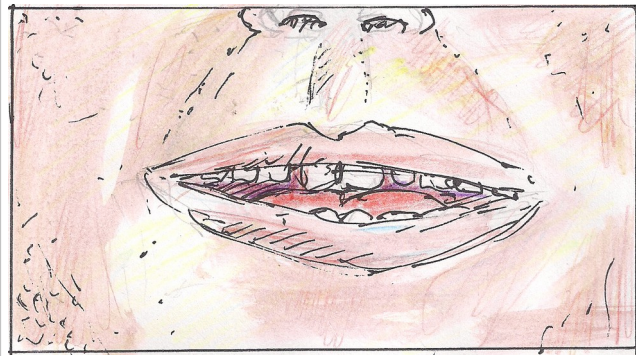


INT: DENTIST'S SURGERY

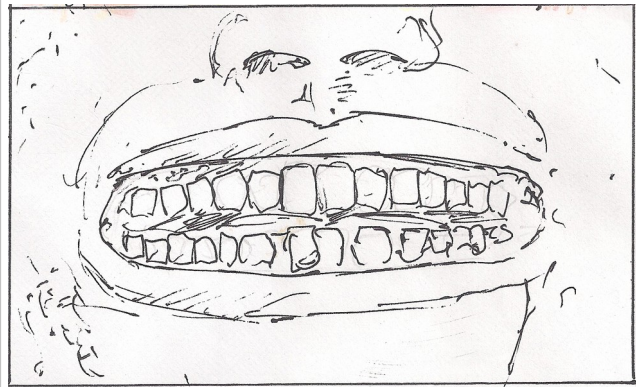
MARK: [talking mouth]
"I've got 13 teeth left in my skull that"

[Camera focuses on MGJ's Mouth, Talking]

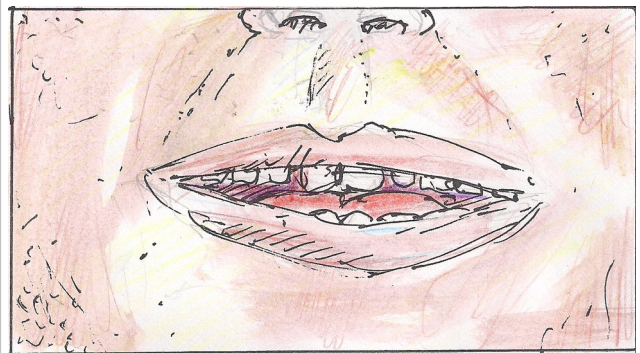


MARK:
"rattle round"

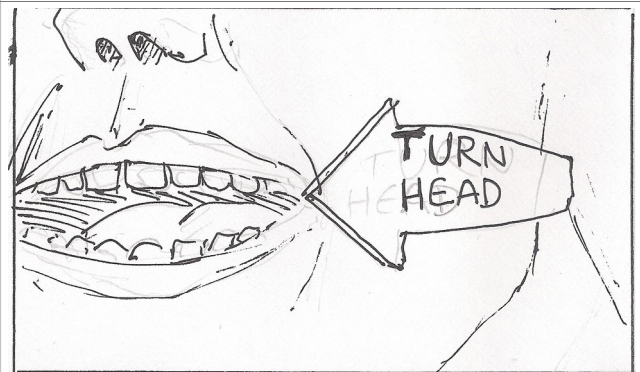
[Hold the EEE shape for these two words]
[VFX: Teeth shake]



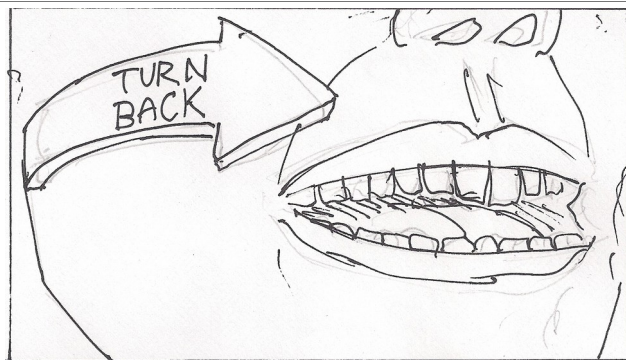
MARK:
"and chew the wool"



MARK:
"they've chewed it here - "



MARK:
"they've chewed it there -"



MARK:
"the conversation starts to wear."

[pause. At this point we swap between audio and video being recorded together, and a separately recorded voiceover, within the same shot]



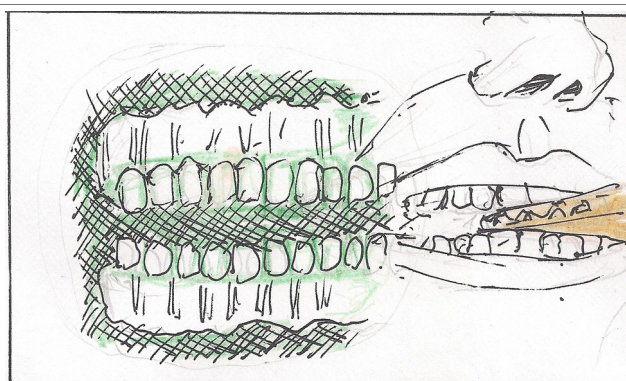
VOICEOVER:
"So I visited the dentist"
[bite on piece of cardboard]

[the voiceover should be recorded ion the same conditions as the live vocals, so that the link is seamless]

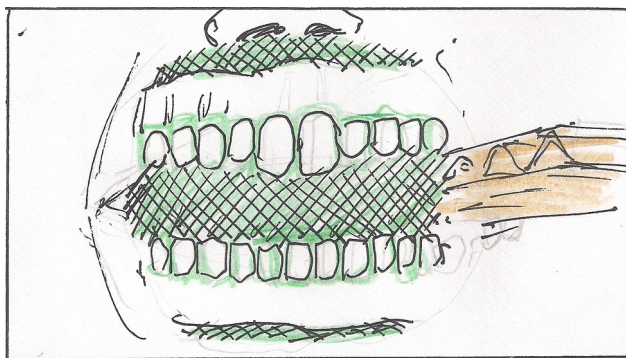


VOICEOVER:
"and told her straight"

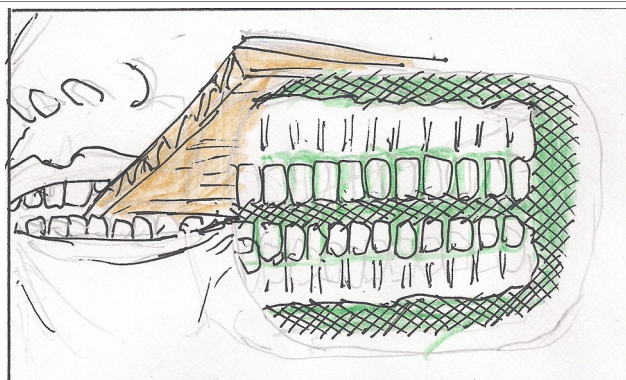
[head rolls from side to side - tracking with the head movement is a mouth X-Ray]



VOICEOVER:
"how parliament deliberates"



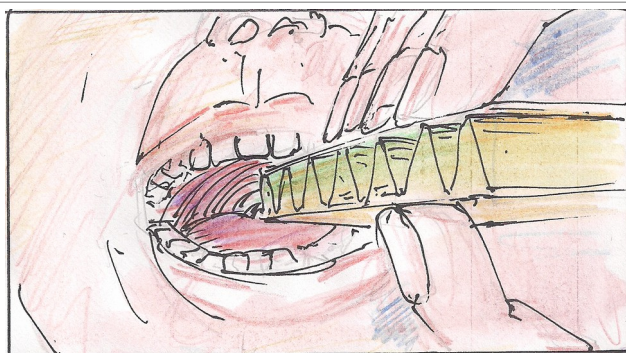
VOICEOVER:
"and could she please"



VOICEOVER:
"pull them out?"

[remove card from mouth]

[go back to live sound]



MARK: [talking mouth again]
"but after 13 hours on her
couch,"

[cut to-]



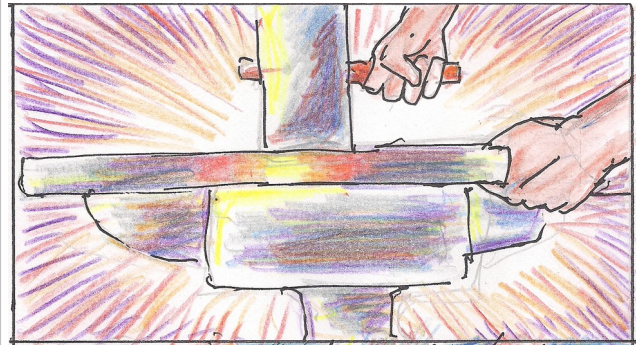
MARK:
"I got the feeling she wasn't really listening."

[DENTIST asleep on dentist's chair behind MARK's head. We may finish this shot with MARK walking away from camera and exiting the room.]

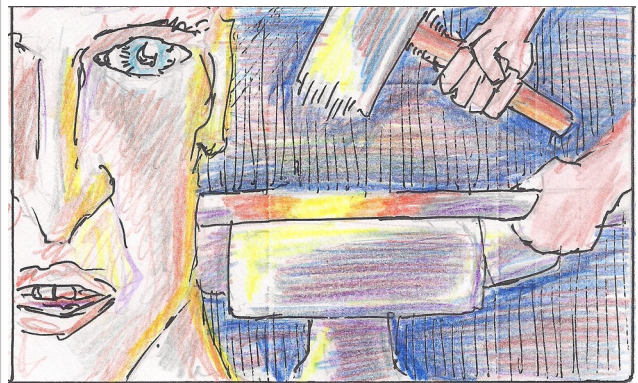


EXT: BLACKSMITH'S FORGE

[Hard cut to BLACKSMITH (HANDS) hammering on an anvil. The light is more red. We hear the hammer hit. Maybe add the sound of that really rhythmic steam-engine and Kelham Island About 5 second]

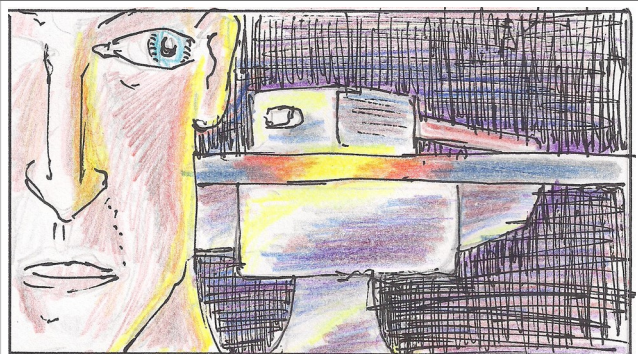


MARK: [Slides his head in from left]
"So, I took my skull to the blacksmith's forge and asked if he could disengage my grinding molars and canine teeth to stop us talking in our sleep, but after 13 days of hammer and tongue"



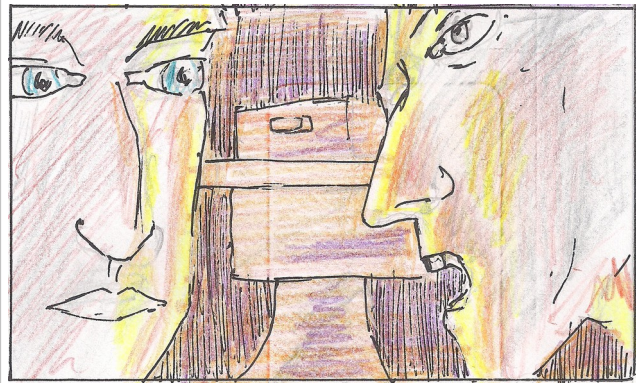
[BLACKSMITH (HANDS) puts down hammer and moves his hands off shot]

MARK:
"the farrier says:"



[MARK playing BLACKSMITH (MARK) moves his head into screen using splitscreen]

BLACKSMITH (MARK):
"There's sommat' wrong."



INT: ALFRED DENNY MUSEUM

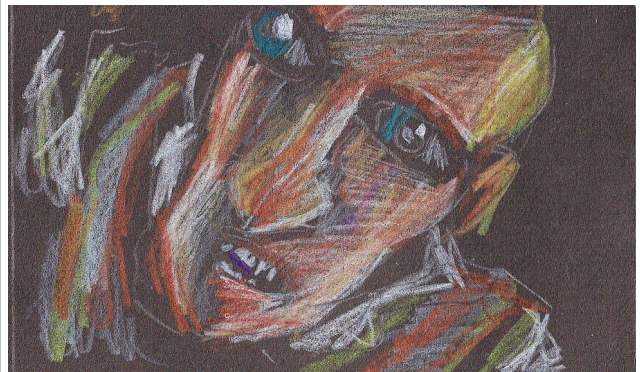
[We turn the main lights off, leaving the little spotlights in the glass cases. The BLACKSMITH (MARK) Walks through the skeletons, gesticulating to them, and talking direct to camera.]

This section is not super-precisely storyboarded, but we should end with BLACKSMITH's (MARK) head filling the screen.



BLACKSMITH (MARK)
"The roots have grown down your spine
through every creature whence
we've climbed!
If I pull them out, if I...if I
pull them up
thy'll turn into a toothless
slug!

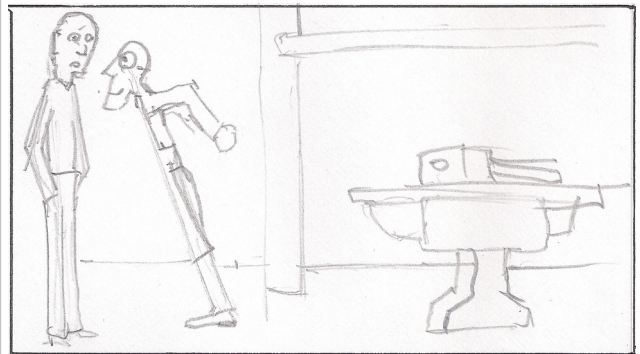
Fer 't core -
Thy's a wriggly, wiggly woorm!
A thlithery, thlimey..."



EXT: BLACKSMITH'S FORGE

[BLACKSMITH (MARK) is in MARK's face]

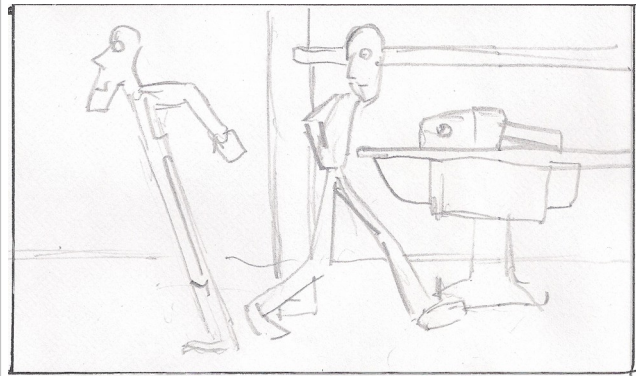
MARK:
"All right, I get the picture!"



VOICEOVER:

"And left the forge jumpy as a horse in red-hot shoes."

[MARK walks off. MARK and BLACKSMITH (MARK) are filmed in the same location, but BLACKSMITH (MARK) is a 2 second loop, cutout by hand]



INT: BAR

VOICEOVER:

"I was over the road. I was swigging the booze."

[this image rotates anticlockwise as MARK drinks]



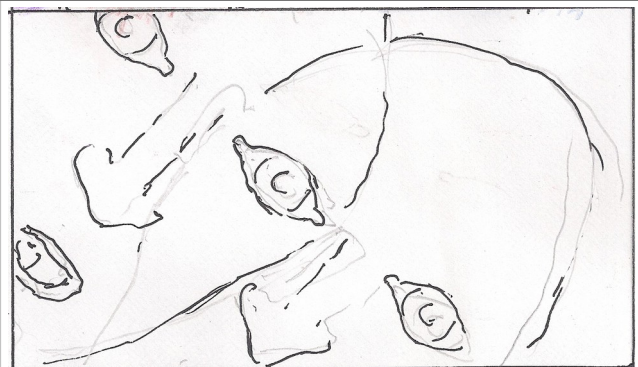
The bar scene is another not-perfectly storyboarded, so the images and the voiceover may not be as marked here. It's an opportunity for everyone involved in the project to play a cameo. Most of it will be filmed on handheld camera for drunkenness. We may use the audio from the live recording of MARK.]



VOICEOVER:

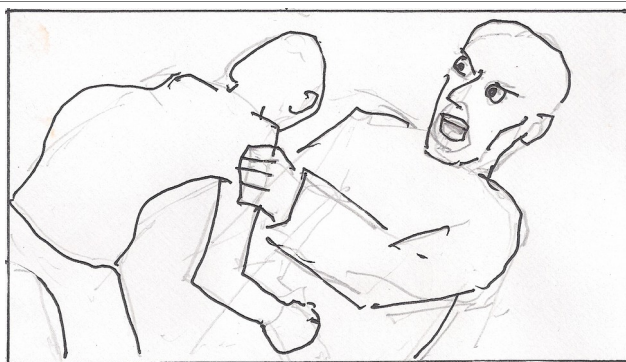
"'...the core of my being's a toothless slug!?'"

[MARK's head wobbling around]
[VFX: create double image tracked so that as mark's head moves he has 3 eyes]



[Posturing of a fight starting]

VOICEOVER:
"I Quickly ordered another jug."



[MARK on fruit-machine]

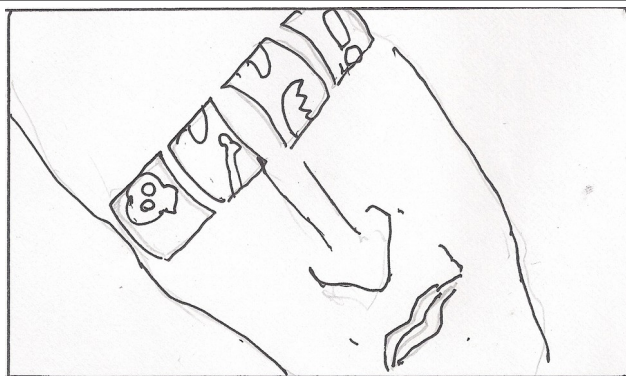
[VFX: images of bones, teeth,
etc on the fruit machine]

VOICEOVER:
"Till my head became a fruit
machine
a cider press to nudge the
spleen"



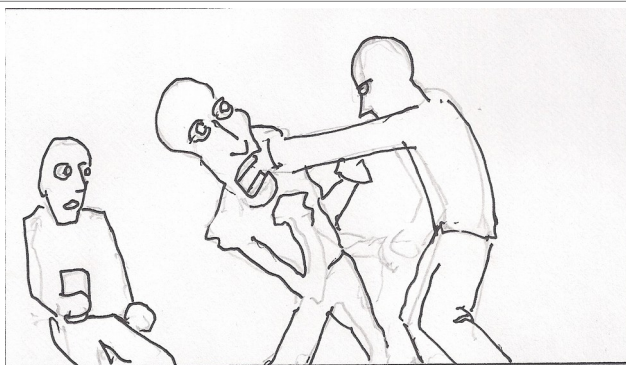
[MARK's head wobbling around]
[VFX: replace MARK's eyes with
fruit-machine rollers]

VOICEOVER:
"and put my symbols in a spin:
Hold High"



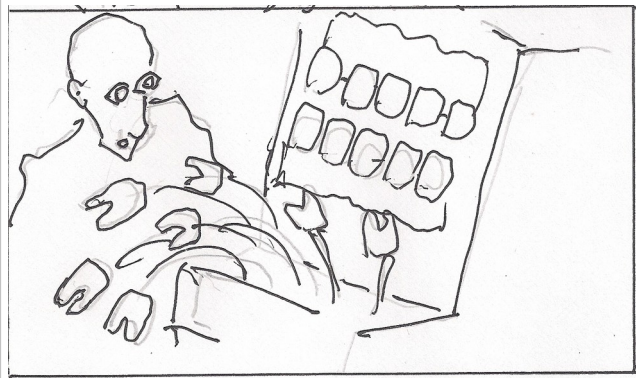
[MARK getting into a fight]

VOICEOVER:
"my mother was a monkey's grin
Hold Low
nudged up to a crocodile.
Six in a row and the thing went
wild"

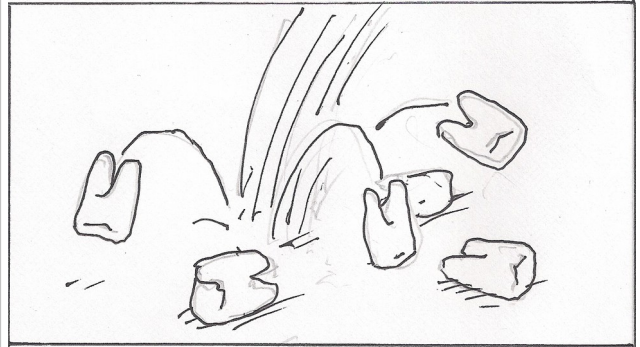


VOICEOVER:
"flashing, snarling, spitting
teeth"

[MARK watching the fruit machine
spit teeth]
[VFX: teeth spitting out of the
fruit machine, plus images of
bones, teeth, etc on the fruit
machine]

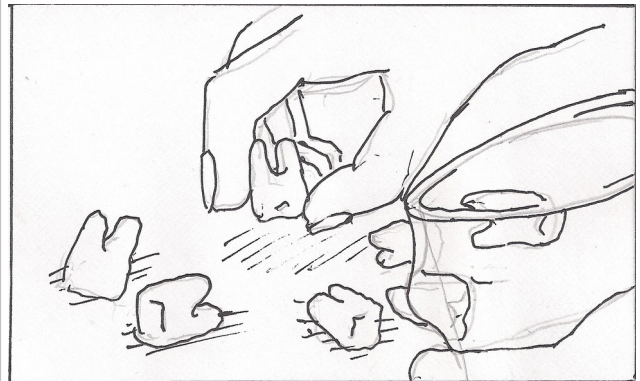


[Teeth falling on floor]

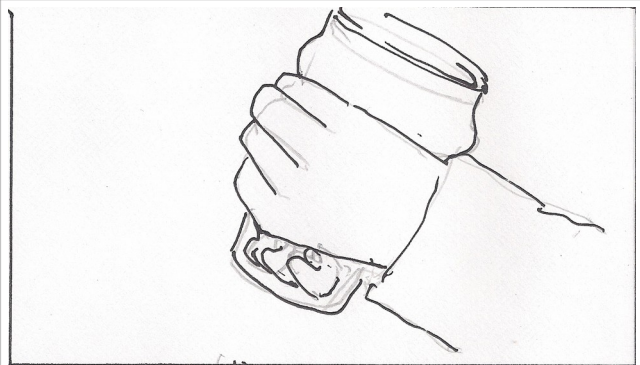


[MARK picks them up]

VOICEOVER:
"I drunkenly gathered them into
a heap"

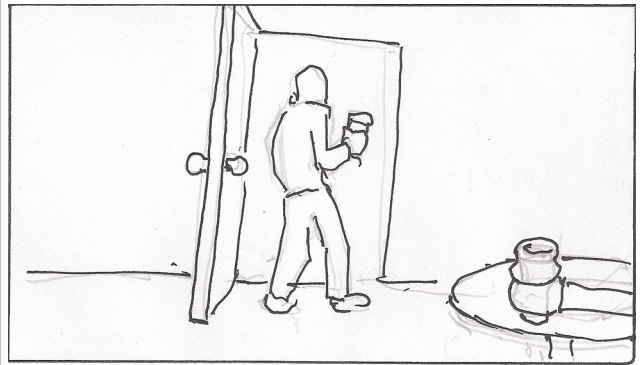


[and puts them in a pint glass]



[and the camera follows him as he walks out of the bar]

VOICEOVER:
"and staggering out beneath the stars"

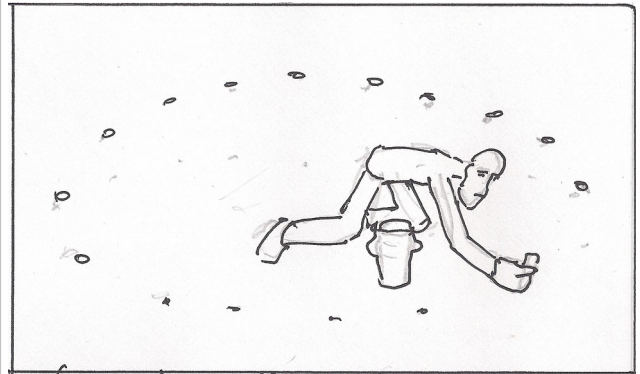


EXT: FARRIER'S YARD

VOICEOVER:
"buried them in the farrier's yard."

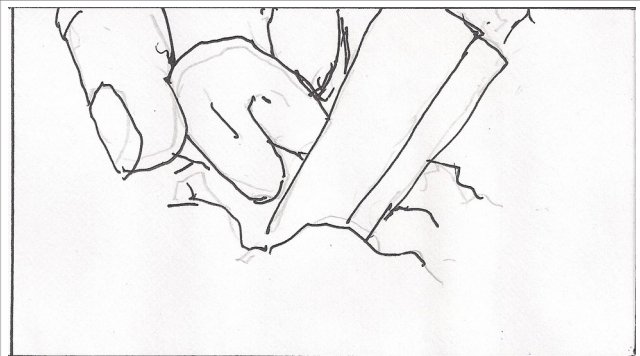
[MARK buries the teeth in a circle]

[This filmed with three cameras:
one wideshot]



VOICEOVER:
"And once I'd covered them over with dust,"

[One filming close-ups of the burying of the teeth]



[and one filming close-ups of MARK's face. We cut between them]



VOICEOVER:

"and the blacksmith's hammer and babbling pub ceased to ring, ceased to wail, a hush descended over the dale. A liquid quiet dissolving the world

This is it! I cried, Parliament's failed"

[timelapse of the sun going down as MARK sits there - at the end fade to black]



VOICEOVER:

"Yet no sooner had I uttered these words when there in the dust something stirred and 13 creatures began to grow sprouting from the teeth below."

[the places where the teach were buried blasé up in flame, creating a ring of fire]



VOICEOVER:

"No clanging Hollywood skeletons these but somewhere between an all seeing eye and a voice to please, something died that night and something grew and forces that held me under a spell emerged from the dirt in different shapes human passions with an animal face: a slug, a rat, a lecherous baboon howled as it tried to mate what moved. I kept very still... amidst the squealing as the baboon passed I was hardly breathing.2



[the fireghosts leap from the flames in the forms of the skeletons of the 13 animals made of fire. Some are 100% CGI, some mix in actual skeletons, filmed against a black background flames added digitally, and then mixed with the scene of MARK by the fire.]

VOICEOVER:

"Pride and prejudice: peacock
and pig,
a frog croaking an ancient jig
Hell's teeth! Is that what I am?
A zoo full of lust... envy... angst!
For it seemed to me I'd been the
baboon
13 times over and under the
moon.

A primeval dance of fear and
yearning
now speechless and toothless I
could watch it
turning...
 turning..
 turning...

Count to 12 and start to laugh.
...I saw it with my own two eyes!
said the cheetah at my back."



[Mark will have to react to
invisible ghosts, but they can
be put wherever MARK is looking.
We will use blue LED torches for
camera tracking, which can
easily be removed from the final
video. We may also try fire-
breather to create fireballs
that can be turned into the
fireghosts, with the advantage
that we can see the light of the
fireballs on Mark's face.]