

THE CURSE OF THE JNCOs

They Still Fit | Production Presentation

A father puts on the past. His daughters have to pull him back into today.

PG-13 analog horror short | 12-15 minutes | one-house practical production

The Movie in One Breath

A contained horror short with a grief engine under the hood.

CORE LOGLINE

- Doug opens a box of Tommy's old stuff and finds impossible wide-leg jeans.
- The jeans stretch rooms, pockets, time, and identity.
- Twin 1 solves the rules; Twin 2 feels the truth.
- The Archive records the haunting and keeps rewriting the project.

The curse is not Tommy. It is grief wearing Tommy's outline.



Why It Works

The absurd object gives the audience a laugh, then the metaphor bites.

CREATIVE ADVANTAGE

- A funny object becomes a serious emotional trap.
- Nostalgia is treated as possession, not decoration.
- The kids are not props; they are the present tense immune system.
- The story stays filmable without shrinking the dread.



Genre & Rating Target

Hard PG-13 by atmosphere, not gore.

tone control

- Analog horror, domestic surreal horror, cursed-object family thriller.
- Minimal blood: one thread-cut ankle and ash aftermath.
- No sex, no gore, limited language, no explicit violence against children.
- Fear comes from sound, space, memory distortion, and performance.



The Emotional Engine

Doug is not fighting pants. He is fighting a false reunion.

THEME

- Tommy was the old friend who made growing up feel optional.
- Doug fears responsibility means betraying who he used to be.
- The jeans offer youth, confidence, and one more game.
- The exorcism is not forgetting. It is telling the truth.

I don't get him back by disappearing into who I used to be.



Character: Doug

A tired creative father with one foot in grief and one foot in breakfast duty.

PROTAGONIST

- Funny first, haunted second, honest by the end.
- He wants Tommy remembered without becoming trapped by Tommy's absence.
- His weakness: romanticizing the past until it starts editing him.
- His win: choosing the present without rejecting the love that shaped him.



Character: Twin 1

The scientist of the haunting.

LOGIC ANCHOR

- Measures the hallway; notices the couch gap; builds the rule list.
- Uses tape, notebook, phone footage, and the Archive.
- Her skepticism becomes leadership instead of panic.
- Key function: she names the curse clearly enough to fight it.



Character: Twin 2

The artist-medium of the haunting.

EMOTIONAL ANCHOR

- Hears the jeans before anyone else understands them.
- Drawings predict the final pocket and the tunnel logic.
- She understands grief faster than Doug does.
- Key function: she reminds Doug that today counts.



Tommy Entity

Not the friend. The counterfeit wearing the friend's outline.

ANTAGONIST

- Signature behavior: voice skips between Tommy's teenage voice and Doug's adult voice.
- Signature visual: the orange soda drop falls, then rises back into the bottle.
- It is seductive before it is violent.
- Its attack line: "You got old. You got tired. You got normal."



The Rules of the Curse

The audience should feel the rules before the twins explain them.

HORROR MECHANICS

- Wide spaces get wider: hallways, pockets, pant legs, rooms.
- Memory feeds it: romanticizing Tommy strengthens the garment.
- Lies feed it faster than truth.
- Present identity weakens it: ordinary family details become the spell.

Rule one: wide spaces get wider.



Act I: The Find

The movie opens warm, funny, and slightly wrong.

MINUTES 0-4

- Doug brings in “Tommy / Old Stuff / Do Not Throw Out.”
- The jeans unfold too much and the living room widens by an inch.
- Archive Log 02 detects child witnesses and recognition.
- Comedy lasts exactly long enough for dread to enter wearing socks.



Act I Hook: The Seduction Beat

The jeans give Doug something before they take something.

TRAP OFFERS CANDY BEFORE TEETH

- Tommy's old mix plays. Doug laughs like a younger version of himself.
- The twins see him happy, which makes the trap emotionally dangerous.
- Then the song bends backward and the smile stays too long.
- The curse whispers: "Stay like this."



Act II: The House Expands

Domestic space becomes a memory organ.

SPATIAL HORROR

- Twelve steps becomes sixteen, then twenty-two.
- Tape marks slide apart; family photos flicker into mall photo-booth strips.
- The house is not haunted in general. It is specifically editing Doug.
- Twin 1's line: "Dad, the house is editing you."



Set Piece: The Pant-Leg Tunnel

The signature image of the short.

“Dad? Your pants have a hallway.”

The Tunnel Payoff

The impossible object reveals the entire story engine.

CENTERPIECE SCARE

- Flashlight beam goes too far inside the pant leg.
- Old mall carpet, neon spill, arcade cabinets, distant PA voice.
- Twin 2 retrieves a wet arcade token: TOMMY'S LAST GAME.
- Sacred line: "It keeps going." Silence after it.



Act II: Mirror Betrayal

Identity horror without expensive effects.

IDENTITY COLLAPSE

- Doug is wearing the jeans again without choosing to.
- The reflection lags, then smiles first.
- The reflection's hair becomes black denim thread.
- Line: "You kept everything except yourself."



Act II: The Break Attempt

The PG-13 edge is tactile, not graphic.

PRACTICAL HORROR PROPS

- Scissors do not break; they simply refuse to finish the cut.
- Pockets produce Faygo cap, cracked CD, tomorrow's mall receipt, and "FIT: FOREVER."
- Tiny blood: a thread cuts Doug's ankle like a paper cut.
- Twin 2 names the truth: "Don't let it wear him."



Act III: Hallway Confrontation

The monster attacks Doug's adult self, not his body.

EMOTIONAL EXORCISM

- Tommy Entity gets closer every time Doug lies to himself.
- The twins counter with today: pancakes, monster drawings, ordinary life.
- Doug admits the real wound: grief is not a time machine.
- The hallway stops stretching when he says, "This is my life too."



Resolution: The Truth-Burn

Fire only works after Doug stops asking the curse to give Tommy back.

CLIMAX LOGIC

- The flame refuses to catch at first.
- Doug says: “Tommy is gone. And I hate that. But this thing is not him.”
- The jeans ignite only after the truth lands.
- The daughters hold him while the sound collage dies into morning.



Ending: Pocket Mass Unaccounted For

The singer becomes colder and meaner.

FALSE SAFETY

- Dawn restores normal house sounds: fridge, car outside, breathing.
- Twin 1 counts twelve hallway steps again.
- A denim thread twitches in ash.
- Under the couch: one surviving pocket glows with mall light.

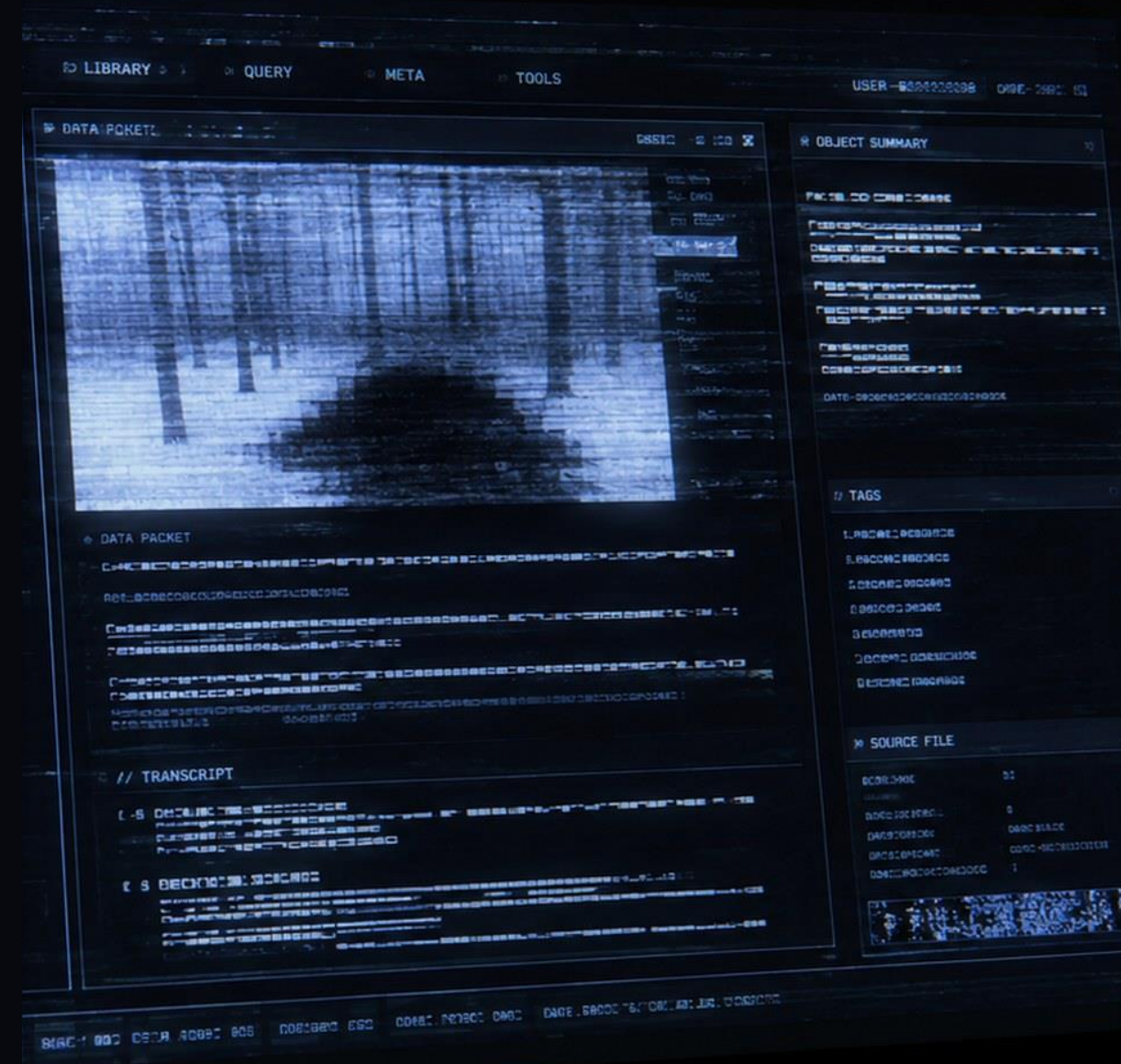


The Archive Layer

The transmedia engine is diegetic, not pasted on.

TRANSMEDIA CONNECTION

- Official entry point: thefrankportfolio.org/archive
- The Archive starts as documentation, then becomes system control.
- Cold language replaces exposition: BURN CONFIRMED / GARMENT INCOMPLETE.
- The final card pushes viewers into recovered logs and hidden pages.



Audience Pathway

How the film becomes a clickable haunt after the credits.

SCAN / VISIT



- Recovered Object Report
- Archive logs with altered language
- Glitched stills from the short
- Hidden pocket activity updates

<https://thefrankportfolio.org/archive>



Sound Motif Map

The sound design does half the demon labor.

AUDIO DESIGN

- Denim rustle: object awake.
- Mall fountain: memory portal opening.
- Arcade bleep: Tommy lure getting closer.
- Reversed guitar: nostalgia turning hostile.
- Fridge hum / car outside: safe domestic reality returning.



Visual Language

Object to behavior to space to reality to identity.

CINEMATOGRAPHY

- Locked frames reveal subtle changes by comparison.
- Lens shifts sell hallway growth without expensive VFX.
- Macro inserts make denim feel biological.
- Warm family light curdles into blue archive/mall glow.



Production Footprint

Designed to shoot lean without feeling small.

MICROBUDGET PLAN

- Locations: living room, hallway, kitchen, bathroom, bedroom, backyard/driveway.
- Hero props: jeans, Tommy box, Faygo cap, arcade token, scissors, drawing, ash/thread, pocket.
- Effects: practical, inserts, sound-only, editing, locked-camera mirror trick.
- No unsafe fire near children; burn scene built with separate inserts and light.



Scare Map

A clean escalation ladder keeps the mood from becoming fog.

PACING BLUEPRINT

- 0:00 Archive dread • 1:30 object unease • 3:00 first apparition.
- 5:00 hallway grows • 6:30 pant-leg tunnel • 8:00 mirror identity horror.
- 10:00 jeans drag Doug • 12:00 emotional exorcism • 13:30 burn false safety.
- 14:00 pocket stinger.



Key Production Deliverables

What to build before the first shot.

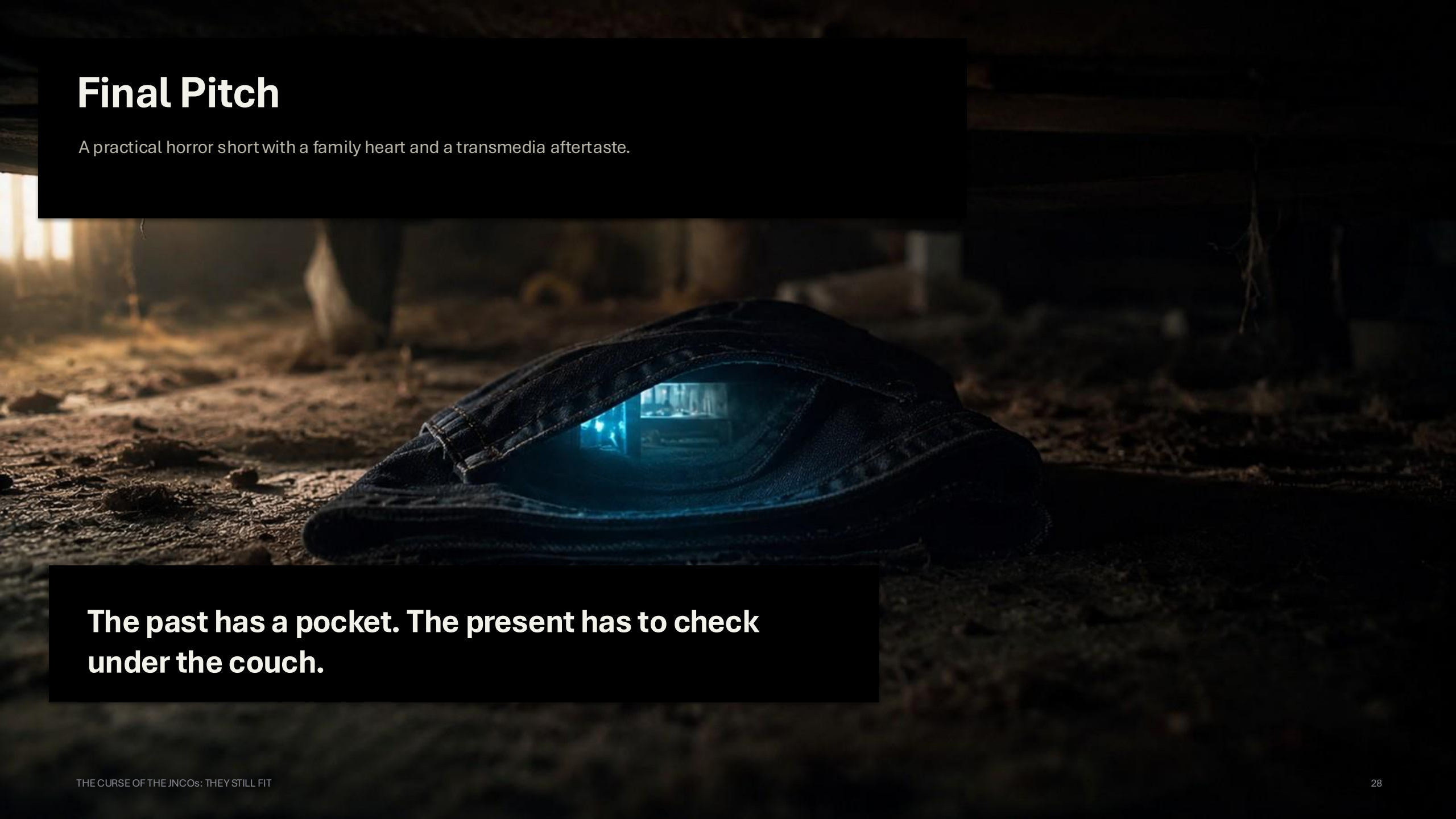
PRE-PRODUCTION

- Shot list organized by location, not story order.
- Prop continuity photos for jeans, pocket, cap, token, drawing, ash.
- Archive screen graphics exported as stills and short glitch loops.
- Sound library: denim, fountain, arcade, guitar reverse, cap ping, house groan.



Final Pitch

A practical horror short with a family heart and a transmedia aftertaste.



The past has a pocket. The present has to check under the couch.