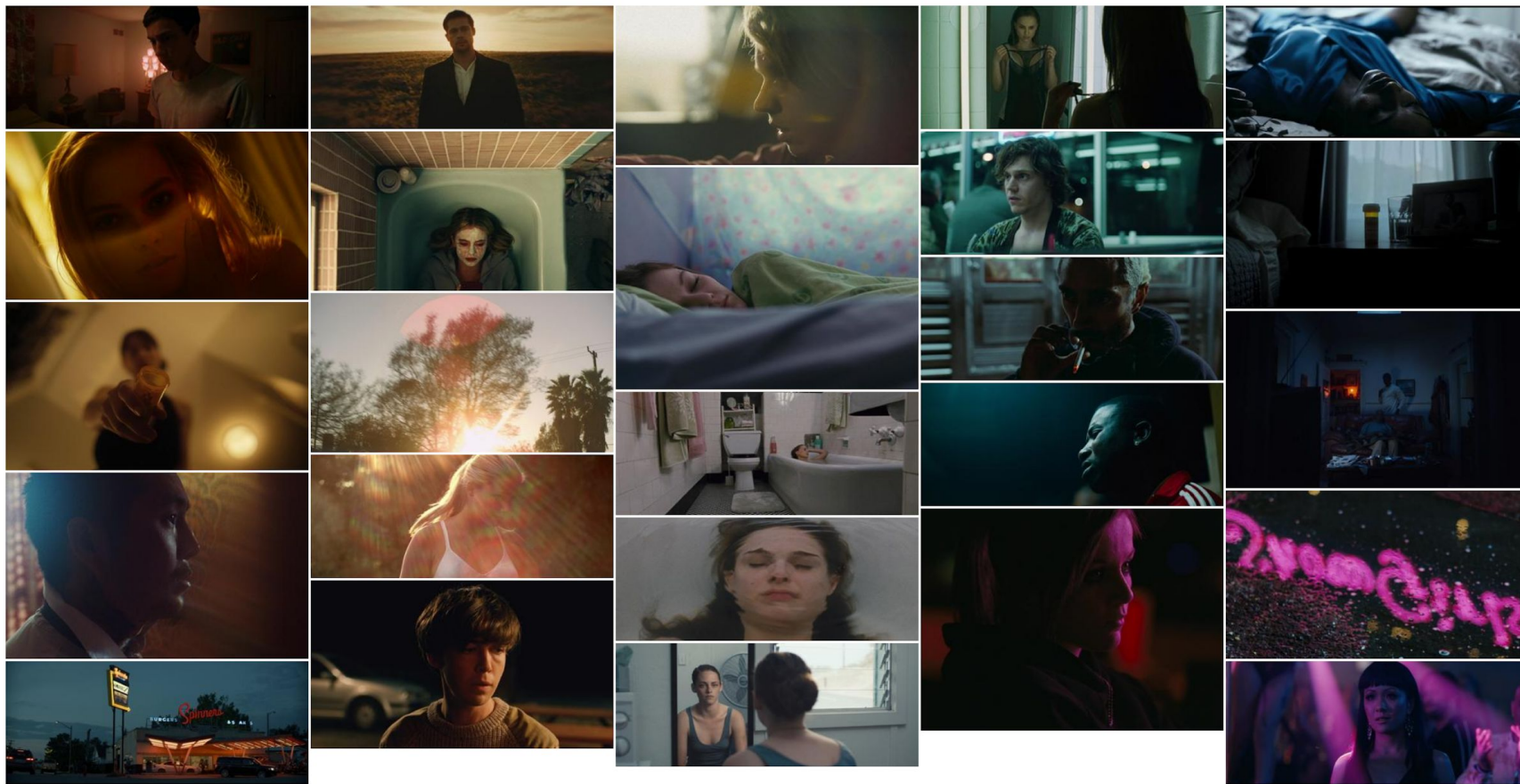
A dimly lit bedside table with a pill bottle, a glass of water, and a framed photo. The scene is moody and cinematic, with soft light coming from a window in the background. The pill bottle is yellow with a white cap. The glass is clear and partially filled with water. The framed photo shows a man and a woman in a close embrace. The overall atmosphere is somber and contemplative.

# Mother Morphine

## Cinematography Lookbook

# Mood of the Cinematography

The story “Mother Morphine” is an intense drama with hints of romance. The story depicts a young woman, Maisy, who struggles with an unhealthy home environment, and succumbs to the peer pressure applied to her by her older friend. The main conflict of this story is between Maisy and her love interest Zach; who ends up taking advantage of her and betrays her trust. Maisy also experiences a pressure to behave like her older friend, who is a bad influence on her. This negative influence pushes her closer to being like her mother, which I believe is the true underlying conflict. The script touches on substance abuse, family issues, isolation, rape, and issues relating to coming of age. This story demands cinematography that emphasizes the seriousness of what happens, therefore it should feel motivated and dramatic. Although, there are moments where the cinematography can become less traditional: The colors can become more vibrant, and the shooting style can dip into experimental techniques.

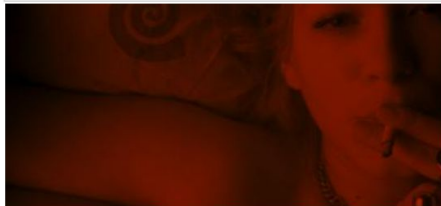


Mother Morphine Moodboard

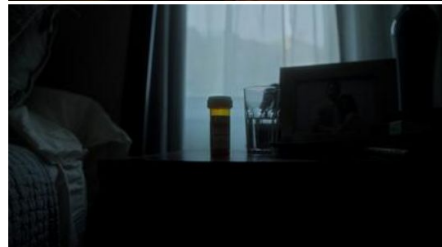
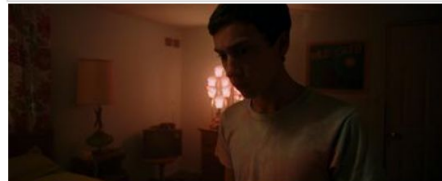
# Lighting

The lighting in mother morphine should be both dramatic, and colorful. Because Maisy is often between sober and intoxicated, there are two distinct looks. therefore there should be vibrant scenes which feel psychedelic. The lighting should be colorful, though remain serious. At the moment of climax, the viewer should experience a transition from light hearted teenage fun, to dark and dramatic. The scene where Maisy is taken advantage of should be solely backlit, causing slight silhouettes at times. The room should be warm, even too warm (looking almost red). This could be motivated by a red lampshade or a red tapestry hung over the ceiling light. The lighting should also foreshadow the untrustworthiness of Zach, such as by placing him in pockets of shadow.

Colorful and Hazy during Flashbacks and intoxicated moments







Natural lighting with slightly less saturation during sober moments



# Composition

In this film there are three distinct relationships that Maisy has during the film: her mother, Rayanne and Zach. Maisy's mother is distant, which could be portrayed through staying on wider lenses during their conversations. This could shift at the end of the film, where they finally experience a moment together. Rayanne is Maisy's close friend and someone she trusts, therefore they should be shown together in standard shots and 2shots. Meanwhile, Zach could be initially portrayed in a way that separates him from everyone else; by staying on slightly tighter lens. Later on, his framing could revert to portraying a disconnection as well once the story reaches its climax.

Maisy's Mother	Rayanne
	
	Zach
	



# Movement

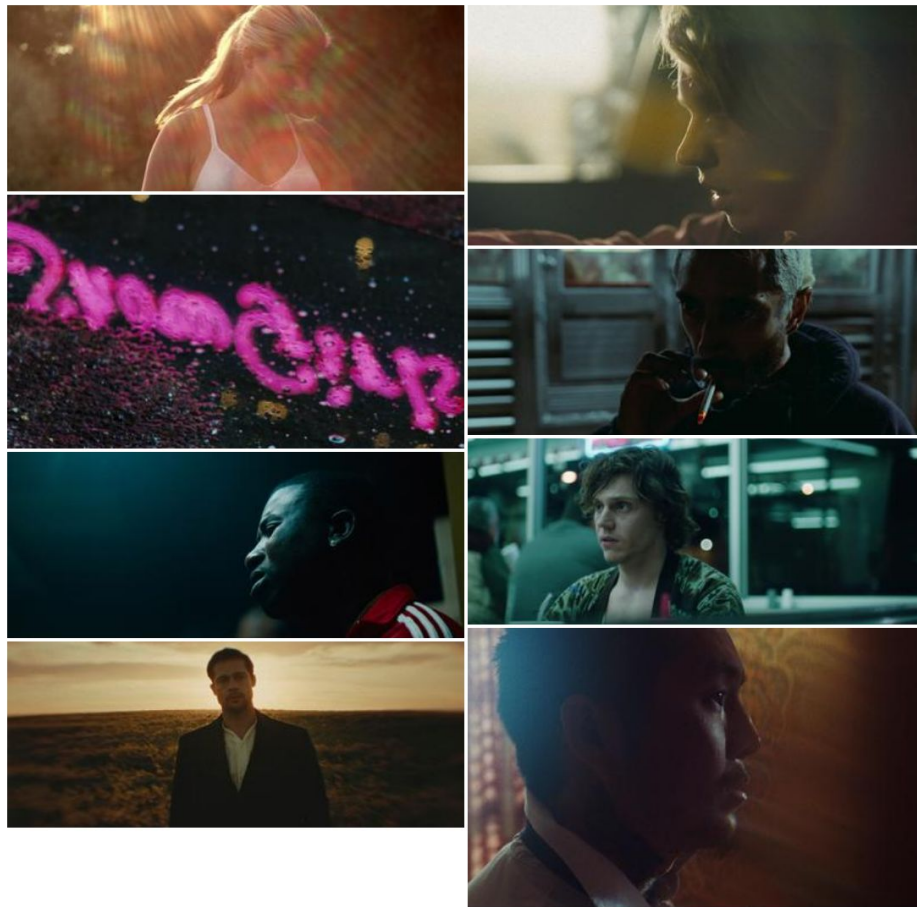
This film contains moments of intimacy, fear, intoxication, and dream sequences, all of which support the use of cinematic movement. I believe this film should use static shots sparingly, as Maisy's world is hardly ever stable. During her drunken moments the movement could be rough handheld. When she is sober and going through her mundane life the camera can be still, though not locked off. Lastly, when she is in her flashbacks the movement should be smooth and dream-like. The tools that I believe will achieve these styles are: easyrig, steadicam, slider, and a tripod.



# Textures/Visual Elements

The textures/visual elements I imagine playing a key role in the cinematography of Mother Morphine are:

- Lots of haze
- subtle hailation
- Lensbaby
- Wide-angle distortion
- Cheap green-tinted fluorescents
- Big, pillowy soft diffusion
- Cloudy skies
- bluish green colored street lights
- Warm tungsten lights on int.
- Bright flashing neon lights
- Light diffraction



# Colors

#889F86	#8DACAE	#3E5761	#23334A	#7D326C
Spanish Green	Cascade	Fiord	Cloud Burst	Plum
#D9BF80	#E5BF83	#796266	#963018	#66110B
Calico	Gold Sand	Falcon	Cognac	Dark Tan



# Production Design:

A few production design elements that I believe would support the cinematography are:

- Decorations for bedroom walls
- Practical lamps for house INT's
- Red or warm colored light shade for Rayanne's bedroom.
- Decorated curtains and sheers
- Neon sign for club INT
- Working TV for living room
- Pastel pink, green, or blue blankets/sheets for Maisy's bedroom.



# Camera Equipment

- Red Gemini: Compact, high dynamic range, easy to use.
- Cooke Primes: Great color reproduction and a very natural focus fall off.
- Glimmer Glass 1 and 2 to soften the look: 1 for regular scenes, 2 for drunk scenes
- 82mm PLFX Halo FX filter, 4x5.65 Radiant FX, and handheld Kaleidoscope filter for when Maisy is under the influence.
- Lensbaby: Used to show the world coming out of focus when she is drugged.
- Helios 44-2 or Vintage Nikon lenses for intoxicated sequences
- Spider grips and easyrig: For handheld shots
- Steadicam: for party scenes
- Nucleus and teradek from scad
- Shark fin
- 8 batteries: 4 from JML
- Lightweight matte box: bright tangerine

# Camera Equipment: Filter Example

Here are some examples of filters that I believe would support the look of the film:



**Halo FX Filter**



**Radiant FX Filter**

# Lighting Equipment

## Rental

- 1 4K HMI
- 1 Aperture 1200D
- 1 Aperture 600D
- 1 Aperture spotlight adapter
- 1 Aperture F10 Fresnel lens
- 1 Lightmat
- 1 Aperture MC's
- 1 EU7K Gennie
- 1 50' 60 amp bates cable
- 1 60 amp lunch box
- 2 12x12 frames
- 1 8x8 frame
- 1 12x12 water solid
- 1 12x12 UB
- 1 12x12 ¼ Grid
- 1 8x8 UB
- 1 8x8 Half Soft Frost
- 1 8x8 wag flag solid
- 1 8x8 wag flag ½ Grid
- 2 4x4 bounce
- 2 4x4 floppies
- 1 2x2 pizza box
- 3 quaker clamps
- 1 wall spreader kit
- 2 mombos
- 1 grip helper
- 7 combos

## SCAD

- 1 Alpha 1600
- 1 Pavo tube kit
- 1 combo
- 4 cstands
- 6 sandbags
- 1 24x36 flag bag
- 2 floppies
- 1 12x12 rag kit