THROUGH QUICK CUTS DURING ZOMBIE ENCOUNTERS AND DELIBERATE PACING FOR CHARACTER REFLECTION. COLLABORATION WITH THE DIRECTOR WAS KEY, ADDRESSING CREATIVE DIFFERENCES TO FIND A BALANCE BETWEEN HORROR AND EMOTIONAL DEPTH. THE RESULT IS A CAREFULLY CRAFTED NARRATIVE THAT IMMERSSES THE AUDIENCE IN THE HARROWING WORLD OF ANGUISH.

## VISUAL EFFECTS INTEGRATION

THE USE OF VISUAL EFFECTS IS CRUCIAL IN CREATING A COMPELLING ZOMBIE FILM. HOW DID YOU APPROACH INTEGRATING VFX SEAMLESSLY INTO THE NARRATIVE TO ENHANCE THE HORROR ELEMENTS? WERE THERE SPECIFIC SCENES THAT POSED UNIQUE CHALLENGES, AND HOW DID YOU ADDRESS THEM?

INTEGRATING VISUAL EFFECTS (VFX) INTO ANGUISH WAS PIVOTAL FOR ENHANCING THE HORROR ELEMENTS AND CRAFTING A COMPELLING ZOMBIE NARRATIVE. A PARTICULAR FOCUS WAS GIVEN TO THE CREATION OF MENACING DETAILS SUCH AS GLOWING EYES IN OUR ZOMBIE ANTAGONIST, PASSING SHADOWS TO INTENSIFY SUSPENSE, AND THE DEPICTION OF A ZOMBIE HORDE WITH BLINKING EYES. FOR THE ANTAGONIST'S GLOWING EYES, THE CHALLENGE WAS TO MAKE THE EFFECT EERIE YET BELIEVABLE, ACCOMPLISHED THROUGH METICULOUS ATTENTION TO LIGHTING AND COLOUR GRADING. PASSING SHADOWS WERE STRATEGICALLY ADDED TO HEIGHTEN SUSPENSE DURING KEY SCENES, EMPHASISING THE LURKING DANGER. CRAFTING THE ZOMBIE HORDE INVOLVED INTRICATE VFX WORK, ENSURING THE BLINKING EYES MAINTAINED A CHILLING REALISM. ADDITIONALLY, VFX PLAYED A CRUCIAL ROLE IN DESIGNING CAPTIVATING GRAPHICS FOR OUR TITLE SEQUENCE, SETTING THE TONE FOR THE FILM. THE UNIQUE CHALLENGES POSED BY EACH SCENE WERE ADDRESSED THROUGH COLLABORATIVE EFFORTS WITH THE VFX TEAM, METICULOUS PLANNING, AND ITERATIVE REFINEMENT TO SEAMLESSLY INTEGRATE THESE EFFECTS INTO THE NARRATIVE, CONTRIBUTING TO THE OVERALL IMMERSIVE AND CHILLING EXPERIENCE OF ANGUISH.

## COLLABORATION WITH THE DIRECTORS

COLLABORATION IS KEY IN FILMMAKING. HOW CLOSELY DID YOU WORK WITH THE DIRECTOR TO ACHIEVE THE DESIRED TONE AND ATMOSPHERE FOR "ANGUISH"? WERE THERE ANY INSTANCES WHERE CREATIVE DIFFERENCES AROSE, AND IF SO, HOW WERE THEY RESOLVED?

COLLABORATION WITH THE DIRECTOR WAS INTEGRAL IN SHAPING THE TONE AND ATMOSPHERE OF ANGUISH. CLOSE COMMUNICATION ENSURED A SHARED VISION, ALLOWING ME TO ALIGN THE VISUAL ELEMENTS WITH THE INTENDED EMOTIONAL IMPACT. HOWEVER, CREATIVE DIFFERENCES EMERGED, PARTICULARLY IN CRAFTING THE OPENING JUMP SCARE SCENE. THE DISAGREEMENT CENTRED ON THE INTENSITY AND TIMING OF THE SCARE. WHILE THE DIRECTOR ENVISIONED AN IMMEDIATE JOLT, I PROPOSED A GRADUAL BUILD-UP FOR HEIGHTENED SUSPENSE. RESOLVING THIS INVOLVED A COMPROMISE — WE CONDUCTED AUDIENCE TESTING AND FOUND A MIDDLE GROUND THAT MAINTAINED THE SCARE'S IMPACT WHILE INCORPORATING ELEMENTS OF ANTICIPATION, RESULTING IN AN OPENING SEQUENCE THAT EFFECTIVELY SET THE TONE FOR THE REST OF ANGUISH.

## TECHNICAL INNOVATIONS

ZOMBIE FILMS OFTEN PUSH THE BOUNDARIES OF PRACTICAL AND DIGITAL EFFECTS. WERE THERE ANY INNOVATIVE OR UNIQUE TECHNIQUES YOU EMPLOYED IN THE EDITING AND VFX WORK FOR ANGUISH? HOW DID YOU BALANCE TRADITIONAL FILMMAKING TECHNIQUES WITH MODERN TECHNOLOGIES TO ACHIEVE THE DESIRED IMPACT?

IN THE EDITING AND VFX WORK FOR ANGUISH, I AIMED TO PUSH THE BOUNDARIES BY SEAMLESSLY BLENDING PRACTICAL AND DIGITAL EFFECTS. TO ENHANCE THE IMPACT OF PRACTICAL SFX MAKEUP, I EMPLOYED INNOVATIVE TECHNIQUES SUCH AS METICULOUS COLOUR GRADING TO INTENSIFY THE VISUAL HORROR ELEMENTS. AN EXAMPLE OF THIS INNOVATION WAS THE ADDITION OF A GLOWING EYE EFFECT ON OUR ZOMBIES, INSPIRED BY THE ICONIC VISUALS IN BLADE RUNNER. THIS INVOLVED A CAREFUL BALANCE BETWEEN TRADITIONAL PRACTICAL MAKEUP TECHNIQUES AND MODERN DIGITAL ENHANCEMENTS TO ACHIEVE THE DESIRED EERIE AND OTHERWORLDLY APPEARANCE. BY COMBINING THE TACTILE REALISM OF PRACTICAL EFFECTS WITH THE CUTTING-EDGE CAPABILITIES OF DIGITAL TECHNOLOGIES, WE CREATED A VISUALLY COMPELLING AND IMMERSIVE ZOMBIE FILM EXPERIENCE IN ANGUISH.

## EMOTIONAL IMPACT

BEYOND THE HORROR ELEMENTS, ZOMBIE FILMS CAN ALSO EVOKE A RANGE OF EMOTIONS. HOW DID YOU USE EDITING AND VISUAL EFFECTS TO HEIGHTEN THE EMOTIONAL IMPACT OF THE FILM? WERE THERE SPECIFIC MOMENTS WHERE YOU AIMED TO ELICIT A PARTICULAR EMOTIONAL RESPONSE FROM THE AUDIENCE, AND HOW DID YOU ACHIEVE IT?

IN SHAPING ANGUISH I SOUGHT TO EXTEND THE EMOTIONAL SPECTRUM BEYOND HORROR, DRAWING INSPIRATION FROM MY FAVOURITE MOVIE, I AM LEGEND. THE EDITING AND VISUAL EFFECTS PLAYED A CRUCIAL ROLE IN HEIGHTENING EMOTIONAL IMPACT. TO EVOKE EMPATHY, I CAREFULLY CRAFTED SCENES WHERE CHARACTERS FACED THE CONSEQUENCES OF THE ZOMBIE APOCALYPSE, EMPHASISING THEIR VULNERABILITY THROUGH INTIMATE CLOSE-UPS AND SUBTLE SOUND DESIGN. I ALSO REFERENCED I AM LEGEND'S POIGNANT MOMENTS TO ELICIT A SIMILAR SENSE OF ISOLATION AND DESPAIR. ADDITIONALLY, A KEY EMOTIONAL BEAT WAS THE HOMAGE TO THE PROTAGONIST'S SOLITUDE, ACHIEVED THROUGH A NUANCED COMBINATION OF LIGHTING, MUSIC, AND VISUAL EFFECTS TO CAPTURE THE PROFOUND LONELINESS REMINISCENT OF I AM LEGEND. BY WEAVING THESE ELEMENTS INTO SPECIFIC MOMENTS, I AIMED TO CREATE A MORE RESONANT AND MULTIFACETED EXPERIENCE FOR THE AUDIENCE, TRANSCENDING THE TRADITIONAL CONFINES OF THE ZOMBIE GENRE.

# DATA AND COLOUR GRADER

KATLEGO DINGA



## COLOR GRADING PROCESS

COLOUR GRADING CAN SIGNIFICANTLY IMPACT THE VISUAL TONE OF A FILM. CAN YOU WALK US THROUGH THE COLOUR GRADING PROCESS FOR "ANGUISH"? HOW DID YOU CHOOSE THE COLOUR PALETTE TO ENHANCE THE ATMOSPHERE OF A ZOMBIE APOCALYPSE, AND WERE THERE SPECIFIC SCENES WHERE COLOUR GRADING PLAYED A PIVOTAL ROLE IN CONVEYING THE DESIRED MOOD?

THE COLOUR GRADING PROCESS FOR ANGUISH WAS INTEGRAL IN ENHANCING THE ATMOSPHERE OF THE ZOMBIE APOCALYPSE. TO CONVEY THE DESOLATION AND EERINESS, I OPTED FOR A SUBDUED AND MUTED COLOUR PALETTE, EMPHASISING COOL TONES AND DESATURATED HUES. THIS CHOICE NOT ONLY MIRRORED THE POST-APOCALYPTIC SETTING BUT ALSO CONTRIBUTED TO THE OVERALL SENSE OF DECAY AND DESPAIR. SPECIFIC SCENES, SUCH AS THE INTRODUCTION OF THE ZOMBIE HORDE AND MOMENTS OF INTENSE SUSPENSE, SAW STRATEGIC COLOUR GRADING TO HEIGHTEN THE MOOD. DARKER SHADOWS AND COOLER TONES WERE EMPLOYED TO INTENSIFY THE HORROR ELEMENTS, CREATING A VISUALLY STRIKING CONTRAST BETWEEN THE SURVIVING CHARACTERS AND THE UNDEAD. BY THOUGHTFULLY APPLYING COLOUR GRADING TECHNIQUES, I AIMED TO REINFORCE THE GRIM TONE AND UNSETTLING ATMOSPHERE OF ANGUISH.

## MAINTAINING CONSISTENCY

CONSISTENCY IN COLOUR IS CRUCIAL FOR A COHESIVE VISUAL EXPERIENCE. HOW DID YOU ENSURE COLOUR CONSISTENCY ACROSS DIFFERENT SCENES AND SETTINGS IN ANGUISH, ESPECIALLY GIVEN THE DYNAMIC AND OFTEN INTENSE NATURE OF A ZOMBIE FILM? WERE THERE SPECIFIC CHALLENGES IN MAINTAINING A CONSISTENT LOOK THROUGHOUT THE FILM?

ENSURING COLOUR CONSISTENCY ACROSS DIFFERENT SCENES AND SETTINGS IN ANGUISH WAS A METICULOUS PROCESS, CONSIDERING THE DYNAMIC AND INTENSE NATURE OF THE ZOMBIE FILM. CHALLENGES AROSE PARTICULARLY IN OUTDOOR SEQUENCES WHERE LIGHTING CONDITIONS VARIED. TO MAINTAIN A COHESIVE LOOK, I ESTABLISHED A COLOUR GRADING FRAMEWORK DURING PRE-PRODUCTION, DEFINING KEY TONES THAT RESONATED WITH THE FILM'S OVERALL ATMOSPHERE. CONSTANT COMMUNICATION WITH THE LIGHTING AND CAMERA TEAMS WAS ESSENTIAL TO ADAPT THE COLOUR GRADING STRATEGY TO CHANGING CONDITIONS. ADDITIONALLY, POST-PRODUCTION ADJUSTMENTS WERE MADE TO ENSURE A SEAMLESS TRANSITION BETWEEN SCENES WITHOUT COMPROMISING THE ESTABLISHED VISUAL TONE. THIS COLLABORATIVE AND ADAPTIVE APPROACH HELPED OVERCOME CHALLENGES, ENSURING COLOUR CONSISTENCY AND A COHESIVE VISUAL EXPERIENCE THROUGHOUT ANGUISH.

## COLLABORATION WITH THE CINEMATOGRAPHER

COLLABORATION BETWEEN THE COLOUR GRADER AND CINEMATOGRAPHER IS IMPORTANT FOR ACHIEVING THE INTENDED VISUAL AESTHETIC. HOW CLOSELY DID YOU WORK WITH THE CINEMATOGRAPHER TO ENSURE THAT THE COLOUR GRADING COMPLEMENTED THE CHOSEN LENSES, COMPOSITIONS, AND LIGHTING? WERE THERE SPECIFIC INSTANCES WHERE COLLABORATION INFLUENCED THE FINAL COLOUR GRADING DECISIONS?

COLLABORATION BETWEEN THE COLOUR GRADER AND CINEMATOGRAPHER IN ANGUISH WAS CRUCIAL FOR ACHIEVING THE INTENDED VISUAL AESTHETIC. WORKING CLOSELY, WE ENSURED THAT THE COLOUR GRADING SEAMLESSLY COMPLEMENTED THE CHOSEN LENSES, COMPOSITIONS, AND LIGHTING THROUGHOUT THE FILM. CONSTANT COMMUNICATION ALLOWED US TO FINE-TUNE THE COLOUR PALETTE IN POST-PRODUCTION, ALIGNING IT WITH THE ESTABLISHED VISUAL LANGUAGE. SPECIFIC INSTANCES, SUCH AS SCENES REQUIRING HEIGHTENED INTENSITY OR UNIQUE ATMOSPHERIC ELEMENTS, SAW COLLABORATIVE DECISION-MAKING TO ENHANCE THE OVERALL IMPACT. THIS COLLABORATIVE APPROACH ENSURED A COHESIVE AND IMMERSIVE VISUAL EXPERIENCE, WHERE THE COLOUR GRADING NOT ONLY COMPLEMENTED THE CINEMATOGRAPHY BUT ALSO ELEVATED THE INTENDED MOOD AND TONE OF ANGUISH.

## DATA MANAGEMENT CHALLENGES

AS THE DATA MANAGER, YOU PLAY A CRUCIAL ROLE IN HANDLING THE VAST AMOUNT OF FOOTAGE GENERATED DURING THE PRODUCTION. WHAT WERE THE KEY DATA MANAGEMENT CHALLENGES YOU FACED IN THE POST-PRODUCTION PHASE OF ANGUISH, AND HOW DID YOU ORGANISE AND SECURE THE DATA TO FACILITATE THE COLOUR GRADING PROCESS?

AS THE DATA MANAGER FOR ANGUISH, THE KEY CHALLENGE IN THE POST-PRODUCTION PHASE WAS HANDLING THE VAST AMOUNT OF FOOTAGE EFFICIENTLY. ORGANISING AND SECURING THE DATA FOR THE COLOUR GRADING PROCESS INVOLVED IMPLEMENTING A METICULOUS FILE STRUCTURE AND BACKUP SYSTEM. THE HIGH-RESOLUTION FOOTAGE FROM MULTIPLE CAMERAS AND TAKES REQUIRED CAREFUL CATALOGING TO STREAMLINE ACCESS FOR THE COLOUR GRADER. IMPLEMENTING REDUNDANT STORAGE SOLUTIONS AND ADHERING TO INDUSTRY-STANDARD BACKUP PROTOCOLS ENSURED DATA SECURITY AND PREVENTED ANY LOSS DURING THE COLOUR GRADING PROCESS. COLLABORATION WITH THE CINEMATOGRAPHERS AND COLOUR GRADER WAS ESSENTIAL TO UNDERSTAND SPECIFIC REQUIREMENTS AND FACILITATE A SMOOTH WORKFLOW. BY ADDRESSING THESE DATA MANAGEMENT CHALLENGES PROACTIVELY, WE ENSURED A SEAMLESS COLOUR GRADING PROCESS FOR ANGUISH.

## TECHNICAL INNOVATIONS AND TOOLS

COLOUR GRADING TECHNOLOGY CONTINUES TO EVOLVE. WERE THERE ANY TECHNICAL INNOVATIONS OR SPECIFIC TOOLS THAT YOU FOUND PARTICULARLY USEFUL IN ENHANCING THE VISUAL QUALITY OF ANGUISH? HOW DID YOU LEVERAGE TECHNOLOGY TO ACHIEVE THE DESIRED COLOUR GRADING EFFECTS, AND WERE THERE ANY UNIQUE CHALLENGES ASSOCIATED WITH THE TOOLS USED?

LEVERAGING THE EVOLVING LANDSCAPE OF COLOUR GRADING TECHNOLOGY WAS CRUCIAL IN ENHANCING THE VISUAL QUALITY OF ANGUISH. UTILISING ADVANCED GRADING SOFTWARE AND TOOLS ALLOWED FOR PRECISE MANIPULATION OF COLOUR TONES TO ACHIEVE THE DESIRED ATMOSPHERE. THE IMPLEMENTATION OF HIGH DYNAMIC RANGE (HDR) AND ADVANCED COLOUR CORRECTION TECHNIQUES CONTRIBUTED TO THE FILM'S VISUAL RICHNESS AND DEPTH. HOWEVER, THIS TECHNOLOGICAL ADVANCEMENT CAME WITH THE CHALLENGE OF ENSURING COMPATIBILITY ACROSS VARIOUS VIEWING PLATFORMS. CALIBRATION AND TESTING WERE ESSENTIAL TO MAINTAIN THE INTENDED COLOUR GRADING EFFECTS ON DIFFERENT SCREENS. BY STAYING AHEAD OF THE LATEST TOOLS AND ADDRESSING UNIQUE CHALLENGES, WE HARNESSSED TECHNOLOGY TO ELEVATE THE VISUAL QUALITY OF ANGUISH IN THE COLOUR GRADING PROCESS.

# CHARACTER DESIGN AND STYLING

NONTOMBI HLATSHWAYO



## ZOMBIE TRANSFORMATION

CREATING REALISTIC AND FRIGHTENING ZOMBIES IS CRUCIAL FOR A FILM IN THIS GENRE. CAN YOU DESCRIBE THE PROCESS OF TRANSFORMING ACTORS INTO ZOMBIES FOR ANGUISH? WHAT MAKEUP TECHNIQUES AND MATERIALS DID YOU USE TO ACHIEVE THE DESIRED UNDEAD LOOK, AND WERE THERE ANY UNIQUE CHALLENGES IN BRINGING THE ZOMBIES TO LIFE ON SCREEN?

TRANSFORMING ACTORS INTO REALISTIC AND FRIGHTENING ZOMBIES FOR ANGUISH WAS A METICULOUS PROCESS THAT INVOLVED A COMBINATION OF TRADITIONAL MAKEUP TECHNIQUES AND CUSTOM PROSTHETICS. OUR APPROACH AIMED FOR AUTHENTICITY, ENSURING THAT THE UNDEAD LOOK WAS NOT ONLY VISUALLY IMPACTFUL BUT ALSO ALIGNED WITH THE DESIRED TONE OF THE FILM. THE MAKEUP TEAM UTILISED A VARIETY OF MATERIALS, INCLUDING LATEX, SILICONE, AND SPECIALISED PAINTS TO CREATE CONVINCING ZOMBIE FEATURES SUCH AS DECAYING FLESH, WOUNDS, AND PALE SKIN TONES. CUSTOM PROSTHETICS PLAYED A KEY ROLE IN ACHIEVING UNIQUE AND DETAILED EFFECTS, ENHANCING THE REALISM OF THE UNDEAD CHARACTERS. CHALLENGES WERE INHERENT IN ENSURING CONTINUITY ACROSS SCENES AND MANAGING THE APPLICATION TIME FOR MULTIPLE ACTORS. ADDITIONALLY, THE CUSTOM PROSTHETICS REQUIRED PRECISION TO MAINTAIN CONSISTENCY THROUGHOUT THE FILM. DESPITE THESE CHALLENGES, THE COLLABORATIVE EFFORTS OF THE MAKEUP TEAM RESULTED IN THE CREATION OF FRIGHTENING AND MEMORABLE ZOMBIES THAT ADDED A VISCERAL LAYER TO THE HORROR EXPERIENCE IN ANGUISH.

## COLLABORATION WITH THE DIRECTOR AND PRODUCTION TEAM

MAKEUP PLAYS A SIGNIFICANT ROLE IN VISUAL STORYTELLING. HOW CLOSELY DID YOU COLLABORATE WITH THE DIRECTOR AND OTHER MEMBERS OF THE PRODUCTION TEAM TO ENSURE THAT THE MAKEUP DESIGN ALIGNED WITH THE FILM'S OVERALL VISION? WERE THERE SPECIFIC DISCUSSIONS OR REFERENCES THAT INFLUENCED YOUR CREATIVE CHOICES?

COLLABORATION WAS CENTRAL TO ENSURING THAT THE MAKEUP DESIGN IN ANGUISH ALIGNED SEAMLESSLY WITH THE FILM'S OVERALL VISION. WORKING CLOSELY WITH THE DIRECTOR AND THE PRODUCTION TEAM, WE ENGAGED IN EXTENSIVE DISCUSSIONS TO UNDERSTAND THE DESIRED TONE AND ATMOSPHERE OF THE FILM. A SIGNIFICANT REFERENCE THAT INFLUENCED OUR CREATIVE CHOICES WAS "THE WALKING DEAD." THIS POPULAR SERIES SERVED AS A TOUCHSTONE FOR CAPTURING THE GRITTY REALISM AND NUANCED DETAILS OF ZOMBIE MAKEUP. WE DELVED INTO SPECIFIC DISCUSSIONS ON THE LEVEL OF DECAY, WOUNDS, AND OVERALL AESTHETIC, ENSURING THAT OUR MAKEUP DESIGN CONTRIBUTED TO THE AUTHENTICITY OF THE ZOMBIE APOCALYPSE PORTRAYED IN ANGUISH. THE COLLABORATIVE PROCESS ALLOWED US TO MERGE CREATIVE INPUT AND TECHNICAL EXPERTISE, RESULTING IN MAKEUP THAT NOT ONLY MET THE DIRECTOR'S VISION BUT ALSO CONTRIBUTED TO THE OVERALL IMMERSIVE EXPERIENCE OF THE FILM.

## CHARACTER SPECIFIC MAKEUP CHALLENGES

IN A ZOMBIE FILM, EACH UNDEAD CHARACTER MAY HAVE A DISTINCT BACKSTORY OR CAUSE OF TRANSFORMATION. DID YOU ENCOUNTER ANY CHALLENGES IN CREATING CHARACTER-SPECIFIC MAKEUP TO CONVEY DIFFERENT ASPECTS OF THE ZOMBIE APOCALYPSE? HOW DID YOU APPROACH INDIVIDUALISING THE MAKEUP FOR CERTAIN ZOMBIES IN THE FILM?

IN ANGUISH, THE CREATION OF CHARACTER-SPECIFIC MAKEUP FOR EACH UNDEAD CHARACTER PRESENTED A CREATIVE CHALLENGE THAT WE EMBRACED TO ENHANCE THE DEPTH OF THE ZOMBIE APOCALYPSE. TO ADDRESS THIS, I UNDERTOOK EXTENSIVE RESEARCH INTO VARIOUS ZOMBIE LOOKS AND TYPES, DRAWING INSPIRATION FROM DIVERSE SOURCES. THE GOAL WAS TO ENSURE THAT THE MAKEUP DESIGN NOT ONLY ADHERED TO THE CONVENTIONS OF THE GENRE BUT ALSO RESONATED WITH THE SOUTH AFRICAN AUDIENCE. I APPROACHED INDIVIDUALISING THE MAKEUP BY CONSIDERING THE DIVERSE CULTURAL AND GEOGRAPHICAL ASPECTS WITHIN SOUTH AFRICA, INFUSING UNIQUE ELEMENTS INTO THE UNDEAD CHARACTERS. THIS RESEARCH ALLOWED US TO CRAFT DISTINCT BACKSTORIES FOR THE ZOMBIES, CONVEYING DIFFERENT STAGES OF TRANSFORMATION AND DIVERSE CAUSES FOR THEIR UNDEAD STATE. THE RESULT WAS A NUANCED AND VARIED PORTRAYAL OF THE ZOMBIE APOCALYPSE, CONNECTING WITH OUR SOUTH AFRICAN AUDIENCE WHILE CONTRIBUTING TO THE OVERALL NARRATIVE RICHNESS OF ANGUISH.

## LONG LASTING EFFECTS

FILMING A SHORT FILM MAY INVOLVE LONG HOURS ON SET. HOW DID YOU ENSURE THAT THE MAKEUP EFFECTS REMAINED CONSISTENT AND REALISTIC THROUGHOUT THE SHOOTING PROCESS? WERE THERE ANY TECHNIQUES OR PRODUCTS THAT PROVED ESPECIALLY EFFECTIVE IN MAINTAINING THE DESIRED LOOK OVER EXTENDED PERIODS?

MAINTAINING CONSISTENT AND REALISTIC MAKEUP EFFECTS THROUGHOUT THE EXTENDED SHOOTING HOURS OF ANGUISH REQUIRED CAREFUL PLANNING AND COLLABORATION. TO ENSURE CONTINUITY, WE IMPLEMENTED A METICULOUS SYSTEM OF DOCUMENTATION, INCLUDING DETAILED PHOTOGRAPHS AND NOTES ON EACH ACTOR'S MAKEUP. THIS ALLOWED THE MAKEUP TEAM TO RECREATE THE LOOK ACCURATELY FOR SUBSEQUENT SCENES. ADDITIONALLY, WE UTILISED HIGH-QUALITY AND DURABLE PRODUCTS TO WITHSTAND THE DEMANDS OF LONG HOURS ON SET, PRIORITISING MAKEUP BRANDS KNOWN FOR THEIR LONGEVITY. ONE PARTICULARLY EFFECTIVE STRATEGY WAS THE USE OF CUSTOM PROSTHETICS FROM MONSTERFACTORY, WHICH PROVIDED NOT ONLY REALISTIC EFFECTS BUT ALSO DURABILITY, ENSURING THAT THE UNDEAD CHARACTERS MAINTAINED THEIR DESIRED LOOK CONSISTENTLY THROUGHOUT THE FILMING PROCESS. THE COLLABORATION WITH MONSTERFACTORY ALLOWED US TO ACHIEVE A LEVEL OF DETAIL AND AUTHENTICITY IN THE MAKEUP EFFECTS THAT CONTRIBUTED SIGNIFICANTLY TO THE OVERALL SUCCESS OF ANGUISH.

## MEMORABLE MAKEUP MOMENTS

EVERY FILM PRODUCTION HAS ITS MEMORABLE MOMENTS. CAN YOU SHARE ANY PARTICULARLY INTERESTING OR CHALLENGING EXPERIENCES FROM THE MAKEUP DEPARTMENT DURING THE FILMING OF ANGUISH? ARE THERE SPECIFIC SCENES OR CHARACTERS WHERE THE MAKEUP WORK STOOD OUT AND PLAYED A PIVOTAL ROLE IN THE STORYTELLING?

THE MAKEUP DEPARTMENT FACED BOTH INTERESTING AND CHALLENGING EXPERIENCES DURING THE FILMING OF ANGUISH, WITH ONE STANDOUT MOMENT BEING THE CREATION OF THE JUMP SCARE SCENE. CRAFTING THIS PIVOTAL MOMENT REQUIRED METICULOUS PLANNING AND PRECISION IN THE MAKEUP EFFECTS TO ACHIEVE A REALISTIC AND STARTLING APPEARANCE FOR THE UNDEAD CHARACTER. THE CHALLENGE LAY IN ENSURING THAT THE MAKEUP NOT ONLY STOOD OUT VISUALLY BUT ALSO SEAMLESSLY INTEGRATED WITH THE NARRATIVE TO MAXIMISE ITS SCARE IMPACT. THE COLLABORATIVE EFFORTS OF THE MAKEUP TEAM SHONE IN THIS SCENE, AS THE DETAILED WORK PLAYED A CRUCIAL ROLE IN CREATING A MEMORABLE AND EFFECTIVE JUMP SCARE. THIS EXPERIENCE EXEMPLIFIED THE DEPARTMENT'S ABILITY TO BALANCE TECHNICAL EXPERTISE WITH STORYTELLING NUANCES, CONTRIBUTING SIGNIFICANTLY TO THE OVERALL SUCCESS OF ANGUISH.

PRODUCER

RAHEEM RAZAK



## CONCEPT AND DEVELOPMENT

AS THE PRODUCER OF ANGUISH CAN YOU SHARE INSIGHTS INTO THE INITIAL CONCEPT AND DEVELOPMENT STAGES OF THE FILM? HOW DID THE IDEA EVOLVE, AND WHAT WERE THE KEY INSPIRATIONS THAT INFLUENCED THE CREATION OF THIS ZOMBIE SHORT FILM?

AS THE PRODUCER OF ANGUISH, MY ROLE IN THE INITIAL CONCEPT AND DEVELOPMENT STAGES WAS PIVOTAL IN SHAPING THE FILM'S DIRECTION. COLLABORATING CLOSELY WITH THE CREATIVE TEAM, WE ENVISIONED A ZOMBIE SHORT FILM THAT NOT ONLY DELIVERED ON THE HORROR ELEMENTS BUT ALSO RESONATED WITH THE SOUTH AFRICAN AUDIENCE. DRAWING INSPIRATION FROM THE DIVERSE CULTURAL LANDSCAPE, I ENSURED THE NARRATIVE WAS NUANCED AND REFLECTIVE OF LOCAL NUANCES, CREATING A STORY THAT WOULD ENGAGE AND CAPTIVATE VIEWERS ON A DEEPER LEVEL. THE EVOLUTION OF THE IDEA INVOLVED METICULOUS PLANNING AND AN UNDERSTANDING OF THE UNIQUE STORYTELLING PREFERENCES OF THE SOUTH AFRICAN AUDIENCE, ULTIMATELY RESULTING IN "ANGUISH" BECOMING A FILM THAT NOT ONLY MET EXPECTATIONS BUT ALSO OFFERED A COMPELLING AND CULTURALLY RELEVANT NARRATIVE.

## CHALLENGES IN PRODUCTION

ZOMBIE FILMS OFTEN PRESENT UNIQUE CHALLENGES IN TERMS OF MAKEUP, SPECIAL EFFECTS, AND SET DESIGN. WHAT WERE SOME OF THE MOST SIGNIFICANT CHALLENGES YOU FACED DURING THE PRODUCTION OF ANGUISH AND HOW DID YOU AND YOUR TEAM OVERCOME THEM TO BRING THE VISION TO LIFE?

AS THE PRODUCER OF ANGUISH, NAVIGATING THE UNIQUE CHALLENGES POSED BY ZOMBIE FILM PRODUCTION WAS A DYNAMIC PROCESS. THE COMPLEXITIES OF MAKEUP, SPECIAL EFFECTS, AND SET DESIGN PRESENTED SIGNIFICANT HURDLES, COMPOUNDED BY THE TASK OF ACCOMMODATING THESE ASPECTS WITHIN THE SHOOTING SCHEDULE. BALANCING THE VISUAL DEMANDS OF A ZOMBIE APOCALYPSE WITH THE CONSTRAINTS OF TIME REQUIRED CAREFUL PLANNING AND RESOURCE ALLOCATION. MY TEAM AND I OVERCAME THESE CHALLENGES THROUGH METICULOUS COORDINATION, FOSTERING OPEN COMMUNICATION CHANNELS BETWEEN DEPARTMENTS, AND FINDING CREATIVE SOLUTIONS THAT DIDN'T COMPROMISE THE FILM'S VISION. WHILE THE INTRICACIES OF MAKEUP AND SPECIAL EFFECTS DEMANDED EXTRA TIME AND ATTENTION, I ENGAGED AND APPLIED MYSELF TO ENSURE A HARMONIOUS INTEGRATION OF THESE ELEMENTS INTO THE SHOOTING SCHEDULE, ULTIMATELY BRINGING THE CHILLING VISION OF ANGUISH TO LIFE.

## TEAM COLLABORATION

COLLABORATION IS CRUCIAL IN FILMMAKING. HOW DID YOU FOSTER A COLLABORATIVE ENVIRONMENT AMONG THE CAST AND CREW TO ENSURE A COHESIVE AND EFFECTIVE PRODUCTION PROCESS? WERE THERE ANY MEMORABLE MOMENTS OF TEAMWORK THAT STOOD OUT TO YOU DURING THE FILMING OF ANGUISH?

AS THE PRODUCER OF ANGUISH, FOSTERING A COLLABORATIVE ENVIRONMENT WAS PARAMOUNT TO THE FILM'S SUCCESS. RECOGNISING THE SIGNIFICANCE OF TEAMWORK, I ESTABLISHED A CULTURE OF OPEN COMMUNICATION AND MUTUAL RESPECT AMONG THE CAST AND CREW. CONSTANT TEAM MEETINGS WERE HELD TO ENSURE EVERYONE WAS ALIGNED WITH THE FILM'S VISION, ADDRESSING CONCERNS AND FOSTERING CREATIVE DISCUSSIONS. TEAM BUILDING EVENTS FURTHER STRENGTHENED OUR BOND, CREATING A POSITIVE ATMOSPHERE ON SET. MEMORABLE MOMENTS OF TEAMWORK EMERGED DURING CHALLENGING SCENES, WHERE THE CAST AND CREW SEAMLESSLY COLLABORATED TO OVERCOME OBSTACLES. WHETHER IT WAS EXECUTING COMPLEX SHOTS OR NAVIGATING UNPREDICTABLE WEATHER, THE COHESIVE SPIRIT CULTIVATED THROUGH CONSTANT COMMUNICATION AND TEAM-BUILDING EVENTS PLAYED A CRUCIAL ROLE IN THE EFFECTIVE PRODUCTION OF ANGUISH.

## BUDGET CONSIDERATIONS

PRODUCING A FILM INVOLVES BUDGETARY CONSIDERATIONS. CAN YOU DISCUSS HOW YOU MANAGED THE BUDGET FOR ANGUISH AND ALLOCATED RESOURCES TO DIFFERENT ASPECTS OF THE PRODUCTION, SUCH AS SPECIAL EFFECTS, LOCATION SCOUTING, AND TALENT?

AS THE PRODUCER OF ANGUISH, MANAGING THE BUDGET WAS A METICULOUS PROCESS THAT INVOLVED STRATEGIC PLANNING AND RESOURCE ALLOCATION. RECOGNISING THE IMPORTANCE OF SPECIAL EFFECTS, LOCATION SCOUTING, AND SECURING TOP-TIER TALENT, I PROACTIVELY SOUGHT SPONSORSHIP OPPORTUNITIES TO OPTIMISE OUR RESOURCES. ONE NOTABLE ACHIEVEMENT WAS SECURING A SPONSORSHIP FROM PANAVISION, WHICH PROVIDED HIGH-QUALITY EQUIPMENT FOR FREE, SIGNIFICANTLY CONTRIBUTING TO THE FILM'S VISUAL EXCELLENCE. ADDITIONALLY, I APPROACHED SPONSORS AND NEGOTIATED DISCOUNTS, ENSURING THAT BUDGETARY CONSIDERATIONS DID NOT COMPROMISE THE OVERALL PRODUCTION QUALITY. THIS COLLABORATIVE APPROACH TO RESOURCE MANAGEMENT ALLOWED US TO MAXIMISE THE IMPACT OF EVERY DOLLAR, RESULTING IN A WELL-EXECUTED AND VISUALLY COMPELLING FILM IN ANGUISH.

## AUDIENCE CONNECTION

WITH ANGUISH BEING A ZOMBIE SHORT FILM, WHAT DO YOU THINK SETS IT APART FROM OTHER FILMS IN THE GENRE? HOW DID YOU APPROACH MAKING THE FILM ENGAGING FOR THE AUDIENCE, BALANCING THE HORROR ELEMENTS WITH STORYTELLING, AND WHAT DO YOU HOPE VIEWERS WILL TAKE AWAY FROM THE EXPERIENCE?

ANGUISH STANDS OUT IN THE ZOMBIE GENRE THROUGH ITS NUANCED APPROACH, TOUCHING ON RAW EMOTIONAL CONNECTIONS AND INFUSING A UNIQUE SOUTH AFRICAN FLAVOUR. IN CRAFTING THE FILM, WE PRIORITISED A DELICATE BALANCE BETWEEN HORROR ELEMENTS AND STORYTELLING, ENSURING THAT THE NARRATIVE RESONATED ON A DEEPER, EMOTIONAL LEVEL. BY EXPLORING THE HUMAN CONDITION AMIDST THE ZOMBIE APOCALYPSE, "ANGUISH" GOES BEYOND TRADITIONAL SCARES, DELVING INTO THE COMPLEXITIES OF SURVIVAL AND CONNECTION. THE FILM'S DISTINCTIVE SOUTH AFRICAN FLAVOUR ADDS CULTURAL RICHNESS, MAKING IT A STANDOUT IN A GLOBAL GENRE. I HOPE VIEWERS NOT ONLY EXPERIENCE THE THRILL OF HORROR BUT ALSO CONNECT WITH THE CHARACTERS ON A PROFOUND LEVEL, LEAVING THEM WITH A NUANCED PERSPECTIVE ON THE ZOMBIE GENRE AND A MEMORABLE CINEMATIC EXPERIENCE.

WRITER AND DIRECTOR

LERATO MODISE



## CREATIVE PROCESS AND INSPIRATION

AS BOTH THE DIRECTOR AND WRITER OF ANGUISH, CAN YOU SHARE INSIGHTS INTO THE CREATIVE PROCESS BEHIND THE FILM? WHAT INSPIRED YOU TO TELL THIS PARTICULAR STORY IN THE ZOMBIE GENRE, AND HOW DID YOUR ROLES AS THE WRITER AND DIRECTOR INFLUENCE EACH OTHER DURING THE FILMMAKING PROCESS?

AS BOTH THE DIRECTOR AND WRITER OF ANGUISH, THE CREATIVE PROCESS WAS DRIVEN BY A DESIRE TO EXPLORE THE EMOTIONAL AND CULTURAL DIMENSIONS WITHIN THE ZOMBIE GENRE. DRAWING INSPIRATION FROM MY FASCINATION WITH THE GENRE AND THE DESIRE TO INFUSE A SOUTH AFRICAN FLAVOUR, I CRAFTED A NARRATIVE THAT NOT ONLY DELIVERED ON THE HORROR ELEMENTS BUT ALSO EXPLORED NUANCED CONNECTIONS BETWEEN CHARACTERS AMIDST SOCIETAL COLLAPSE. THE ROLES OF WRITER AND DIRECTOR BECAME INTERTWINED, WITH THE WRITING PROCESS INFLUENCING DIRECTORIAL CHOICES AND VICE VERSA. THIS SYNERGY ALLOWED FOR A COHESIVE VISION, WHERE STORYTELLING NUANCES, CHARACTER DEVELOPMENT, AND VISUAL ELEMENTS CONVERGED TO CREATE A UNIQUE AND EMOTIONALLY RESONANT ZOMBIE SHORT FILM IN ANGUISH.

## CHARACTER DEVELOPMENT

ZOMBIE FILMS OFTEN EXPLORE THE HUMAN CONDITION IN THE FACE OF A CRISIS. HOW DID YOU APPROACH CHARACTER DEVELOPMENT IN ANGUISH? WERE THERE SPECIFIC TRAITS OR ARCS YOU WANTED TO EMPHASISE, AND HOW DID THESE CHOICES CONTRIBUTE TO THE OVERALL NARRATIVE AND AUDIENCE CONNECTION?

IN DEVELOPING CHARACTERS FOR ANGUISH, I APPROACHED EACH INDIVIDUAL AS A LENS THROUGH WHICH TO EXPLORE THE COMPLEX HUMAN CONDITION IN THE MIDST OF A CRISIS. EACH CHARACTER WAS CRAFTED WITH DISTINCTIVE TRAITS AND ARCS THAT REFLECTED THE SPECTRUM OF HUMAN RESPONSES TO THE ZOMBIE APOCALYPSE. EMPHASISING TRAITS LIKE RESILIENCE, FEAR, AND ADAPTABILITY, I AIMED TO SHOWCASE THE DIVERSE WAYS INDIVIDUALS CONFRONT AND SURVIVE THE HORRORS UNFOLDING AROUND THEM. THESE CHOICES CONTRIBUTED TO A MULTIFACETED NARRATIVE, ALLOWING AUDIENCES TO CONNECT WITH CHARACTERS ON AN EMOTIONAL LEVEL WHILE CONTEMPLATING BROADER THEMES OF HUMANITY UNDER EXTREME CIRCUMSTANCES. THE CHARACTER DEVELOPMENT IN ANGUISH SERVED AS A VEHICLE TO ELICIT EMPATHY, FEAR, AND REFLECTION, FOSTERING A MORE PROFOUND ENGAGEMENT WITH THE OVERARCHING ZOMBIE GENRE EXPLORATION.

## BALANCING HORROR AND STORYTELLING

STRIKING THE RIGHT BALANCE BETWEEN HORROR ELEMENTS AND STORYTELLING IS CRUCIAL IN THE ZOMBIE GENRE. HOW DID YOU APPROACH BALANCING THE INTENSE, FRIGHTENING ASPECTS OF A ZOMBIE APOCALYPSE WITH THE NEED FOR A COMPELLING NARRATIVE? WERE THERE SPECIFIC SCENES OR MOMENTS WHERE THIS BALANCE WAS ESPECIALLY CHALLENGING OR REWARDING?

BALANCING THE INTENSE, FRIGHTENING ASPECTS OF A ZOMBIE APOCALYPSE WITH A COMPELLING NARRATIVE IN "ANGUISH" WAS A METICULOUS PROCESS. I APPROACHED THIS BY INTERTWINING CHARACTER-DRIVEN STORYTELLING WITH STRATEGICALLY PLACED HORROR ELEMENTS. THE FOCUS WAS ON CREATING SUSPENSEFUL SEQUENCES THAT NOT ONLY SHOWCASED THE TERROR OF THE UNDEAD BUT ALSO SERVED TO PROPEL THE NARRATIVE FORWARD. SPECIFIC SCENES, SUCH AS THE OPENING JUMP SCARE AND THE EVOLVING DYNAMICS WITHIN THE SURVIVOR GROUP, PRESENTED CHALLENGES IN STRIKING THE RIGHT BALANCE. HOWEVER, THESE CHALLENGES ALSO BECAME OPPORTUNITIES FOR STORYTELLING, OFFERING REWARDING MOMENTS WHERE THE HORROR ELEMENTS ENHANCED THE EMOTIONAL IMPACT AND CONTRIBUTED TO THE OVERALL IMMERSIVE EXPERIENCE OF ANGUISH.

## VISUALISING THE APOCALYPSE

ZOMBIES BRING A UNIQUE VISUAL CHALLENGE TO FILMMAKING. CAN YOU DISCUSS HOW YOU ENVISIONED AND BROUGHT TO LIFE THE VISUAL ASPECTS OF THE ZOMBIE APOCALYPSE IN ANGUISH? HOW DID YOU WORK WITH THE PRODUCTION TEAM TO ENSURE THE FILM'S VISUAL STYLE ALIGNED WITH YOUR CREATIVE VISION?

ENVISIONING AND BRINGING TO LIFE THE VISUAL ASPECTS OF THE ZOMBIE APOCALYPSE IN ANGUISH INVOLVED A COLLABORATIVE EFFORT WITH THE PRODUCTION TEAM TO CRAFT A DISTINCTIVE AND IMMERSIVE EXPERIENCE. THROUGH METICULOUS PLANNING AND DISCUSSIONS WITH THE CINEMATOGRAPHERS, PRODUCTION DESIGNER, AND MAKEUP TEAM, I ARTICULATED MY VISION FOR THE ZOMBIES AS VISUALLY UNSETTLING YET CULTURALLY NUANCED. COLLABORATIVE STORYBOARDING AND VISUAL REFERENCES AIDED IN ALIGNING THE FILM'S VISUAL STYLE WITH THE INTENDED ATMOSPHERE. CUSTOM PROSTHETICS AND MAKEUP TECHNIQUES WERE EMPLOYED TO CREATE A DIVERSE AND AUTHENTIC ARRAY OF ZOMBIES. THE CINEMATOGRAPHY CHOICES, SUCH AS DYNAMIC CAMERA MOVEMENTS AND STRATEGIC LIGHTING, WERE ALIGNED WITH THE OVERALL VISION, CONTRIBUTING TO THE UNIQUE VISUAL IDENTITY OF THE ZOMBIE APOCALYPSE IN ANGUISH.

## MESSAGE OR IMPACT

FILMS OFTEN CONVEY MESSAGES OR EXPLORE THEMES BEYOND THE SURFACE LEVEL. WHAT MESSAGES OR THEMES DO YOU HOPE AUDIENCES TAKE AWAY FROM "ANGUISH"? WERE THERE SPECIFIC EMOTIONS OR REAL-WORLD ISSUES YOU AIMED TO ADDRESS THROUGH THE LENS OF THE ZOMBIE GENRE, AND HOW DID YOU INTEGRATE THESE INTO THE STORYTELLING?

IN ANGUISH, I AIMED TO CONVEY MESSAGES ABOUT RESILIENCE, THE HUMAN SPIRIT, AND SOCIETAL FRACTURES UNDER EXTREME CIRCUMSTANCES. THROUGH THE LENS OF THE ZOMBIE GENRE, THE FILM DELVES INTO THE VISCERAL FEAR OF THE UNKNOWN WHILE EXPLORING HOW INDIVIDUALS AND COMMUNITIES NAVIGATE CRISES. THEMES OF SURVIVAL, CULTURAL IDENTITY, AND THE FRAGILITY OF SOCIETAL STRUCTURES ARE INTERWOVEN WITH THE HORROR ELEMENTS, OFFERING A NUANCED PERSPECTIVE ON HUMAN NATURE IN THE FACE OF APOCALYPSE. EMOTIONS OF FEAR, EMPATHY, AND INTROSPECTION WERE INTEGRATED INTO THE STORYTELLING, CREATING AN IMMERSIVE EXPERIENCE THAT PROMPTS AUDIENCES TO REFLECT ON THE FRAGILITY OF SOCIAL BONDS AND THE PROFOUND IMPACT OF SURVIVAL INSTINCTS. ANGUISH SEEKS TO RESONATE BEYOND THE IMMEDIATE SCARES, ENGAGING VIEWERS IN A CONTEMPLATION OF HUMAN RESILIENCE AND SOCIETAL DYNAMICS AMIDST THE CHAOS OF A ZOMBIE-INFESTED WORLD.

**DIRECTOR**

**MANDISA MARY-JANE MTEMBU**



## CONCEPT AND VISION

AS THE DIRECTOR OF "ANGUISH," CAN YOU SHARE THE INITIAL CONCEPT AND INSPIRATION BEHIND THE FILM? HOW DID YOUR VISION FOR THE STORY AND ITS PRESENTATION EVOLVE THROUGHOUT THE FILMMAKING PROCESS, AND WHAT ELEMENTS WERE ESSENTIAL IN CAPTURING THE ESSENCE OF A ZOMBIE APOCALYPSE IN A SHORT FILM FORMAT?

THE INITIAL CONCEPT FOR ANGUISH STEMMED FROM A DESIRE TO EXPLORE THE EMOTIONAL AND SOCIETAL FACETS OF A ZOMBIE APOCALYPSE WITHIN A SOUTH AFRICAN CONTEXT. INSPIRED BY THE GENRE'S ABILITY TO EVOKE FEAR AND INTROSPECTION, I ENVISIONED A SHORT FILM THAT NOT ONLY DELIVERED ON THE HORROR ELEMENTS BUT ALSO PROVIDED A NUANCED PORTRAYAL OF CHARACTERS NAVIGATING THE BREAKDOWN OF SOCIETAL NORMS. THROUGHOUT THE FILMMAKING PROCESS, THE VISION EVOLVED WITH AN EMPHASIS ON CHARACTER-DRIVEN STORYTELLING, ENSURING THAT THE HORROR SERVED AS A BACKDROP TO DEEPER THEMES. ESSENTIAL ELEMENTS INCLUDED A CAREFULLY CRAFTED ATMOSPHERE, DYNAMIC CHARACTER ARCS, AND STRATEGIC USE OF HORROR TROPES TO ELICIT FEAR AND REFLECTION. THE CHALLENGE WAS DISTILLING THE ESSENCE OF A ZOMBIE APOCALYPSE INTO A SHORT FILM FORMAT WHILE MAINTAINING A RICH NARRATIVE TAPESTRY. THE EVOLVING VISION AIMED TO ENCAPSULATE THE VISCERAL AND EMOTIONAL IMPACT OF A LARGER-SCALE APOCALYPSE WITHIN THE CONFINES OF A SHORT FILM, OFFERING AUDIENCES A COMPACT YET IMMERSIVE EXPERIENCE IN THE WORLD OF "ANGUISH."

## STORYTELLING CHOICES

ZOMBIE FILMS OFTEN BLEND HORROR WITH OTHER GENRES OR THEMES. WHAT STORYTELLING CHOICES DID YOU MAKE TO ENSURE "ANGUISH" STANDS OUT WITHIN THE ZOMBIE GENRE? WERE THERE SPECIFIC NARRATIVE ELEMENTS OR CHARACTER DYNAMICS THAT YOU WANTED TO EXPLORE TO PROVIDE A UNIQUE PERSPECTIVE ON THE ZOMBIE APOCALYPSE?

IN CRAFTING ANGUISH WITHIN THE ZOMBIE GENRE, I MADE STORYTELLING CHOICES TO DISTINGUISH THE FILM BY BLENDING HORROR WITH NUANCED EXPLORATIONS OF CULTURAL IDENTITY AND SOCIETAL COLLAPSE. THE NARRATIVE PRIORITISED CHARACTER-DRIVEN ARCS, DELVING INTO THE EMOTIONAL AND PSYCHOLOGICAL TOLL OF THE APOCALYPSE ON A DIVERSE GROUP OF SURVIVORS. I AIMED TO PROVIDE A UNIQUE PERSPECTIVE BY INFUSING SOUTH AFRICAN CULTURAL ELEMENTS AND FOSTERING CONNECTIONS BETWEEN CHARACTERS THAT TRANSCENDED MERE SURVIVAL. THE FILM EXPLORES THE COMPLEXITIES OF HUMAN RELATIONSHIPS IN THE FACE OF SOCIETAL BREAKDOWN, CONTRIBUTING TO A DISTINCTIVE AND EMOTIONALLY RESONANT TAKE ON THE ZOMBIE APOCALYPSE. THROUGH THESE NARRATIVE ELEMENTS, ANGUISH SEEKS TO STAND OUT BY OFFERING A MORE LAYERED AND CULTURALLY EMBEDDED PERSPECTIVE WITHIN THE BROADER ZOMBIE GENRE LANDSCAPE.

## COLLABORATION WITH THE PRODUCTION TEAM

FILMMAKING IS A COLLABORATIVE EFFORT. HOW DID YOU COLLABORATE WITH KEY MEMBERS OF THE PRODUCTION TEAM, SUCH AS THE PRODUCER, PRODUCTION DESIGNER, AND MAKEUP ARTIST, TO BRING YOUR VISION TO LIFE? WERE THERE INSTANCES WHERE THEIR INPUT SIGNIFICANTLY INFLUENCED THE FILM, AND IF SO, HOW?

FILMMAKING, BEING INHERENTLY COLLABORATIVE, SAW CLOSE COLLABORATION WITH KEY MEMBERS OF THE PRODUCTION TEAM THROUGHOUT THE CREATION OF ANGUISH. WORKING CLOSELY WITH THE PRODUCER ENSURED THAT THE VISION REMAINED ALIGNED WITH PRACTICAL CONSTRAINTS AND RESOURCE CONSIDERATIONS. THE PRODUCTION DESIGNER PLAYED A PIVOTAL ROLE IN SHAPING THE VISUAL IDENTITY OF THE FILM, TRANSLATING NARRATIVE ELEMENTS INTO A VISUALLY COMPELLING WORLD. THE MAKEUP ARTIST'S INPUT WAS CRUCIAL IN CRAFTING AUTHENTIC AND VISUALLY STRIKING ZOMBIES, CONTRIBUTING TO THE FILM'S HORROR ELEMENTS. INSTANCES OF COLLABORATIVE DECISION-MAKING, SUCH AS DISCUSSIONS WITH THE PRODUCTION DESIGNER ON SET DESIGN NUANCES OR REFINING THE MAKEUP ARTIST'S APPROACH TO ACHIEVE CULTURAL AUTHENTICITY, SIGNIFICANTLY INFLUENCED THE FILM'S OVERALL LOOK AND THEMATIC RESONANCE. THE COLLABORATIVE EFFORTS OF THE PRODUCTION TEAM PLAYED AN INTEGRAL ROLE IN BRINGING THE VISION OF "ANGUISH" TO LIFE, ENRICHING THE STORYTELLING EXPERIENCE AND VISUAL TAPESTRY OF THE FILM.

## DIRECTORIAL CHALLENGES

EVERY FILM PRODUCTION COMES WITH ITS SET OF CHALLENGES. WHAT WERE SOME OF THE KEY CHALLENGES YOU FACED AS THE DIRECTOR OF ANGUISH, AND HOW DID YOU OVERCOME THEM? WERE THERE SPECIFIC SCENES OR MOMENTS THAT POSED PARTICULAR DIFFICULTIES, AND HOW DID YOU NAVIGATE THOSE CHALLENGES WHILE MAINTAINING THE FILM'S OVERALL VISION?

DIRECTING ANGUISH CAME WITH ITS SHARE OF CHALLENGES, ONE BEING THE NEED TO BALANCE THE INTENSITY OF THE ZOMBIE GENRE WITH A NUANCED EXPLORATION OF HUMAN EMOTIONS. THE CHALLENGE LAY IN ENSURING THAT FEAR AND SUSPENSE DIDN'T OVERSHADOW THE CHARACTER-DRIVEN NARRATIVE. ADDITIONALLY, COORDINATING PRACTICAL EFFECTS AND MAKEUP FOR THE ZOMBIE SCENES REQUIRED METICULOUS PLANNING TO ACHIEVE A VISUALLY IMPACTFUL YET CULTURALLY AUTHENTIC REPRESENTATION. NAVIGATING THESE CHALLENGES INVOLVED CONSTANT COMMUNICATION WITH THE PRODUCTION TEAM, FROM THE CINEMATOGRAPHERS CAPTURING DYNAMIC SHOTS TO COLLABORATING CLOSELY WITH THE MAKEUP ARTIST TO STRIKE THE RIGHT BALANCE IN CREATING TERRIFYING YET CULTURALLY RESONANT ZOMBIES. THE OPENING JUMP SCARE SCENE, IN PARTICULAR, POSED A CHALLENGE IN SETTING THE TONE WITHOUT RELYING SOLELY ON HORROR TROPES. BY FOSTERING OPEN COMMUNICATION, ADAPTING ON SET, AND REMAINING TRUE TO THE FILM'S VISION, WE OVERCAME THESE CHALLENGES, CREATING A ZOMBIE SHORT FILM IN "ANGUISH" THAT SEAMLESSLY INTEGRATED HORROR WITH COMPELLING STORYTELLING.

## AUDIENCE ENGAGEMENT

ZOMBIE FILMS OFTEN CONNECT WITH AUDIENCES ON MULTIPLE LEVELS. HOW DID YOU APPROACH CREATING AN ENGAGING EXPERIENCE FOR THE AUDIENCE IN A SHORT FILM FORMAT? WERE THERE SPECIFIC ELEMENTS OR SEQUENCES DESIGNED TO EVOKE CERTAIN EMOTIONS OR REACTIONS FROM VIEWERS, AND WHAT DO YOU HOPE AUDIENCES TAKE AWAY FROM THE FILM?

IN CRAFTING AN ENGAGING EXPERIENCE WITHIN THE SHORT FILM FORMAT OF ANGUISH, I FOCUSED ON MAXIMIZING EMOTIONAL IMPACT AND CULTURAL RESONANCE. SPECIFIC ELEMENTS, SUCH AS THE OPENING JUMP SCARE AND THE EVOLVING DYNAMICS WITHIN THE SURVIVOR GROUP, WERE METICULOUSLY DESIGNED TO ELICIT FEAR AND EMPATHY. THE FILM'S PACING AND CHARACTER DEVELOPMENT WERE CALIBRATED TO CREATE AN IMMERSIVE JOURNEY IN A CONDENSED TIMEFRAME. THROUGH STRATEGIC USE OF HORROR ELEMENTS AND CULTURAL REFERENCES, I AIMED TO EVOKE A RANGE OF EMOTIONS BEYOND FEAR, ENCOURAGING AUDIENCES TO REFLECT ON SOCIETAL FRACTURES AND HUMAN RESILIENCE. I HOPE VIEWERS TAKE AWAY NOT ONLY A VISCERAL EXPERIENCE OF HORROR BUT ALSO A NUANCED EXPLORATION OF CULTURAL IDENTITY AND THE PROFOUND IMPACT OF SURVIVAL INSTINCTS IN THE FACE OF AN APOCALYPSE.

# AWARDS

**BEST THIRD YEAR SCREEN PRODUCTION TEAM – (PROD, DIR, WRT)**

**BEST THIRD YEAR IMAGE & SOUND TEAM – (CINE, D&G, SND)**

**BEST THIRD YEAR SCREEN DESIGN TEAM – (PD, CDS)**

**BEST THIRD YEAR POST-PRODUCTION TEAM – (EDT, VFX, MMP)**

**BEST THIRD YEAR FILM**

**AFDA CRITICS AWARD FOR AN UNDERGRADUATE THIRD YEAR  
PRODUCTION**



# VIDEO LINKS



[HTTPS://VIMEO.COM/887305313/FF9BA9920D?SHARE=COPY](https://vimeo.com/887305313/ff9ba9920d?share=copy)



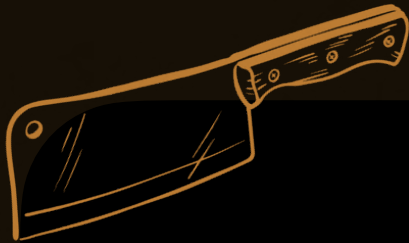
FILM LINK: [HTTPS://VIMEO.COM/887305313/FF9BA9920D?SHARE=COPY](https://vimeo.com/887305313/ff9ba9920d?share=copy)



[HTTPS://VIMEO.COM/887305701/027BF12EA3?SHARE=COPY](https://vimeo.com/887305701/027bf12ea3?share=copy)



TRAILER LINK: [HTTPS://VIMEO.COM/887305701/027BF12EA3?SHARE=COPY](https://vimeo.com/887305701/027bf12ea3?share=copy)



**FILM:**

**[HTTPS://VIMEO.COM/887305313/FF9BA9920D?](https://vimeo.com/887305313/ff9ba9920d?share=copied)**

**SHARE=COPY**

**TRAILER:**

**[HTTPS://VIMEO.COM/887305701/027BF12EA3?](https://vimeo.com/887305701/027bf12ea3?share=copied)**

**SHARE=COPY**

**BTS:**

**[HTTPS://VIMEO.COM/887305508/F545233D31?](https://vimeo.com/887305508/f545233d31?share=copied)**

**SHARE=COPY**



# CONTACT AND PRESS INQUIRES

**CONTACT RAHEEM RAZAK (PRODUCER) FOR ALL INQUIRIES.**

**EMAIL: [infinity34films@gmail.com](mailto:infinity34films@gmail.com) OR [raheemrazak11@gmail.com](mailto:raheemrazak11@gmail.com)**

**CELL: 061 409 5363**

**FILM FREEWAY: [HTTPS://FILMFREEWAY.COM/PROJECTS/2948862](https://filmfreeway.com/projects/2948862)**



**[WWW.INFINITY34FILMS.CO.ZA](http://WWW.INFINITY34FILMS.CO.ZA)**



**INFINITY34FILMS**



**INFINITY34FILMS**



**INFINITY34FILMS**

THANK YOU