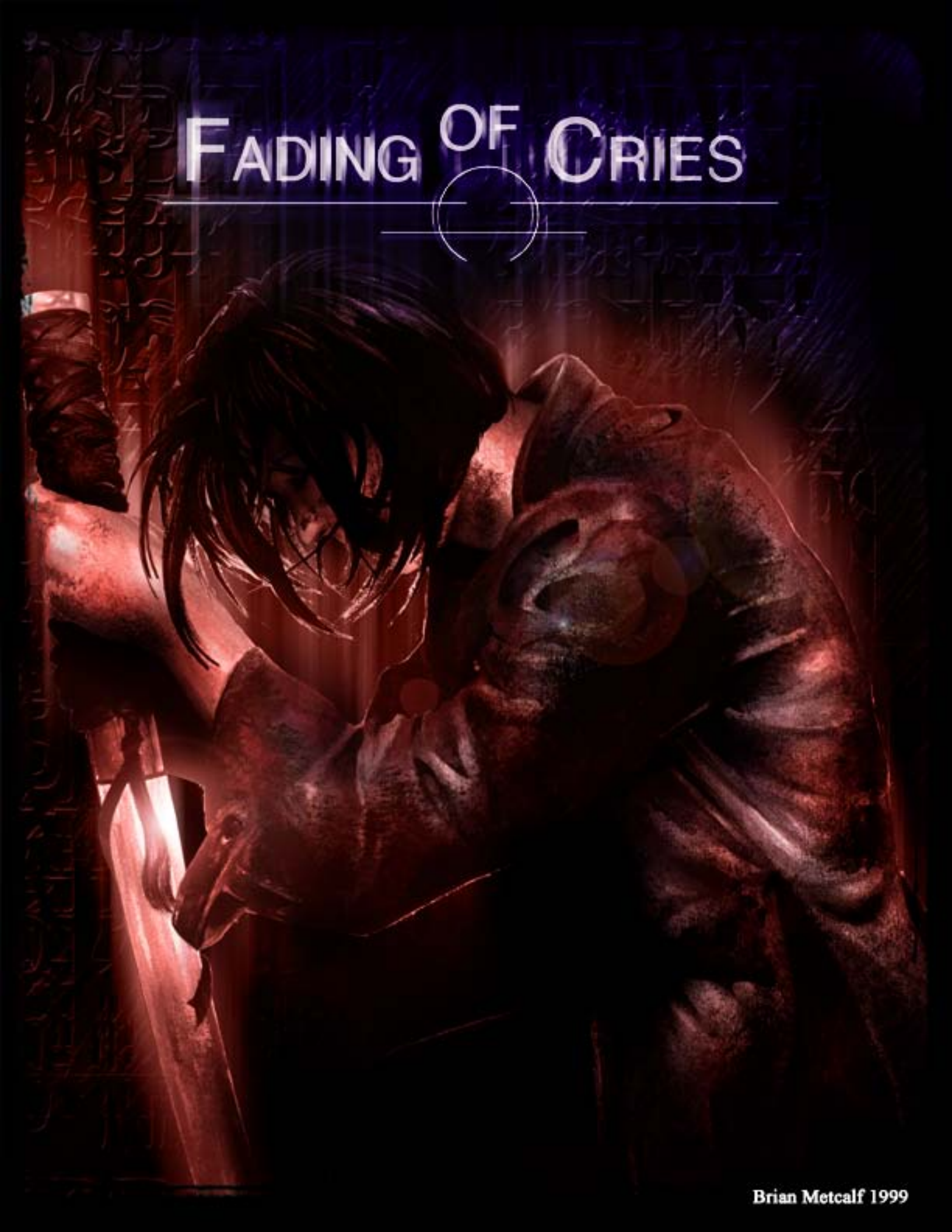
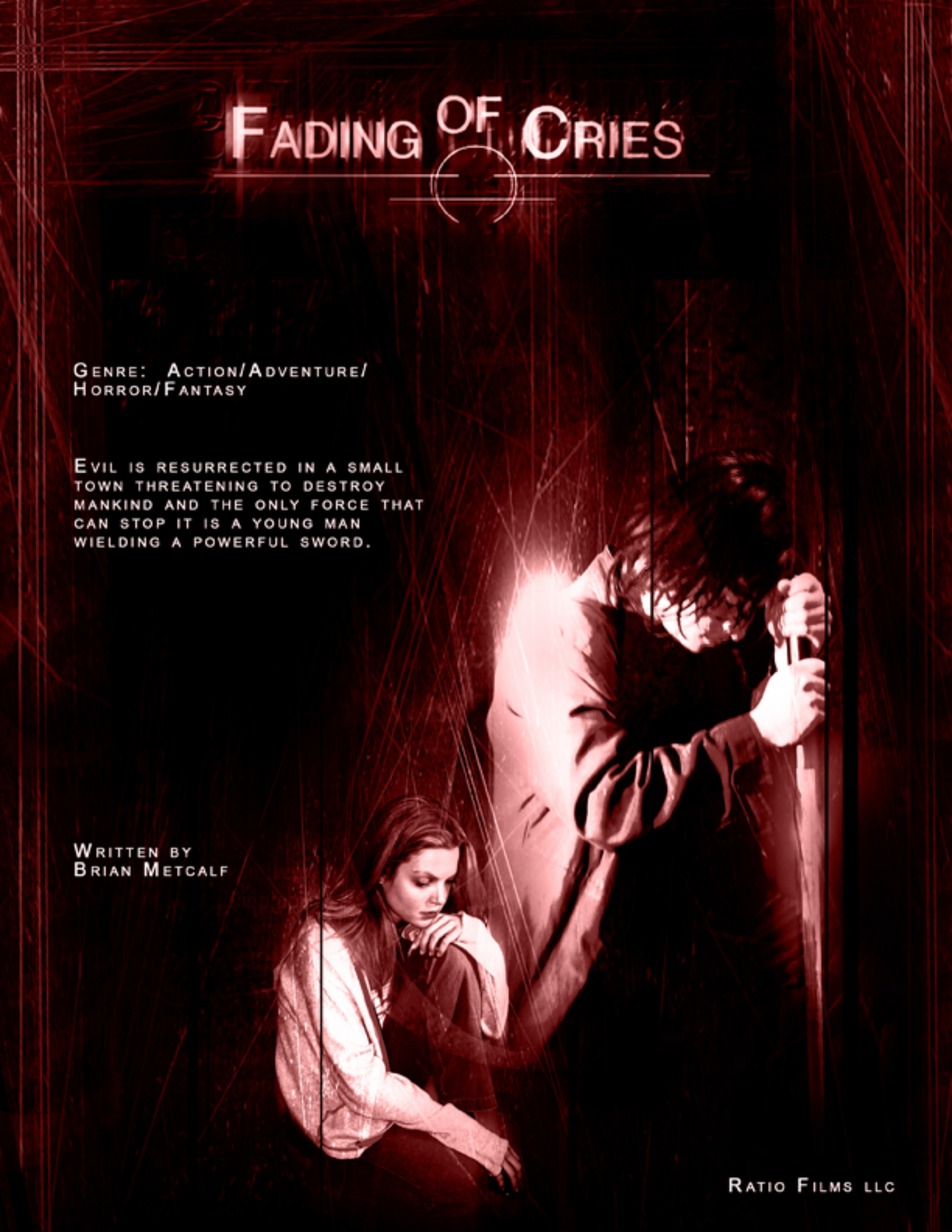


FADING OF CRIES



Brian Metcalf 1999

FADING OF CRIES

The background of the poster is a dark, textured surface with a grid of thin, light-colored lines. In the center-right, a man with long dark hair is shown from the waist up, wearing a dark jacket. He is holding a sword that glows with a bright, ethereal light. In the lower-left, a woman with long brown hair is sitting on the ground, looking down with a somber expression. The overall color palette is dark with a strong red/maroon tint.

GENRE: ACTION/ADVENTURE/
HORROR/FANTASY

EVIL IS RESURRECTED IN A SMALL
TOWN THREATENING TO DESTROY
MANKIND AND THE ONLY FORCE THAT
CAN STOP IT IS A YOUNG MAN
WIELDING A POWERFUL SWORD.

WRITTEN BY
BRIAN METCALF

RATIO FILMS LLC

THE FADING OF THE CRIES

Genre: Action/Adventure/Horror/Fantasy

SYNOPSIS

Evil is resurrected in a small town threatening to destroy mankind and the only force that can stop it is a young man wielding a powerful sword.

RELEASE

This film is initially intended for theatrical release. The Fading of the Cries is a heavy special effects laden action film with underlying dramatic themes. This film is meant to be stylistic with strong visuals. It will combine both action mixed with horror which are two of today's hottest blockbuster genres.

TRENDS AND THE MARKET

This film fits strongly into three very successful genres. They are the comic book, horror and visual effects genre, all of which have proven to make audiences flock to.

Currently, comic book type films are a strong cultural influence. Films such as The Crow, Blade, Spawn and Spiderman have been extremely successful films. All the major film studios are realizing the potential for this market and have many productions under way with this genre.

Horror films are also a strong influence in the market. It is the only genre that can guarantee a return without the use of name actors. There has been a strong increase in horror films into the mainstream. Films such as 28 Days Later, Underworld and Darkness Falls have proven to be so successful that studios are now realizing the full potential of the horror genre.

Visual Effects based films such as The Matrix Trilogy, Pirates of the Caribbean, and The Lord of the Rings Trilogy have been the most successful films out there.

By combining the superhero, horror and visual effects genres mixed with recognizable young actors will most assuredly create a blockbuster hit.

Similar Films to Fading of the Cries				Budgets and Bo Office				(Numbers In Millions)					
Title	Release Yr.	Rating	Genre	Minutes	Budget	Opening BO	USA BO	Foreign BO	Totals	Return	Similarities to Unseen Sights	Additional Notes	
300	2007	R	Period Action	117	\$65.0	\$70.8	\$210.6	\$245.5	\$456.0	7	Shot on Greenscreen/Heavy FX	No known actors in this film	
Beowulf	2007	PG-13	Animation/Fant	113	\$150.0	\$27.5	\$80.8	\$100.0	\$190.8	1.2	Entirely CG/Same Fantasy Genre	much larger profit if cost less - wasted money	
Constantine	2005	R	horror	121	\$100.0	\$29.7	\$76.0	\$155.0	\$231.0	2.31	same genre dealing with Heavy FX	Actual Budget closer to 75 million	
Dawn of the Dead	2004	R	horror	98	\$26.0	\$27.0	\$59.0	\$43.0	\$102.3	4	Same genre dealing with zombies		
Evil Dead	1983	R	horror	85	150k (not millions)		\$2.4		\$2.4	16	Same genre dealing with zombies		
Lord of the Rings 1: The Fellowship	2001	PG-13	fantasy	178	\$93.0	\$47.2	\$314.8	\$556.6	\$871.0	9.4	fantasy location/heavy fx		
Lord of the Rings 2: The Two Towers	2002	PG-13	fantasy	179	\$94.0	\$62.0	\$341.8	\$584.5	\$926.3	9.9	similar storyline/fantasy location/heavy fx		
Lord of the Rings 3: The Return of the King	2003	PG-13	fantasy	200	\$94.0	\$72.0	\$377.0	\$741.9	\$1,118.9	11.9	similar storyline/fantasy location/heavy fx		
The Matrix	1999	R	sci-fi action	136	\$63.0	\$27.8	\$171.0	\$288.9	\$460.0	7.3	similar storyline/fantasy location/heavy fx		
The Matrix Reloaded	2003	R	sci-fi action	138	\$150.0	\$91.8	\$281.6	\$457.0	\$738.6	4.9	similar storyline/fantasy location/heavy fx		
The Matrix Revolutions	2003	R	sci-fi action	135	\$150.0	\$48.5	\$139.0	\$285.7	\$425.0	2.8	similar storyline/fantasy location/heavy fx		
Pan's Labyrinth	2006	R	Foreign/Horror	112	\$19.0	\$4.5	\$37.6	\$45.5	\$83.0	4.4	Same genre	Actual Budget 13M	
Sin City	2005	R	crime/action	125	\$40.0	\$29.0	\$74.0	\$84.7	\$158.8	4	Shot on Greenscreen/Heavy FX	Very similar shooting style - greenscreen	
Silent Hill	2006	R	horror	120	\$50.0	\$20.2	\$47.0	\$51.0	\$98.0	2	same genre dealing with Horror aspects	Very similar shooting style - greenscreen	
The Chronicles of Narnia: The Lion, the Witch and the Wardrobe	2005	PG	fantasy	132	\$180.0	\$65.6	\$291.7	\$453.0	\$745.0	4.1	similar storyline/fantasy location/heavy fx	could have been made much cheaper	
The Mist	2007	R	horror	127	18 (14)	\$9.0	\$25.3	\$3.0	\$28.3	2	similar storyline/fantasy/heavy fx	actual budget more like 14M	
Averages				Minutes	Budget	Opening BO	USA BO	Foreign BO	Totals				
Total				2116	\$1,274.00	\$632.60	\$2,529.60	\$4,095.30	\$6,625.40	93.21			
Average for this genre				126.6	\$62.60	\$31.00	\$127.20	\$202.70	\$326.90	6			



The actor is placed in front of a bluescreen



The background is keyed out and the 3d environment is built

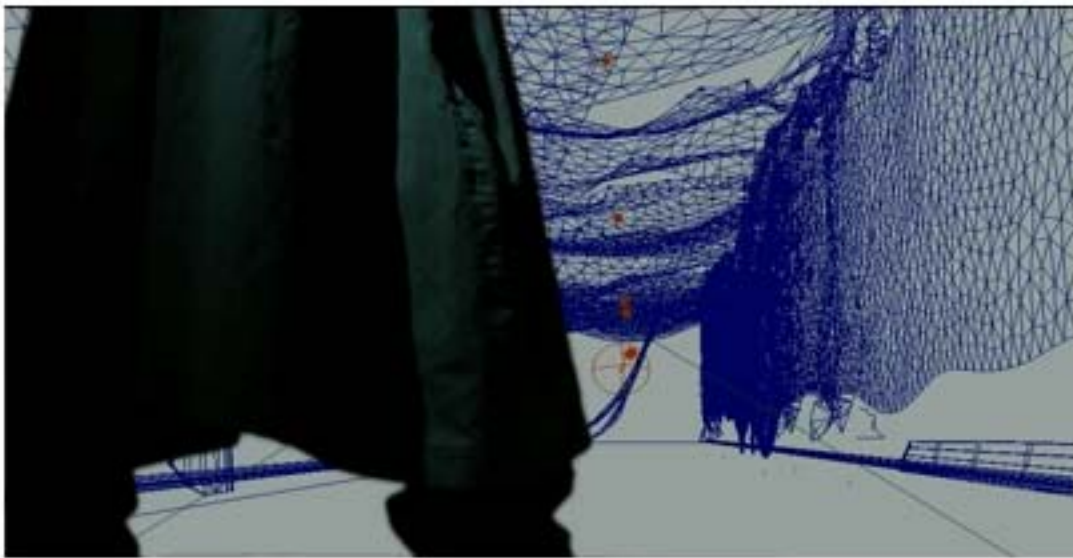


Shadows and lighting are created digitally along with additional debris to help make the scene more seamless

Fading of the Cries



The actor is placed in front of a bluescreen



The background is keyed out and the 3d environment is built



The background and elements are now composited to make the final scene

Fading of the Cries



The actor is placed in front of a bluescreen with tracking points



The person is color corrected to fit the lighting of the background plate

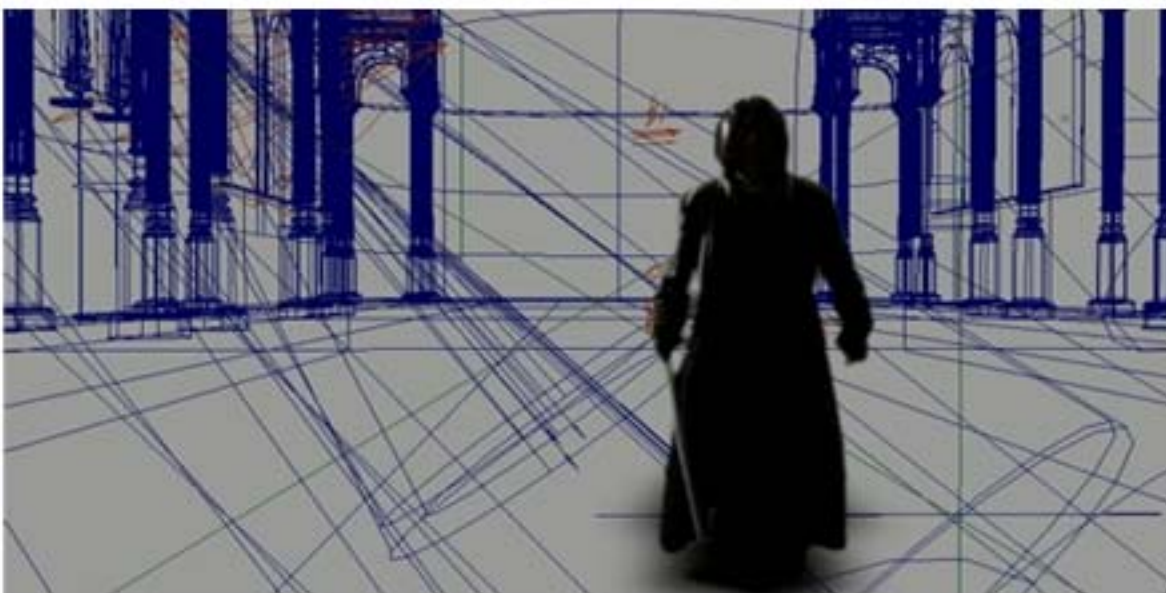


A digital pan is created to achieve the desired camera angle

Fading of the Cries



The actor is placed in front of a bluescreen



The background is keyed out and the 3d environment is built

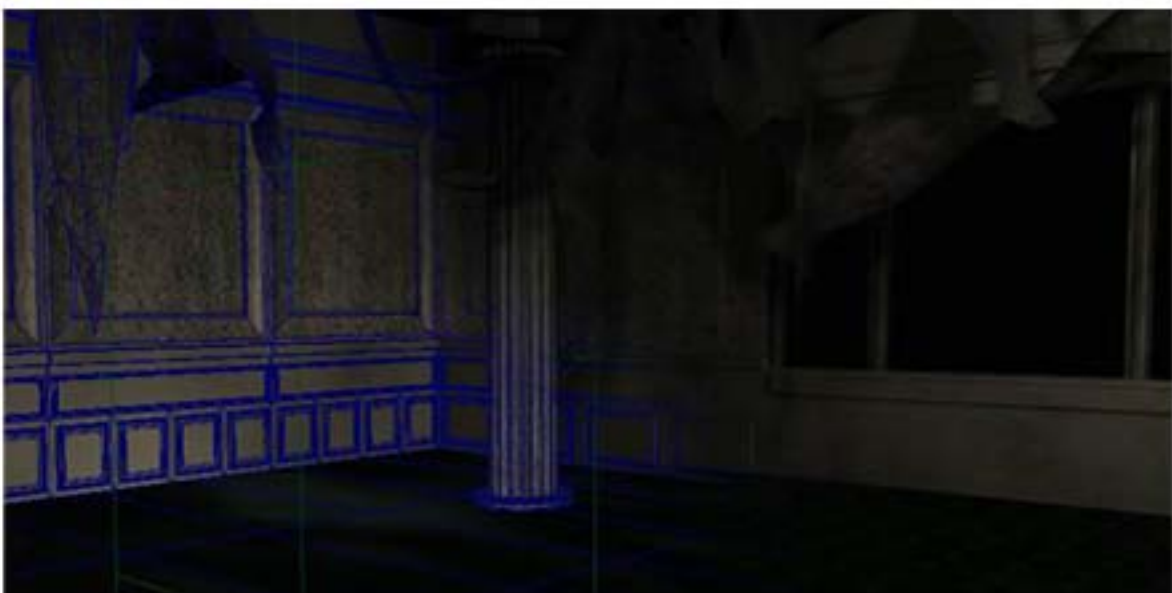


The background and elements are now composited to make the final scene

Fading of the Cries



The actors are placed in front of a bluescreen

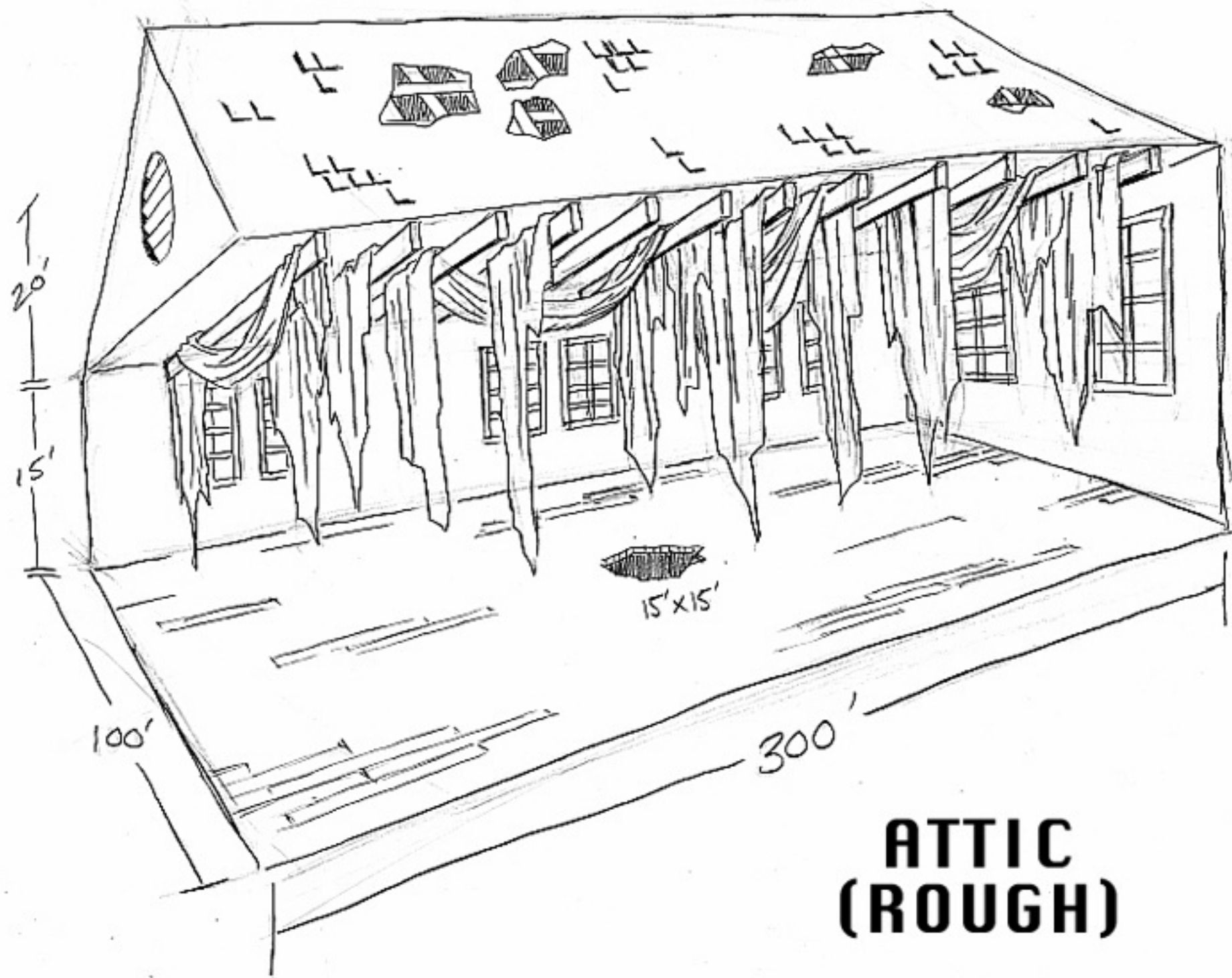


The background is keyed out and the 3d environment is built

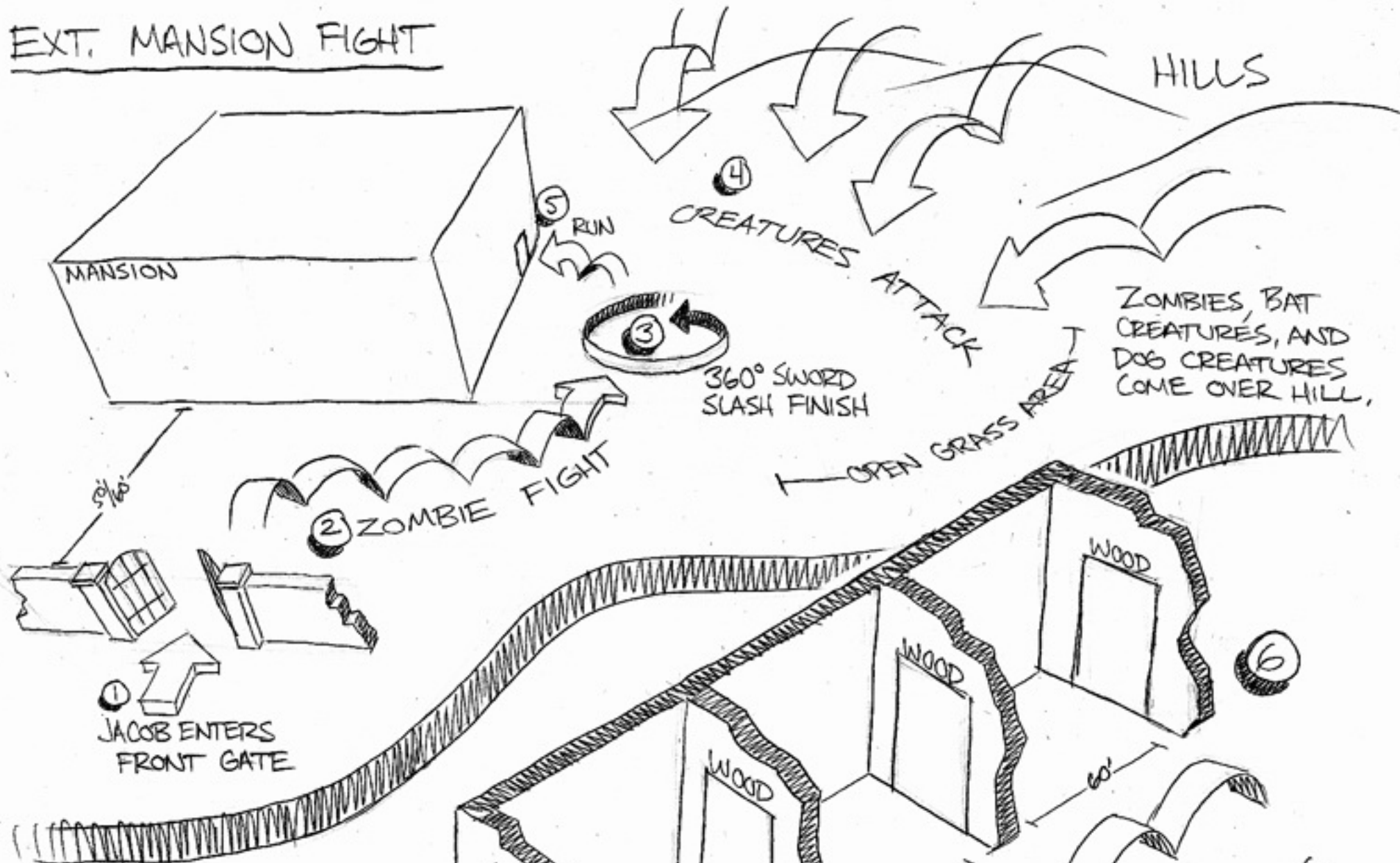


The background and elements are now composited to make the final scene

Fading of the Cries

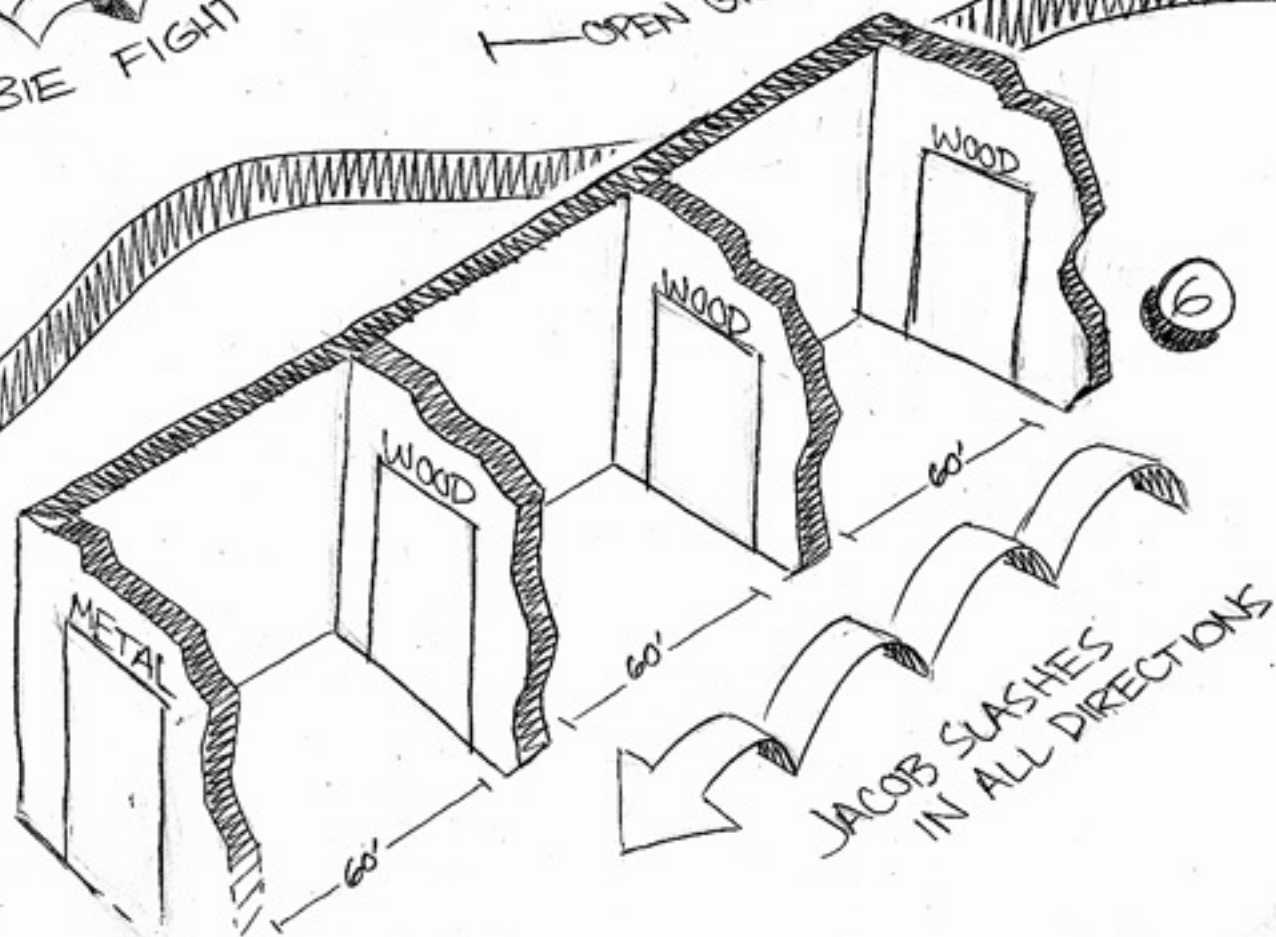


EXT. MANSION FIGHT



INT. HALLWAY FIGHT

CREATURES BURST THROUGH DOORS; CRAWL ON WALLS AND CEILING, AND FLY AT JACOB FROM ALL DIRECTIONS AS HE RUNS.





June 17th -

It has been several months since the death of my husband and son. My old house, where I felt young and happy, where I had built all my dreams, now remains nothing more than a reminder of how my once perfect life used to be. Now it is a place of loneliness and emptiness shrouding me within a wall of pain.

I've begun smoking again.

What hurts even more is the fact that the drunk, the one who ended their lives so abruptly without a second's hesitation, came out of the whole incident with only minor bruises.

I figure what's the point. I invite death to take me. At least that way I'd be able to see my husband and son again.

Now I'm stuck alone in this world without any friends or family. I guess it's partly my fault. I've intentionally closed everyone off.

I figured that buying this house would at least help me to put my pain behind me... so I can at least move on. I can't get over how unbelievably inexpensive this place was.

Still, I hope I have made the correct decision.

FADING OF CRIES

Ext. Street near Echling Manor



Track with Sarah and Friend walking



Friend: "This place freaks me out."

Sarah stares up at mansion through front gate



Sarah: "I hate walking past this place." Friend: "C'mon, let's go."

FADING OF CRIES

Figure in distance stumbles forward



Track with Sarah and Friend



Sarah: "What is that?"

Push in on creature



FADING OF CRIES

Creature raises head to reveal face



Push in on Sarah and Friend



Friend: " C'mon..."

Continue push in toward Sarah



Friend: " ...let's go!"

FADING OF CRIES

Camera pans to follow creature lunging fwd.



Continue pan with creature attacking Friend



Cut to profile shot of creature grabbing Friend



FADING OF CRIES

Friend is yanked off screen



Sarah watches in horror as Friend dies



Creature moves into attack Sarah



Blade comes in and hits creature's stomach

FADING OF CRIES

Camera pivots around Sarah to reveal Jacob



Wide on Jacob attacking another creature



Close on Jacob reaching a hand out to Sarah



Jacob: "Take my hand."

FADING OF CRIES

Close up of Sarah



Jacob and Sarah run to an abandoned church



Pan

Mar 28, 2006
11:35 PM

"FADING OF THE CRIES"
Day Out of Days Report for Cast Members

Page 2 of 3

Month/Day	09/23	09/24	09/25	09/26	09/27	09/28	09/29	09/30	10/01	10/02	10/03	10/04
Day of Week	Sat	Sun	Mon	Tue	Wed	Thu	Fri	Sat	Sun	Mon	Tue	Wed
Shooting Day	12		13	14	15	16	17	18			19	20
1. Sarah	W		W	W	W	H	H	H		M	W	W
2. Jacob	W		W	W	W	W	W	W		M	W	W
3. Laura	H		W	H	W	W	W	W		M	H	H
4. Mathias	W		W	H	H	W	H	H		M	H	H
5. Maggie	W		W	W	W	W	H	WF				
6. Jill (m)	W		W	W	W	WF						
7. Emily	H		H	H	W	H	H	H		M	H	H
8. Drunk								SWF				
9. Baby Sarah (m)					PW	W	H	WF				
10x. Stunt Coordinator	W		W	W	H	W	W	W		M	W	H
11x. Sylathus	H		W	H	H	W	W	WF				
12x. Thur'al	SW		W	H	H	W	W	WF				
13x. Malhyne	W		W	H	H	W	H	H		M	WF	
14x. Fighting Creature 1	H		H	W	H	H	W	H		M	H	H
15x. Fighting Creature 2	H		H	W	H	H	W	H		M	H	H
16x. Fighting Creature 3	H		H	W	H	H	W	H		M	H	H
17x. Fighting Creature 4	H		H	W	H	H	W	H		M	H	H
18x. Fighting Creature 5	H		H	W	H	H	W	H		M	H	H
19x. Fighting Creature 6				SW	H	H	W	H		M	H	H
20x. Fighting Creature 7				SW	H	H	W	H		M	H	H
24x. Girl Creature (m)				SWF								

Jacob destroys the ruby necklace																			INT Manor Attic Scs. 118	Night	1 5/8	119
Jacob sees his parents' bodies	E: 2																		INT Manor Attic/Stairs Scs. 49	Night	4/8	49
Jacob confronts Mathias and vows eternal torture																			INT Manor Attic Scs. 124	Day	1 4/8	126

End of Day 5 -- Friday, September 15, 2006 -- 4 6/8 pgs

[illegible]

End of Day 6 -- Saturday, September 16, 2006 -- 4 3/8 pgs

[illegible]

End of Day 7 -- Monday, September 18, 2006 -- 5 pgs

[illegible]

End of Day 8 -- Tuesday, September 19, 2006 -- 3 1/8 pgs

-----END OF STAGE WORK-----

[illegible]

End of Day 9 -- Wednesday, September 20, 2006 -- 4 3/8 pgs																		
Sarah leaves her house	E: 5														1	EXT Sarah's House Scs. 7	Eveni	6
Maggie and Jill try to start car	E: 10													5 6		EXT Sarah's House/Driveway Scs. 75	Day	75
Maggie and Jill flee to attic	E: 10													5 6		INT Sarah's Hallway/Stairs Scs. 39	Night	39
Maggie creeps downstairs														5		INT Sarah's Hallway/Stairs Scs. 35	Night	35
Maggie and Jill find bodies in their house	E: 10													5 6		INT Sarah's Hallway/Stairs Scs. 65	Day	65
Maggie injured as Sarah and Emily-Creature fight													7	5	1	INT Sarah's Hallway/Stairs Scs. 109	Night	108
Sarah and Maggie make up	E: 20													5	1	INT/I Sarah's Bedroom Scs. 115	Night	116
End of Day 10 -- Thursday, September 21, 2006 -- 5 6/8 pgs																		
Maggie turns into Creature and Sarah kills her	E: 20												7	5	1	INT Sarah's Bedroom Scs. 117	Night	118
Jacob and Jill find Maggie's body and reunite with Sarah	E: 20													5	2	INT Stairs/Sarah's Bedroom Scs. 122B		124
Sarah and Maggie argue														5	1	INT Upper Hall/Attic Steps Scs. 5	Eveni	4
Maggie and Jill hide in the kitchen as Creatures invade	E: 1												6	5		INT Sarah's Kitchen Scs. 15	Night	14
End of Day 11 -- Friday, September 22, 2006 -- 4 1/8 pgs																		
Maggie and Jill hide in closet														5 6		INT Maggie's Bedroom Scs. 34	Night	34
Maggie takes Jill from closet														5 6		INT Maggie's Bedroom Scs. 38	Night	38
Maggie attacks Creature	E: 5													5		INT Sarah's Kitchen Scs. 37	Night	37
Sarah give Mathias the ruby necklace to save Jill														5 5 6	1 2	INT Sarah's Kitchen Scs. 84	Day	84
Maggie tries to start her car and Creatures appear	E: 10													5		EXT Sarah's House Scs. 13	Night	12
End of Day 12 -- Saturday, September 23, 2006 -- 3 1/8 pgs																		
Jacob and Sarah part	E: 10														1 2	EXT Front Yard Scs. 85	Day	85
Jill asks Sarah not to leave													6		1	INT Sarah's Living Room/Stairway Scs. 6	Eveni	5

11:35 PM

Day Out of Days Report for Cast Members

Page 1 of 3

[illegible]

Mar 28, 2006
11:35 PM

"FADING OF THE CRIES"
Day Out of Days Report for Cast Members

Page 3 of 3

Month/Day	10/05	10/06	10/07	10/08	10/09	Co.						
Day of Week	Thu	Fri	Sat	Sun	Mon	Travel	Work	Hold	Holiday	Start	Finish	TOTAL
Shooting Day	21	22	23		24							
1. Sarah	W	W	W		WF	1	17	7		09/11	10/09	25
2. Jacob	W	W	W		WF	1	21			09/14	10/09	22
3. Laura	H	H	WF			1	9	13		09/12	10/07	23
4. Mathias	W	H	H		WF	1	13	10		09/12	10/09	24
5. Maggie							11	7		09/11	09/30	18
6. Jill (m)							13	3		09/11	09/28	16
7. Emily	H	H	WF			1	4	11		09/20	10/07	16
8. Drunk							1			09/30	09/30	1
9. Baby Sarah (m)							4	1		09/12	09/30	5
10x. Stunt Coordinator	H	W	W		WF	1	17	5		09/13	10/09	23
11x. Sylathus							8	7		09/14	09/30	15
12x. Thur'al							5	2		09/23	09/30	7
13x. Malhyne						1	8	9		09/13	10/03	18
14x. Fighting Creature 1	H	W	H		WF	1	6	12		09/18	10/09	19
15x. Fighting Creature 2	H	W	W		WF	1	7	11		09/18	10/09	19
16x. Fighting Creature 3	H	W	W		WF	1	6	12		09/18	10/09	19
17x. Fighting Creature 4	H	W	W		WF	1	6	12		09/18	10/09	19
18x. Fighting Creature 5	H	W	H		WF	1	5	13		09/18	10/09	19
19x. Fighting Creature 6	H	H	H		WF	1	3	8		09/26	10/09	12
20x. Fighting Creature 7	H	H	H		WF	1	3	8		09/26	10/09	12
24x. Girl Creature (m)							1			09/26	09/26	1