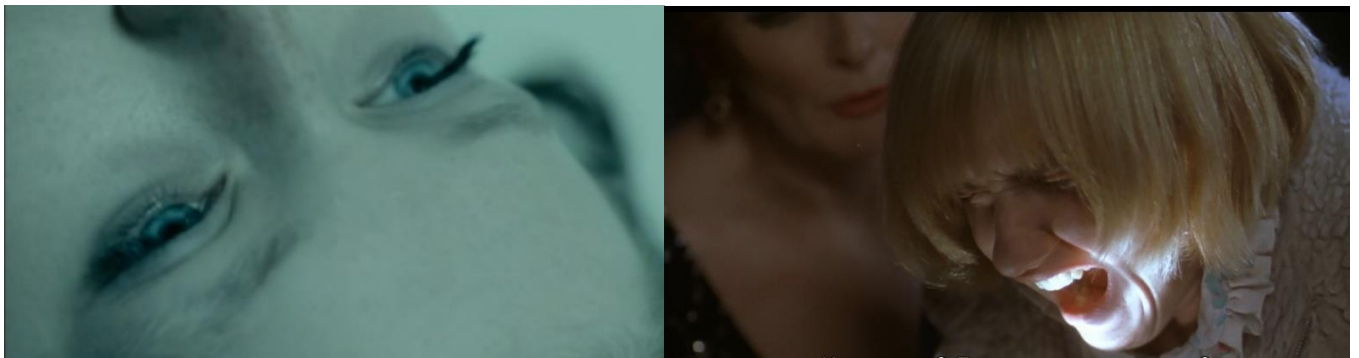


MOOD BOARD.

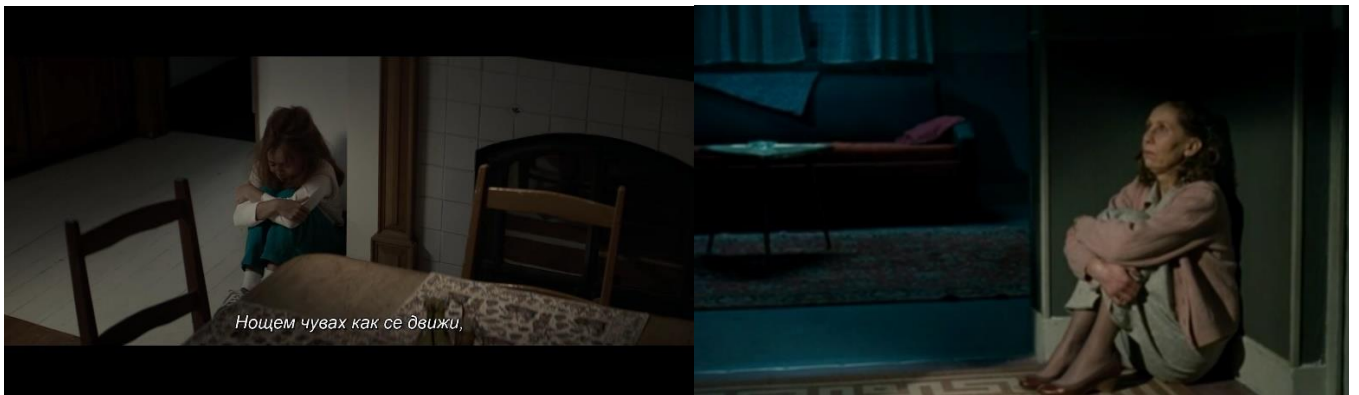
Camera movement

In this film, we look at the inner world and emotional state of the main character, and the director's decision is to have the camera follow the mother all the time, so that we can enter her world and empathize with her, what is happening to her. That is, it will be present in every frame. Thus, purely operationally, it will fall into the main focus of our observation.

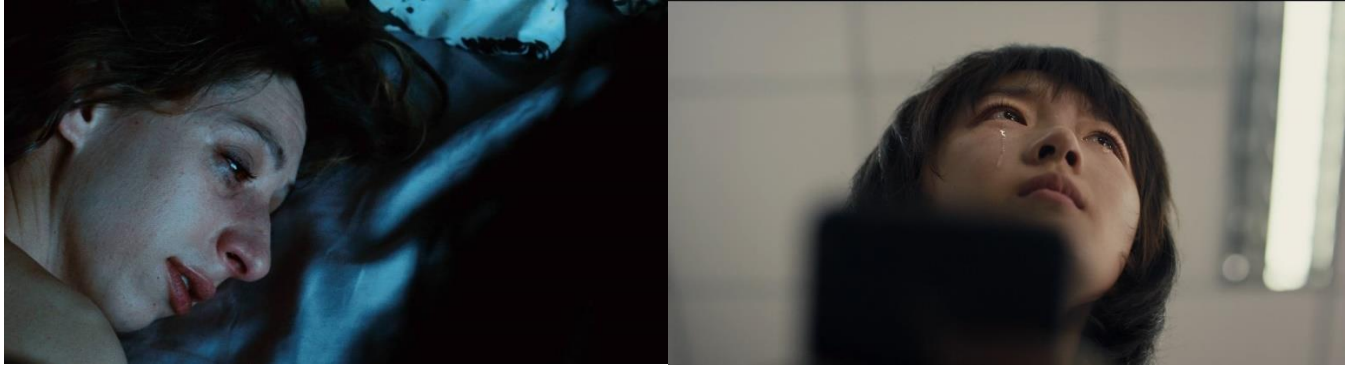
In all angles in which we look at the main antagonists in the story, Sofia will be present.



There will be a split between the camera type, general still shots, with which we will observe her from the side, as she appears in the eyes of others



and many close-ups and moving shots that will follow her emotions and inner world, thus going deeper into her experiences so that we can feel them too.



In some of the scenes, the camera will be stationary and observant, and the action will take place within the scope of the frame. Thus, the viewers will be bystanders of what is happening. In this way, we will also be able to imagine how she looks in the eyes of others, her husband and the institutions she contacts.



When Sophia's emotions take over, the camera will be more sensitive and mobile, closely following her face and reactions.



Then we cut to close-ups. This way we will go deeper into her experiences and emotions. That way we will be able to feel in her position, empathizing with what she is going through and the way she fights with the emotions that flood her.



The close-ups in the moments of hyper-emotions on the part of the mother will help us to experience her drama, to enter her emotional world, to feel in her place and try to imagine how we would react if we were in her situation.



Color and tones

Tones and colors should not be too saturated, one idea dark, gray, as only Sofia's world, her home will bring more warmth and color.



Locations

When choosing locations, I imagine that the homes of Sofia and Rune are basically similar in layout, but with a different emotional charge. Eric's apartment should be more pastel, cooler colors. To look tidy, empty and clean.

I imagine Sofia's apartment warm, cozy, artistic, messy, with lots of flowers, paintings and bright colors.



Вдига ли шум, в куфара.

Изобщо

Sofia's world should contrast with the rest of the world, which is one idea more boring, orderly and colorless.

Actors

The actors that I will choose for Rune, as well as those from the institutions that Sofia comes into contact with, must look stricter and inspire respect.



Thus they will be representatives of an ordered and regulated world, which will contrast with the emotional, slightly chaotic and hyper-emotional world of our main character. They will be dressed in darker and more austere colors.

Sofia will have to differ from them in terms of colors. She should wear brighter, colorful and artistic clothes. Thus, she will be different in terms of emotions and mood from the world that surrounds her.

