

THE PAINTED ROOM

SYNOPSIS

ERWIN is a rich kid, lonely away from his workaholic parents.

ERWIN breaks his leg and so has to stay home and virtually alone for weeks.

ERWIN finds a store of paint and asks his parents if he can 'do some painting'. They say yes but are shocked when ERWIN paints the entirety of his room, creating an overwhelming scene of multiple landscapes and environments.

When ERWIN is alone, and only when he is alone, the wall scenes come to life.

For company, the lonely boy paints a dog. The dog steps away from the wall, alive. The dog escapes the room and ERWIN has to befriend MR. FISK (a squatter in one of ERWIN'S parents' empty properties) to help catch it.

ERWIN realises that (i) the walls in his room are only 'live' when he is alone in the room, and (ii) if anything gets out of the room, everyone can see it. And (iii) that he himself can, when alone in the room, enter into the painted walls.

ERWIN and MR. FISK, after many mis-adventures, catch the dog and return it to the room.

END