How to Make Your Own HAUNTED House

FROM: WIKIHOW-<u>HTTPS://WWW.WIKIHOW.COM/M&KE-&-</u> <u>H&UNTED-HOUSE</u>

AND NORTHERN CALIFORNIA HAUNTER'S GROUP PERSONAL EXPERIENCE





1. PICK & SINGLE THEME & & COHESIVE STORY

- A collection of props without a theme is just a collection, not a haunted house.
- Decide upon a single theme e.g. ghosts, pirates, mad scientist.
- Determine your audience are you going to have a super scary haunt for adults or a more family friendly tone?
- Decide on a simple story to fit your theme a twisted biotech making monsters for the military, ghost pirates fighting pigmies, etc.
- This will help determine what "scenes" you create for the haunted house.

2. DETERMINE SPACE AVAILABLE FOR THE HAUNT

- How much space at your house is available for the haunted house & which areas are off limits - will you focus on the inside or outside of the house?
- Consider creating "rooms" or a maze with plastic or cloth if you want to keep people outside.
- Make sure the area is safe for the public- no trip hazards!
- Is there access for electricity or places to hide "behind the scenes" materials like air compressors or speakers?

3. CREATE & PLAN FOR YOUR HAUNT

- Once you know your theme and story, as well as your space, plan the details for your haunted house.
- Set a date for the haunted house and let people know you are creating it.
- Plan how much money & time you have & factor in.
- Drawing a visual map to determine what's in each "room" and the path through the haunted house is very useful.
- Map out the scares while jump scares are great, too many get repetitive.
- Jump scares can be either people &/or animated props
- Remember, one major focus per room is best.
- Finally, draw up a list of "to-dos" and how much time each will take so everything gets done in time.

4. CREATE AN EERIE ATMOSPHERE WITH LIGHT & SOUND

- When planning your haunt, remember that the setting can go a long way to making your haunt great.
- Use darkness & lighting effects carefully while complete darkness makes people wary and more likely to jump, eerie lighting (fire & ice effects or strobes) can convey a specific mood or impression of movement.
- Having a background soundtrack is good, but make sure they fit your space, e.g. lab beeps & boops for the mad scientist lab or wind, wolf howls and owls for a haunted forest or graveyard.
- Combine light & sound for best effect thunder & lightning.
- Make sure to have background decorations (tombstones, spider webs, lab specimens, etc.) to match the scene.

5. ASK FRIENDS TO HELP OUT

- While you can do a haunted house without human acters, things are more fun with them.
- People make very effective "jump scares" or can help explain & set up a scene:
 - A spooky ghost can jump out and scare your guests.
 - A monster can hide in the dark and just move enough for the guests to realize they are there – & then can follow the group at a distance and hide when people see it.
 - A dead autopsy victim can lie on the table and "come to life" when people come near.
 - A mad scientist can explain their experiment and walk people through the lab.
- Your friends will have a ball scaring people!

6. CREATE OR BUY PROPS

- Planning your haunt early will help you decide on what props, background decorations or lighting you will need.
- Some things can't be bought or are too expensive, & you will need to make them.
 - Google can be your friend as there are many on-line instructions available (e.g. Instructables) to help build props.
- Also, interest groups can help groups like the Northern California Haunters group & other on-line groups like the Halloween forum will share expertise.
- You can reduce expense of animated props by hacking an inexpensive store-bought animated prop – see our display on the table for "Human Hybrids Freak Show" room.

7. DECORATE YOUR SPACE

- This goes without saying...
- However, make sure to do it ahead of time, as you may want to tweak the layout after laying props and decorations out in physical space.
- Don't do it too early, however, or your family may rebel at having to live with the haunt.
- If you are doing this outside, be prepared for wind or rain

 protect delicate props, animatronics, and electrical
 equipment/lights with waterproof coverings if needed.
- Be careful of using decorations that can stain household items - that creepy, slimy hand on the wall may live forevermore as a hand shaped stain.

8. TEST PROPS, LIGHTING, & H&VE & "DRESS REHE&RS&L" &HE&D OF TIME

- Remember, "tweak time" should be built into the schedule.
- If at all possible, finish props & set up a few days early to allow testing, as last-minute electronic failures can put a damper on the fun.
- Also, try out lighting and sound at night ahead of time, as it can be very hard to determine the best lighting/sound during the day.
- If you have "actors", go over what you want them to do ahead of time – general guidelines are helpful.

9. DOCUMENT YOUR H&UNT-PL&N FOR PICTURES & VIDEO

- After all of the fun is done, you may find you were too busy to take any pictures or video!
- While optional, this is short run theater and will disappear the next day. Taking photos and some video is essential to share with friends later.
- Ask a friend who is good with their camera & who is not part of the haunt to take some pictures and video, as you will probably be too busy to do so.
- Then later, you can have a "recap" of the night this is great fun & helps you improve the haunt the following year.

10. INVITE YOUR FRIENDS (OR THE NEIGHBORS) & H&VE FUN!

- Whether this is a small event for a block party or to entertain the neighborhood families, or something larger like the Maker Faire, creating your own haunted house is great fun!
- Get more help at the other display tables here or join us at some Northern California Haunters "Make and Take" meetings - we are here to help.