

'all one - in public'
ALL WAYS

New Eyes New World

This feature film is designed to offer audiences a life changing experience of 'Unity Consciousness.' It targets how humanity suffers an identity crisis where we're torn between being our selves and also being any body, every body, some body and no one in particular. The viewer enters into a world less familiar but one that is ultimately ecstatic. Conscious comic personalities know humanity has a Multiple Personality Disorder (we are reminded of Dr. Jekyll and Mr. Hyde, Sibyl in Shelly Long's portrayal of a woman with M.P.D.). The solution is the discovery of a radical form of global therapy involving the international media, pioneering scientists and a very funny cast. Our lead characters through personality and plot will confront the many humorous and terrifying challenges involved.

Since keeping others out of our physical and psychic territory has helped us survive and thrive in the past, there are many suspenseful, dramatic and amusing ways we make the transition to a more transparent lifestyle. The dangers and limitations of fascism, socialism, democracy and mob rule are confronted and traded for a high tech world un-ruled by an anarchy of compassion and collective intuition. It is either this, the development of a conscious sense of interconnectedness or most of us will be destroyed through ignorance and the futility of all our uncoordinated efforts.

Out of itself, the earth has grown humanity like neurons in a global brain. Only a few have woken up to the implications. We are depicted as aspects of a burgeoning blind super organism, where species extinction can be the price for staying unconscious. Traditional roles become impediments to change. Spirited neuroscientists are electronically linking their geographically separated brain research laboratories in an attempt to show definitive evidence that humanity shares a *common observer*, a precious resource in a world entrenched in egotism and addicted to distraction. Vested interests run against them, unwilling to release control to an 'Awareness' beyond their own.

In pursuit of resolution the camera goes beyond our traditional dependency on a hero or heroine. A strong audience identification develops due to a variety of intimate, carefully choreographed viewpoints, *some lasting longer than others (employing in some cases the style of an IMAX view; as in HOME, Blue Planet, Weaving Ants, or Silent Sky)*. Viewers experience the raw freedom of impersonal observation - to merge with - and witness both familiar and unfamiliar characters deciding world changing and/or everyday/ordinary events - across generations and epochs of social change. As in a game of cat and mouse viewers are suspended in the mystery of who they are embodying now - sort of a real life *Jeopardy* - wherein well known and lesser known personalities are revealed just before-or-after there has been a chance to guess. Though disorientated at first the audience becomes accustomed, palpably digesting these transpersonal dimensions - how much fun it is. It is truly exciting to identify with more than the narrow confines of one's self - as separate and distinct from others. To awaken as *one single consciousness* we 'break the fourth wall' (*Fourth Wall*), pretend to single out individuals among our viewers, and put them on the spot - by asking what they're experiencing with the people around them. By also tasking those around these (unknown) individuals - in a carefully choreographed way - a shared sensitivity is alerted and magnified for waking up *our* one body heart and mind over the course of 120 minutes.

By sometimes utilizing the technique of filming through the minds of various personalities, shifting, seeing, hearing, speaking and communicating through body language (whether in history, in the present or in some imaginary Star Trek type future), character development becomes an initiation rite about being in the world but not of it. Viewers decide if they can accept this about themselves. They are given an unmistakable sense of what it must be like to be omnipresent, omniscient and omnipotent, as incomparably unique recreative gods and goddesses of an ever evolving universe.

