

Screenplay

EXT. WOODEN SKELETAL SHED

creature is born, controlled by (in?)visible strings, gets jolted around throughout the video, however after the berries, the jolting gets way WAY WAY more violent.

INT. RUIN - ESTABLISHING THE NIGHTMARE 00:00

camera wakes up, is at

EXTREME CLOSE UP:

dead spider in spiderweb, spun around rusty nail

JUMP CUT TO:

EXTREME WIDE SHOT:

we see the corner of the room where the spider is forever trapped, from a panoramic angle, the camera races towards the rusty nail (as in onde).

JUMP CUT TO:

EXTREME CLOSE UP:

back to the spider, that now seems to move in its' death-shroud.

We do this in total about three to four times with various details of the hotel revealing more of the structure as the camera roves around the ruins.

INT. ROOM 2 00:13 - CREATURE IS BORN

A black shape lies on the floor, writhing, slowly a face pushes through the fur and comes out of the cocoon.

CLOSE UP:

of the face as it comes out of the cocoon

INTERCUT WITH:

POV:

of creature as it pushes through the fur and changes perspective from lying down to standing.

The camera rotates and we see a

MEDIUM CLOSE UP:

(CONTINUED)

CONTINUED:

2.

of creatures face as the camera

DOLLY:

dollies away from the creature (sped up in post)

INT. ROOM 2 - BORN BOUND

The creature is born, but soon discovers that his actions are directed by a "higher" power. His arms are bound by puppet strings.

MEDIUM:

The creature is pulled to one side, by the string on his arm. He looks confused, feels threatened, scared.

He tries to fight the strings, but he is not strong enough.

He looks at the cords and follows them up to where there is no light.

INT. ROOM 2 - STUMBLING ABOUT

The creature tries to move, on spindly legs, very unstable, putting foot before foot on very uneven ground.

This is a sort of ballet, but freaky and creepy.

It is looking for something. Foraging.

INT. ROOM 2 02:55

Creature has found the berries suspended from the ceiling / wall and has entered predatory mode. Spider-like twitching, on its' way to the cluster.

WIDE:

Creature reaches, twitching, nervously for the berries

JUMP CUT TO:

CLOSE UP:

We see the creature's head twitching around, looking over its' shoulder

JUMP CUT TO:

EXTREME CLOSE UP:

(CONTINUED)

CONTINUED:

3.

We see the creature's eyes darting around, whilst the head twitches, so the eyes pop in and out of focus

JUMP CUT TO:

CUT-IN:

The creature's arms and fingers are fumbling for the berries, suspended just out? of reach. Stretching the

JUMP CUT TO

CLOSE UP:

dirty fingers and nails towards the berries, grasping and bursting a few, juice spilling over the hand as it wins its' quarry.

DISSOLVE TO:

WIDE:

The creature turning around, twitching now with joy,

DOLLY:

CLOSE UP:

The camera fast approaches and

EXTREME CLOSE UP:

shows the berries being crushed in the creature's blackened mouth, spilling their guts along his lips and throat, thick and chunky,

EXTREME CLOSE UP:

eyes all the while darting about...

Then suddenly the hair is back. It pours out of the Creature's mouth, along with the chunks of berry.

MATCH CUT TO:

creature gets enveloped again by hair, as it crawls over its' head again. (shot in reverse, reversed again in post)

INT. ROOM 2 - BORN BOUND