

# DEATHLY SILENCE

SECRETS FROM THE PAST  
SHATTER LIVES IN A SMALL  
TOWN PLAGUED BY  
MYSTERIOUS MURDERS



MINISTRY OF  
COMMUNICATIONS AND  
INFORMATION  
TECHNOLOGY  
PRODUCTION



# Design project Designing an imaginative or cinematic environment

Group number

YAT119\_GIZ1\_DRT5\_M1e\_DEPI

Group 4

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Under supervision  
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# FILM SUMMARY

In a snowbound remote town, an unsettling quiet blankets the narrow streets as a string of gruesome crimes unfolds. The victims, found locked inside their homes with no signs of forced entry, leave behind chilling evidence: disturbing sounds captured in their last phone calls. The lead detective, tasked with solving these puzzling cases, finds himself entangled in a web of deep mysteries. As his investigation progresses, it becomes clear that the killer is not a typical predator but possesses a supernatural power, manipulating invisible sound frequencies to induce hallucinations and paralysis, leading to agonizing deaths.

Further complicating the case is the revelation that similar crimes occurred decades ago under eerily identical circumstances. The detective is drawn into a world where reality and illusion blur, experiencing visions and hearing voices that seem to seep into his very mind. Each clue brings him closer to a buried secret, hinting at an ancient curse that has long haunted the town. As the silence thickens, it becomes evident that a malevolent force is devouring the souls of the townspeople.

The detective's final confrontation is not with a person but with an entity lurking in the darkness—an evil that seeks to consume him. He is faced with a desperate struggle to uncover the truth and survive before the deadly silence claims him too.

# **Research and planning**

## **Distribution of Tasks**

### **EXTERNAL SCENES**

Building: shady Yasser (modeling, material and lighting)

External building arch: Mostafa Ahmed (modeling, material, and lighting)

External corridor: Haidy Yasser (modeling, material, and lighting), Mostafa Ahmed (effect material, and lighting)

Cemeteries: Haidy Yasser (modeling, material and lighting), Aya Hany (material and lighting)

### **INTERIOR SCENES**

Living room: Aya Hany (material and lighting).

Kitchen: Haidy Yasser (modeling, material, and lighting).

Bathroom: Mohamed Shawky, Haidy Yasser (modeling, material, and lighting).

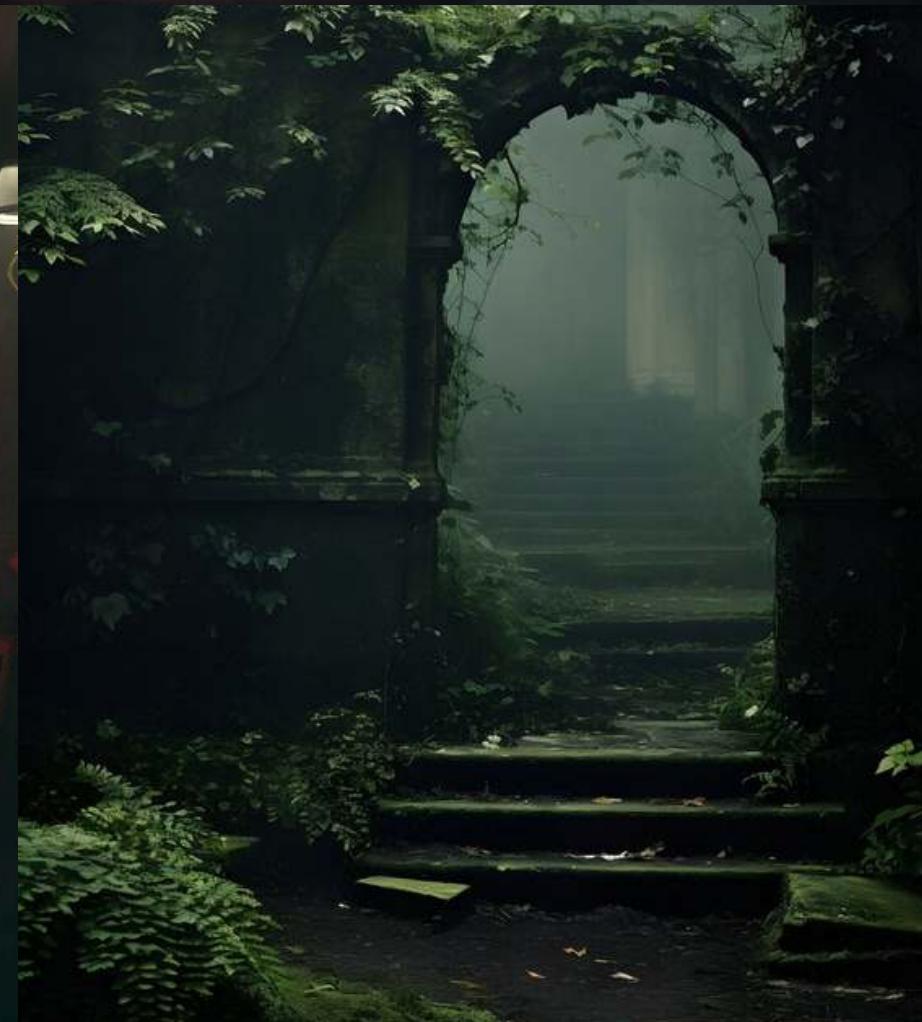
Interior corridor: Mohamed Shawky, Haidy Yasser (modeling, material, and lighting).

### **SOUND AND MOTION EFFECTS FOR VIDEO**

Mostafa Ahmed and Aya Hany

# VISUAL REFERENCE

Use imagery to show your vision for your film



# FILM TONE

Intense  
Suspenseful  
Emotional  
Dramatic  
Mysterious  
Thought-provoking  
Poignant  
Introspective  
Complex

# MATERIALS & LIGHTING

The materials used are multiple materials.

## First scenes



## SECOND SCENES



## THIRD SCENES



# FOURTH SCENES



# FIFTH SCENES



# SIXTH SCENES



# SEVENTH SCENES



# EIGHTH SCENES



## LAST SCENES



# PROMO

[link video film:](#)

**THANK YOU!**