

THROUGH THE FIRE

Sound Spotting

0:00-0:11 (these are rough estimates)	OVER BLACK / Car Crash / Humming	<ul style="list-style-type: none"> The car crash sounds are purely sound design. <u>NO music during the immediate impact.</u> As the child's humming begins (faintly), introduce a <i>very</i> high-pitched, wavering, almost inaudible sine wave or drone. This represents the innocence of the humming but also a sense of fragility & something being broken. The drone gradually becomes more complex — thereby adding a second, slightly detuned note. This creates a subtle dissonance, hinting at the underlying darkness. The humming itself might be processed w/ a slight reverb to make it feel ethereal & distant
0:11-0:40	INT/EXT. 1989 VANAGON - Golden Hour	<ul style="list-style-type: none"> PHONE ILLUMINATES: A single, sustained, slightly dissonant synth note enters. It's cold & impersonal Bong Smoke/VO: As Zoe inhales, introduce a low, pulsing drone – almost subliminal. This represents her attempt to escape, but also the underlying anxiety & the ticking clock (recital time). Minimalist piano enters here, playing a very slow, fragmented melody. It's melancholic but also has a hint of determination Blood/Mirror: A sharp, metallic “ping” sound (processed) as she sees the blood, followed by a brief silence. The piano melody might become slightly more agitated w/ a few repeated note
0:41-1:20	Dylan	<ul style="list-style-type: none"> Dylan's Exit: As Dylan gets out of the Tesla, the low drone becomes more prominent & slightly more distorted. A subtle, rhythmic clicking sound might begin — like a clock ticking but irregular & unsettling “Three Feet”: The music becomes almost entirely textural – drones & unsettling ambient sounds. There’s a sense of building tension, but it’s internalized. No dramatic swells Dylan Photos Insurance: A brief, high-pitched synth “sting” as he takes the photo, emphasizing Zoe’s annoyed, impatient.
1:21-1:40	Smoke/Van Burning	<ul style="list-style-type: none"> Smoke Noticed: The piano melody stops abruptly. A new, higher-pitched, wavering drone enters — representing the rising panic. This drone should have a slightly fiery texture to it (achieved thru processing). Dylan’s Mouth/VO: The music becomes almost completely silent, except for perhaps a very faint, low rumble. This emphasizes Zoe’s disconnection from Dylan’s anger & her focus on the burning van Dylan Leaves: Silence, followed by fire burning metal
1:41-2:00	INT. VAN - Rescue Items:	<ul style="list-style-type: none"> Rush of Heat: A sudden but brief, increase in the intensity of the fiery drone, then it pulls back...

		<ul style="list-style-type: none"> • Wallet/LEGO: A very faint, almost ghostly echo of the childlike piano melody returns, but it's fragmented & distorted — representing the loss & the shattered remnants of her hopes. • Photo: As she takes out the photo, the piano plays a single, sustained, heartbreak chord. • Wind/Loss: As the photo is snatched away, a brief, swirling sound effect (processed wind & synth) underscores the loss, followed by a return to the desolate, ambient drones.
2:01-2:20	EXT. SIDE OF ROAD - Watching Van Burn	<ul style="list-style-type: none"> • Sirens: The sirens are sound design, but they could be subtly blended w/ a rising, dissonant synth tone to increase the sense of chaos & despair • Watching Her Van Burn: The music is primarily ambient & textural – drones, low rumbles, & the crackling sound of fire (processed & integrated into the score). A very slow, repeating two-note piano motif might enter, representing Zoe's utter defeat
2:21-2:50	EXT. WOODLAND HILLS - Phone Call	<ul style="list-style-type: none"> • "ASSHOLE": A single, sustained, dissonant chord as she scrolls to the contact. Her hesitation is marked by silence. • Dialing: A very faint, high-pitched, pulsing sound begins as she presses dial, representing her anxiety & the uncertainty of the call • Caleb's Voice: The pulsing sound stops. Silence, except for Caleb's voice. • "Victory & Fallbrook" - A very subtle, low drone returns, underscoring the desperation in her voice
2:51-4:00	INT/EXT. CALEB'S CAR - Sarah	<ul style="list-style-type: none"> • Arrival: Silence, punctuated only by the sound of the car pulling up • Sarah's Reflection: As Zoe sees Sarah, the childlike piano melody returns, but it's even more fragile & broken than before. It's almost a lullaby, but a deeply sad one • The music remains very quiet & understated, allowing the awkwardness & sadness of the dialogue to be the focus • Caleb's Dialogue: The low drone becomes slightly more prominent & dissonant during Caleb's lines, reflecting his negativity & the tension in the car • LEGO Gift: The piano melody plays a slightly more hopeful variation as Zoe presents the gift, but it's still tinged w/ sadness • "Someone had to": A sharp, dissonant chord punctuates Caleb's line, followed by silence • Zoe's VO & Crumbling Composure, Fade to Black — As the voiceover begins & the streetlights strobe, the music gradually builds in intensity. The drones become more complex, the piano melody more fragmented & distorted. The unsettling ambient textures return. The music doesn't reach a climax, but rather fades out w/ the visuals, leaving a feeling of unresolved tension & despair. The final sound is a very low, almost inaudible hum, representing Zoe's broken spirit. Hip hop sad yet hopeful music kicks in