

CHARACTERS

Director, usually dressed up as a conductor, a control freak, and the only character that is able to manipulate all of the other characters

Paper One, a free spirited, change loving and adventurous acid-based piece of paper.

Paper Two, an almost identical twin to Paper One, conservative, conventional and artificial by nature, always striving to look like Paper One.

Sun, warm, and bright and has the ability to control the shades of Paper One, and Paper Two, when asked by the director.

SCENE 1

Director (to Paper One).
Looks like you need some folding and some sun for a couple of days, dear.

Paper One:
Sure, why not?! Just a few parts here and there, OK?!

Paper Two.
Me too, me too! No folding please. I just want an overall lighter shade for now.

Director.
I knew it. So predictable!

(A few days later.)

Director.
So, what do you think?

Paper One (enthusiastically unfolding and looking more like an abstract Malevich painting).
Love it!

Paper Two (monochromatically disappointed with its singular lighter shade).
Hmmm... Not so sure. How about some retouches (with an exaggerated French accent) here and there. I prefer Paper One's look. Feel free to use some paint.

Director.
Are you sure? You are aware that once it's done, I'll have to tell the sun to stop changing you. You'll never be able to be like Paper One again.

Paper Two.
Well, at least I'll look young forever.

The director applies some paint on Paper Two and makes it look exactly like Paper One. He places them next to each other in a space full of sunshine.

Director (gesticulating a pause sign through pulling in his left hand and closing his thumb and fingers to Paper Two):



Stop, Sun!

Director (with a Baton in his other hand using an accelerated time signature movement to speed up the tempo):



Continue, Sun!

Director keeps doing this for a few minutes on a daily basis until the image of Paper One fades out completely and finally disappears. Paper Two doesn't change.

Stop Sun, Continue Sun! (Tell The Sun To Control Time)