

A JACK OSTLE FILM

# WHITE NOISE

EZEKIEL MARTIN

DANIELLA MICHEL

# WHITE

WHEN YOU STARE INTO THE STATIC, IT STARES BACK

# NOISE

A FILM BY JACK OSTLE

**Title**

White Noise

**Genre**

Psychological Horror

**Country**

United Kingdom

**Language**

English

**Duration**

08:14 minutes

**Aspect Ratio**

2.35:1

**Frame Rate**

24 FPS

# LOGLINE

A depressed man loses grip on reality when the TV becomes a window to another dimension, promising a better life, only to snatch away his dreams.





# SYNOPSIS

After a standard day of struggling to afford the bills and pursue his dream career, Daniel returns home to his messy flat to bad news that causes him to spiral into drinking and passing out on the sofa. He is awoken by an ominous voice, his TV filling the room with a static glow that when he stares at, it entices him with a vision of a better life where his dreams come true, only for it to warp into a waking nightmare. Despite his best efforts, the TV will not be switched off, corrupting Daniel with its sinister static.

# Jack Ostle, *Director*

Jack Ostle is a filmmaker, writer and director from Swindon, Wiltshire. He began his filmmaking journey studying HND Creative Media at New College Swindon, continuing his studies and graduating from the University of Gloucestershire in Film & Television Production.

He has directed and released several short films, including *The Call of the Stars*, *Banshee*, *Freakcase* and *The Idol*, and is always busy writing more shorts and features within the horror and thriller genres.

## Director's Statement

The idea for *White Noise* was first planted when I heard a fact about the static within TV screens, that part of it is leftover background radiation from the big bang. For whatever reason this made me curious, and made my imagination spark with ideas. *What if it isn't what they say?*, or *what if they got it wrong and it cloaks some malign horrific entity? What does lurk between the static?*

This idea would eventually manifest into a short script that is an exploration of isolationism and depression, heightened by Lovecraftian themes of existentialism, personified by a being that uses a television to inflict it's torment on those at their most mentally vulnerable, a force as old as time.

I'm proud to say I think the team I had around me truly helped bring this vision to life, with them all being a key cog that helped lift one another up to enhance the narrative I set out to tell.





## Ezekiel Martin, is *Daniel*

Ezekiel is a London based English-French-Italian actor who trained at Kingston University, Drama Studio in London. He began his career acting in the West End and has since gone on to act across theatre and television productions, in addition to short and feature length films.



## Daniella Michel, is *Chloe*

Daniella is a multilingual actress, speaking Polish, Italian, English and French in addition to her native Ukrainian. She has a background in singing and dancing alongside her acting, working on multiple projects with Warner Bros. and independent productions within the drama, horror and fantasy genres.



## Damon Ravenscraft, is *The Voice*

Damon has acted in dozens of short films and docu-dramas, in addition to working in various supporting roles on HETV productions such as HBO's *House of the Dragon*, and feature films like *Napoleon*, playing named roles in both.

## James A. Willmott, *Director of Photography*

James is a DoP and camera operator, with a portfolio that extends across music videos, commercials, shorts and feature films. He has notably worked as a DoP on the David Yates funded short films *Heaven Spot* and *Kevin at Work*, in addition to the more recent *Mud Club*, where he also served as the films colourist.



## Mark Patterson, *VFX Supervisor & Artist*

Mark is a filmmaker, director and visual effects supervisor with experience across short film, commercials and large-scale training productions. He has produced hundreds of films across the commercial and educational sectors, bringing his valuable experience of cinematic storytelling and technical visual craft to all of his work.



# CREW

<i>Writer &amp; Director</i>	Jack Ostle
<i>Director of Photography</i>	James A. Willmott
<i>Editor</i>	Andy Lam
<i>Composer</i>	Karol Skowronek
<i>1st Assistant Director</i>	Mark Adams
<i>VFX Artist &amp; Supervisor</i>	Mark Patterson
<i>Sound Recordist &amp; Designer</i>	Becky Turner
<i>1st Assistant Camera</i>	Sam Pope
<i>2nd Assistant Camera</i>	Amie Zehnder
	Barnaby Cole
<i>Camera Trainee</i>	Owen Smith
<i>Gaffer</i>	Matt Chivers
<i>Lighting Assistant</i>	Lawrence Shepherd
<i>BTS Videographer</i>	James Cooper

# CAST

<i>Daniel</i>	Ezekiel Martin
<i>Chloe</i>	Daniella Michel
<i>The Voice &amp; Landlord</i>	Damon Ravenscraft
<i>Axiom Games Employer</i>	Neil Ostle
<i>Estate Agent</i>	Isobel King
<i>Builder</i>	Jayden Harris
<i>Restaurant Hecklers</i>	Julia Squirrel
	Mark Adams
	Jack Ostle