

POLIDENT



IF YOUR
MOUTH COULD

TALK...
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ULTRA COREGA CONNECTAL 5 FRIENDS & MATE BY JAVIER PALLEIRO

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We have a film with several layers and different moments. Our hero is in a friends get-together when suddenly a pastry offering puts her on the spot. The lights switch and a parodic suspense builds as she doesn't know what to do and SURPRISE! Her mouth goes rogue acting up on her. It begins talking at its own will and suddenly María is in a fantasy trivia show. Even the structure is very clear, it is a very eventful plot - which I love- so we want to plan its execution in detail. Let's go step by step.

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THE COMEDY

We have ourselves one big mouth full of sass. I must say, this is a random enough device to steal a laugh on its own. But if we want more than a smirk, we should work our resources to amp up the comedy and get the big laughs. The comedic effect of the rogue mouth relies on several factors. Chiefly, on its surprising appearance. It should surprise both the audience and the character herself, as that dissociation is the key to its cartoonish humor.

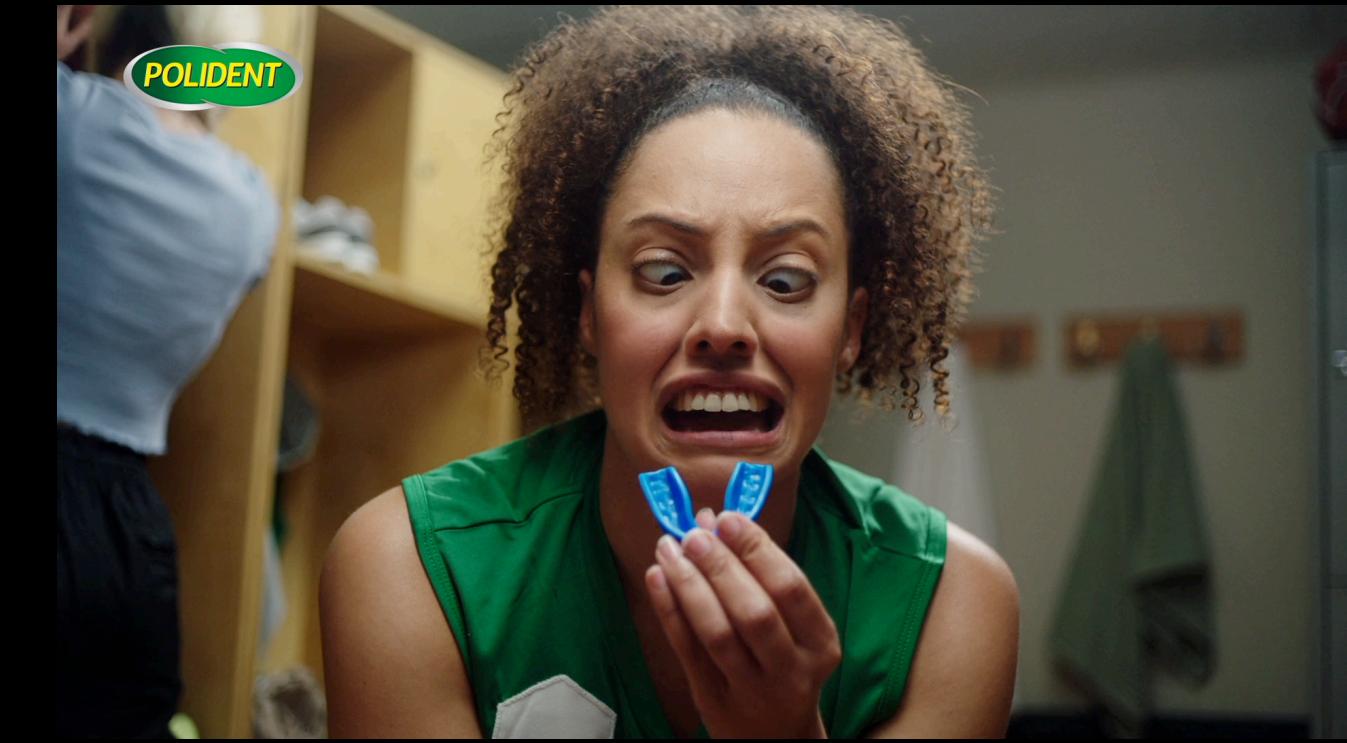
But then there's also the character's reaction towards her mouth rebelling. We will see the surprise about her own mouth moving against her will in her eyes, with raised eyebrows and all. But then as the voice of her mouth gives her the quiz, we should see María growing confused and maybe even a little bored of her know-it-all of a mouth. I think this is what will make the effect all the more random, giving the film a slightly absurd, sketch-like tone that goes beyond the mouth gimmick.



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