

Getting off

Production summary

Paint Procurement

We propose to make a mock-up of a framed poster with the final painted scene and text underneath reading something like "Created with Yourname Paints" Many thanks from the crew of 'Getting Off". We feel this might be a good incentive for receiving free paint from a paint store or paint company.

Wood Procurement

We have confirmation from Jorgen Daugaard, Sales Executive of DLH wood importers and personal friend of the Producer, that they will supply the wood for a token price. They have an outlet in Hedensted, near Ebeltoft and we can obtain the wood from there.

We have also the option to loan 2 Jigsaw wood cutters, to make the set.

Actors

We have contacts at Elveskolen in Aarhus and Dramatugi at Aarhus University, and they have agreed in practice that they would like to be involved.

Location

We have scouted for a location for the middle sequence and would like to shoot in the Slet Area of Aarhus.

Studio

We would require one day each for the two Studio scenes, plus one day get-in time, totalling 3 days.

image no. 1A



Merry-go-round Scene. No movement

notes

Canopy of merry-go-round glass painted.

SOUND:
Merry-go-round tune

image no.1B



Camera Moves towards left sailor

notes

As 1A

image no. 1C



Camera frames sailor and horse's buttocks

notes

As A1, A2

image no. 1D

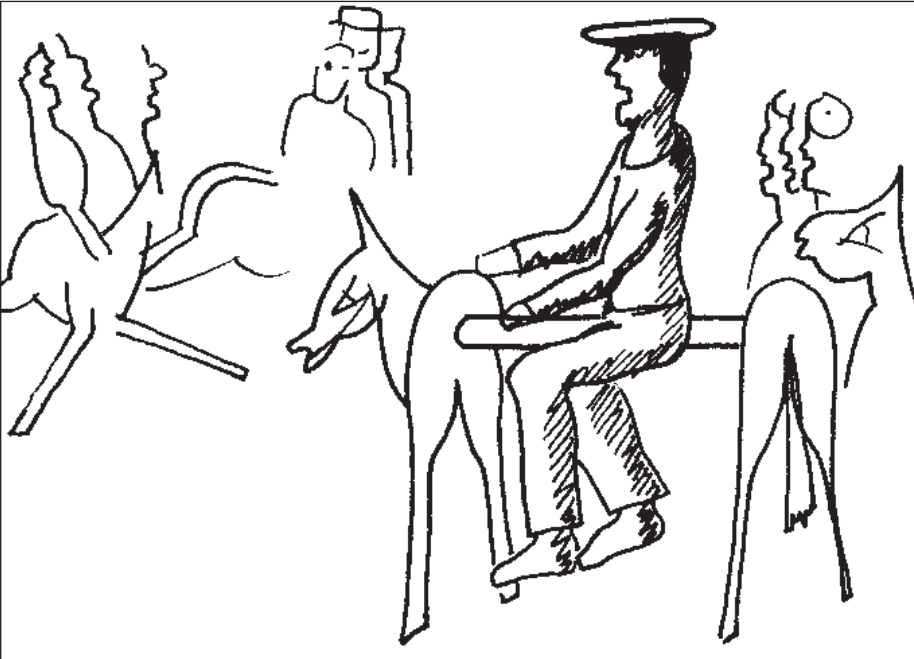


Sailor is shown to be 3 dimensional. Other figures wood.

notes

SOUND
Merry-go-round music-fades
to ticking sound of alarm
clock

image no. 1 E



Camera moves round to side view of sailor

notes

As 1D

image no. 1F



CU Sailor - vacant stare and stone-like open mouth

notes

Sailor's face is painted. Hair is gelled.

image no. 1 F



Close-up sailors vacant scream-like face

notes

Fast Cuts of other painted figures begin here (not shown in storyboard).

SOUND
Ticking sound fades to factory machine sound (repetitive).

image no. 1 G



Sailor starts to get off horse

notes

image no. 1 H



Sailor climbs off horse

notes

SOUND
Ticking sound fades to
Firework/bomb noises
(repetitive).

image no. 1I



Sailor walks across painting and leaves

notes

image no. 2a



Sailor walks into frame down modern industrial estate road

notes

Night Shot

Filmed 75% Final speed.

Sailor's movements slowed down.

Black and White

Hand held shot.

image no. 2b



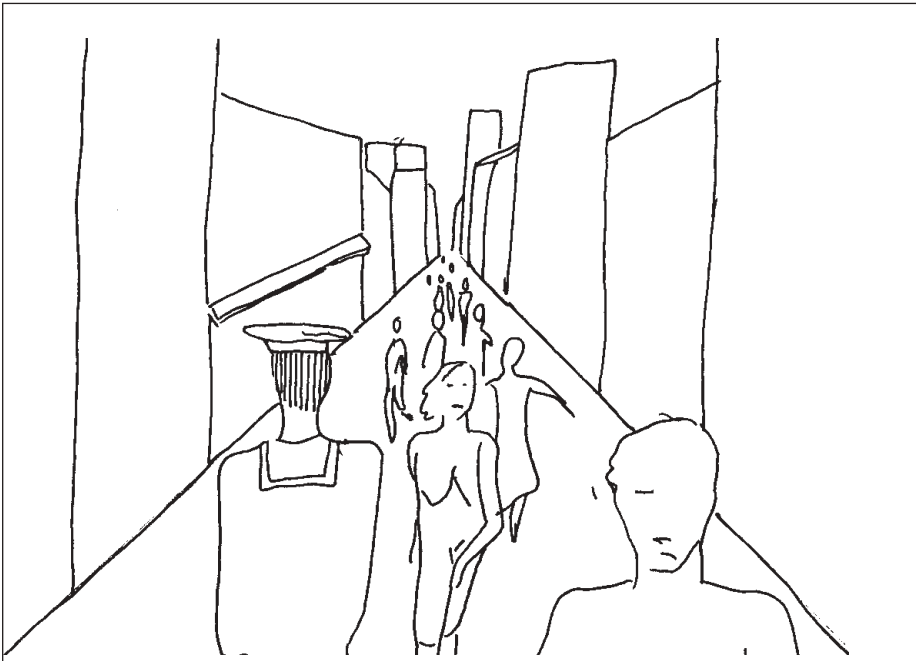
Panicked figures sprint past sailor. They do not look at him.

notes

As 2a

Figures running towards the camera have mouths open, vacant stares. Many are dressed in rags.

image no. 2c

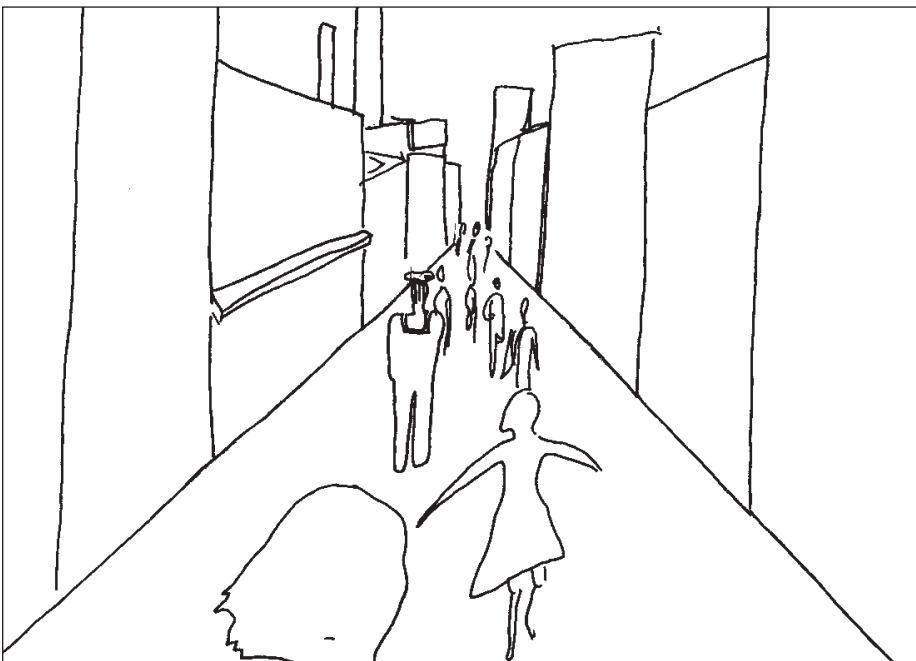


The sailor walks slowly past the running figures

notes

As 2a, 2b

image no. 2d



The sailor walks slowly past the running figures

notes

As 2a, 2b, 2c

image no. 2e



The figures disappear. the sailor reaches the end of the road.

notes

As 2a, 2b, 2c, 2d

image no. 3a

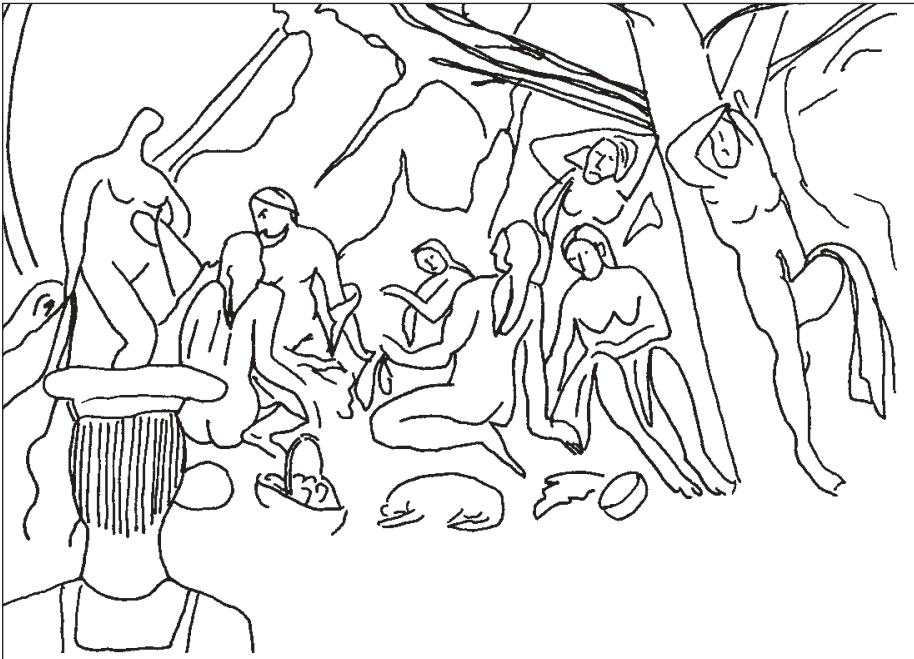


The Bathers scene - the bather recline in painting position

notes

Dolly. Studio
Filmed 200% final speed shown.
Soundtrack: Belinni's La Sonnamula

image no. 3b



The sailor arrives from foreground

notes

as 3a

Soundtrack: Belinni's La Sonnamula

image no. 3c



The sailor moves to centre

notes

as 3a, 3b

Soundtrack: Belinni's La Sonnamula Soundtrack

image no. 3d



The bathers begin to move around the sailor

notes

as 3a, 3b, 3c

Soundtrack: Belinni's La Sonnamula Soundtrack

image no. 3e



The bathers seduce the sailor

notes

as 3a, 3b, 3c, 3d

Soundtrack: Belinni's La Sonnamula Soundtrack

image no. 3f



The bathers take the sailors jacket and shirt off

notes

as 3a, 3b, 3c, 3d, 3e, 3f

Soundtrack: Belinni's La Sonnamula Soundtrack

image no. 3g



The bathers lead the sailor to the tree

notes

as 3a, 3b, 3c, 3d, 3g

Soundtrack: Belinni's La Sonnamula Soundtrack

image no. 3h



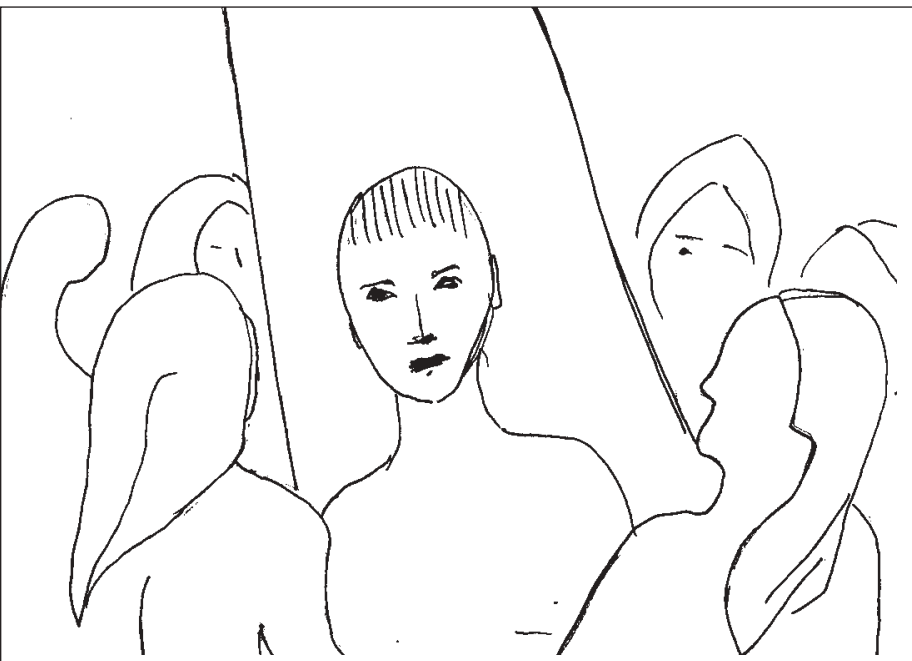
The bathers form a circle around the tree

notes

as 3a, 3b, 3c, 3d, 3e, 3f, 3g

Soundtrack: Belinni's La Sonnamula Soundtrack

image no. 3i



They stare at the sailor, smiling. the sailor smiles

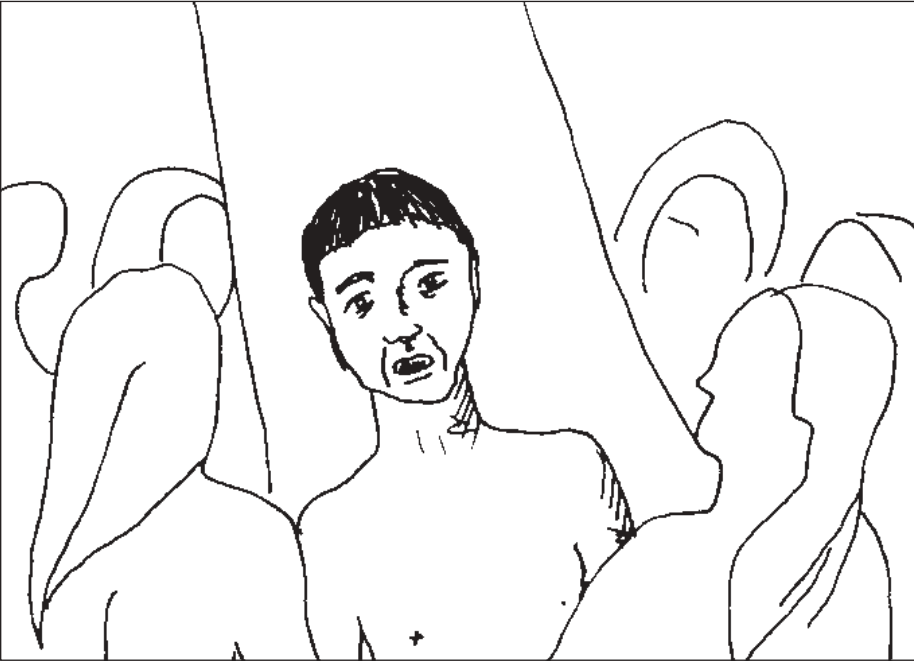
notes

as 3a, 3b, 3c, 3d, 3e, 3f, 3g, 3h

Soundtrack: Belinni's La Sonnamula Soundtrack, soundtrack distorts.

High pitched voice becomes siren noise.

image no. 3J

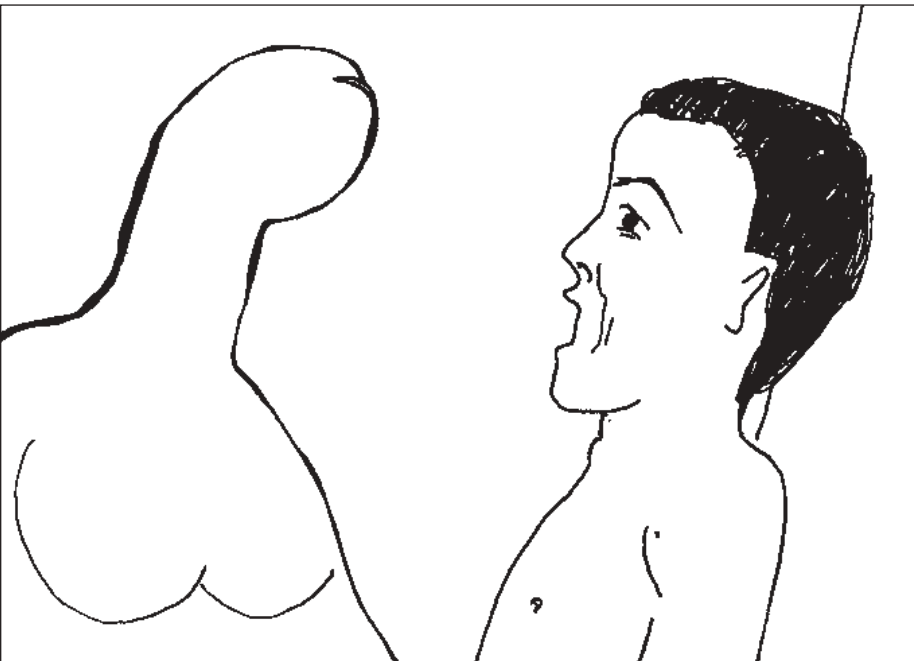


The sailor's face begin's to change to distress

notes

Siren Noise grows louder

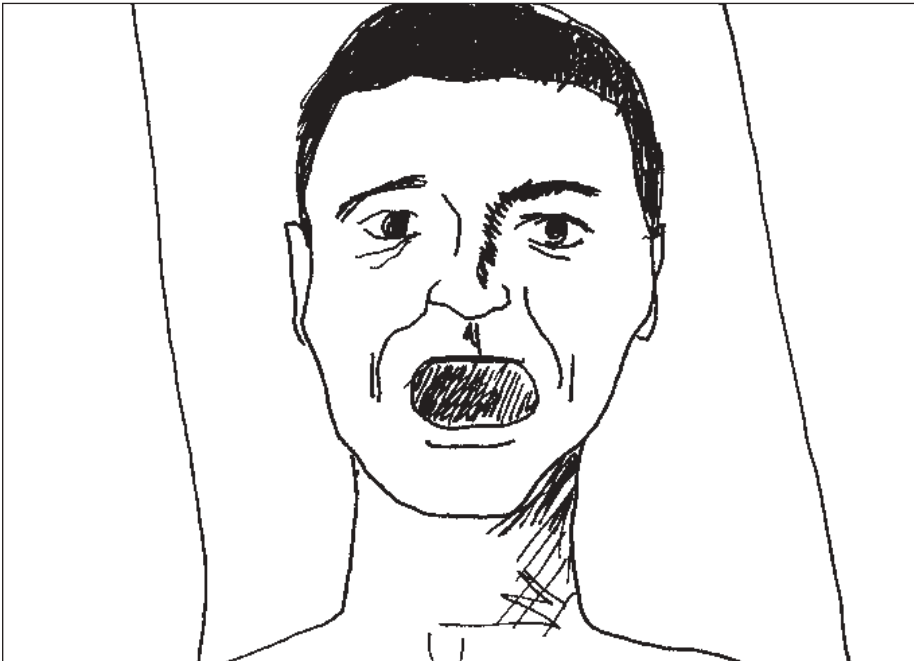
image no. 3K



Woman with phallus head appears. Sailor is shocked

notes

image no. 3L



Close-up sailors head

notes

Face to match CU of sailor in first sequence.

image no. 3M

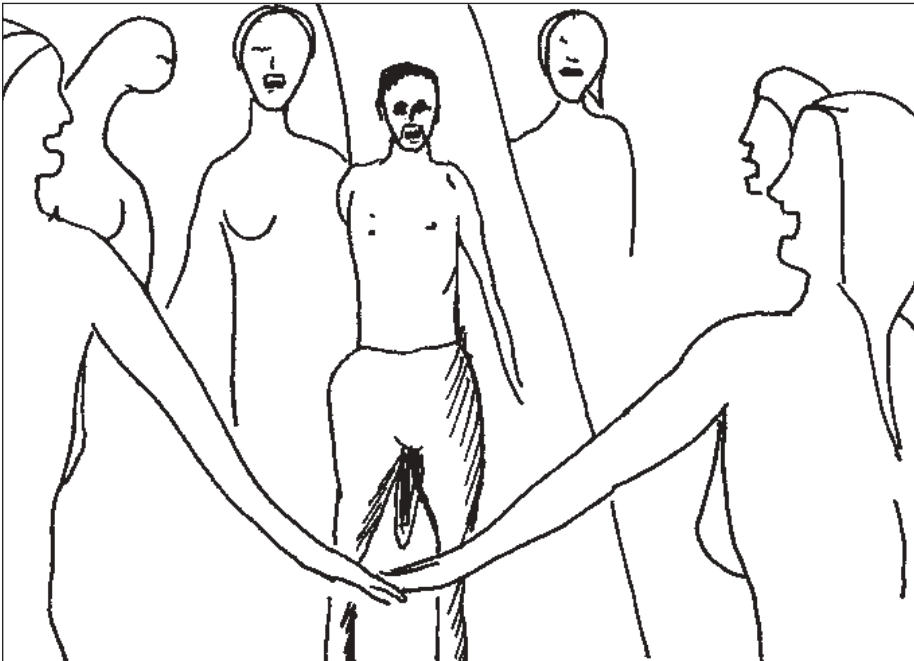


Women encircle Sailor. Sailor has horse's legs

notes

Merry-go-round-music fades in.

image no. 3N



Women mimic round-about figures. Sailor has horse's legs

notes

First Sequence soundscape fades in.

image no. 30



CU Sailor. Women Mimic Merry-go-round figures.

notes

First Sequence soundscape fades out