



TOUCHED WITH FIRE

TOUCHED WITH FIRE stars Katie Holmes and Luke Kirby as two poets with bipolar disorder whose art is fueled by their emotional extremes. When they meet in a treatment facility, their chemistry is instant and intense driving each other's mania to new heights. They pursue their passion which breaks outside the bounds of sanity, swinging them from fantastical highs to tormented lows until they ultimately must choose between sanity and love.

Story inspired by the film maker's own struggles overcoming bipolar disorder..

DIRECTOR: Paul Dalio

WRITER: Paul Dalio

PRODUCER(s): Spike Lee, Jeremy Alter, Jason Sokoloff

PRODUCTION CO: 40 Acres & A Mule Filmworks

STARRING: Katie Holmes, Luke Kirby, Christine Lahti, Giffith Dunne

DOP: Kristina Nikolova & Alexander Stanishev

CARLA'S WORLD

CARLA is a manic depressive poet who, after years of swinging back and forth from manic highs to suicidal lows, resigns herself to a sane life on medications that leave her void of all emotion.

When Carla is NUMB, her depression is represented as LINEAR, but IMPERFECT; a saggy mattress, a pillow with half it's stuffing, the faded square patches of a quilt, childhood photos with bent and worn corners. Straight angles with a downward gravitational pull.

Her color palette will go from YELLOW to BEIGE to BROWN to and then to BLACK. When she enters her 1st manic phase, her essence becomes brighter and more ORANGE.



DESIGN PLAN

INT. CARLA'S APARTMENT - OFFICE

- 1 PAINT all walls BM Classic Color FENNEL SEED 1101. Keep molding and trim as existing color.
- 2 Scrape paint off french door glass (2 doors total).
- 3 STRIKE all location furniture. ADD set dressing - desk dressing, wicker desk chair, circle rag rug, book cases, poetry books, notebooks, journals in color palette, misc paper filler and other soft goods.
- 4 BUILD custom kidney shaped desk.
- 5 REMOVE carpeting and refinish hardwood floor.

BEFORE PHOTOS



CONCEPT



COLOR



INSPIRATION



DESIGN PLAN

INT. CARLA'S APARTMENT - LIVING ROOM

- ① PAINT entryway - BM Classic Color BRUNSWICK BEIGE 1061 / Living Room - BM Classic Color CABOT TRAIL 998. Keep molding and trim as existing color.
- ② Scrape paint off french door glass (2 doors total).
- ③ STRIKE all location furniture. ADD set dressing - round accented chair, circle rag rug, rounded back sofa, round side table, curved lamps, rounded upholstered side chair, book cases, book, no television, artwork, curtains with bamboo roller shade and other soft goods.

BEFORE PHOTOS



CONCEPT



COLOR



INSPIRATION



DESIGN PLAN

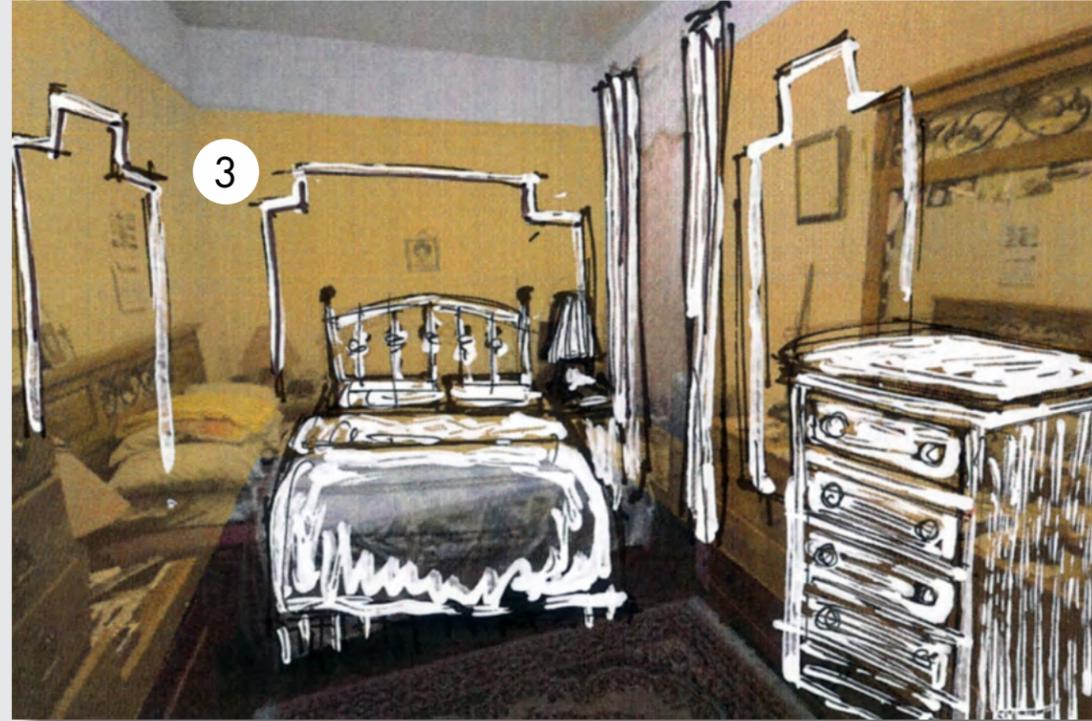
INT. CARLA'S APARTMENT - BEDROOM

- ① PAINT all walls BM Classic Color LAGUNA YELLOW 291. Keep molding and trim as existing color.
- ② STRIKE location furniture except for mattress. ADD set dressing - headboard, dresser, side table, lamp, soft good, occasion chair, etc - simply furnished. Drape legs with sheers on curtain rod.
- ③ BUILD picture frame molding panels to mimic existing molding in office and living room.

BEFORE PHOTOS



CONCEPT



COLOR



INSPIRATION



DESIGN PLAN

INT. CARLA'S CHILDHOOD HOME

- ① PAINT white brick wall to BM CHESTERTOWN BUFF HC-9 and RESTORE. Paint hallway connected to kitchen BM SUNRISE 829.
- ② STRIKE location furniture & uncleared artwork. ADD set dressing - upholstered sofa with 2 matching side chairs, coffee table, 3 practicals, longer cafe curtains per DOP and family photos (need to get photos from actors PHOTOSHOP). Dress in PP food stuff and other practical kitchen dressing. Need to show passage of time for 3 season.
- ③ BUILD bookcase to cover fireplace in LR.

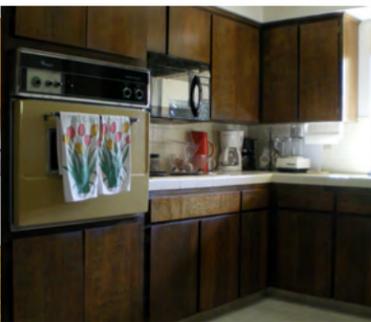
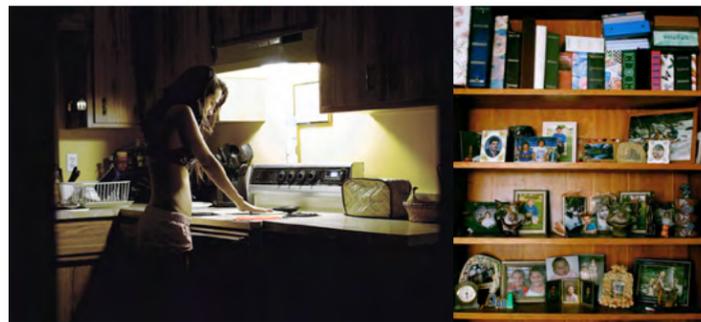
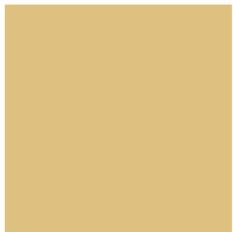
BEFORE PHOTOS



CONCEPT



COLOR



MARCO'S WORLD

MARCO seeks justice and preaches the end of world as if it is a matter of fact. He skirts the edges of society. When we first see Marco, he has already decided to go off the meds and wears his mental illness like a badge, even flaunting it at rap clubs in verbal battles under his alias LUNA. He has begun his ascent into increased manic behavior - his actions become more isolating, more violent and unpredictable.

As Act 1 progresses and Marco becomes more lost, his color palette will go from BLUE to GREY to ALMOST BLACK. More mythic imagery is introduced - crooked trees lit by moonlight - a Grimm's fair tale. We see images of fences, bars, gates, etc - repeated architectural elements that connote feelings of being trapped, caged and bound.

The PRISON will maintain more of MARCO'S color palette being grey/dark grey with the presence of a heavy metal gate, oppressive and cold.



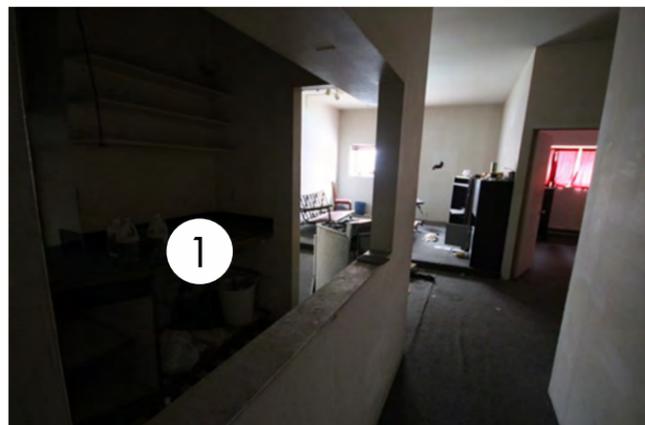
DESIGN PLAN

INT. MARCO'S APARTMENT

- ① BUILD 1 window plug in between hallway and kitchen. Build 1 ext door plug in hallway to cheat entrance. Match back to location.
- ② SCENIC texture walls and add cracked and cratered texture to wall surface. Base color Whipple Blue. Age and dirty down. See reference.
- ③ PAINT entire apartment BM CHistoric Color WHIPPLE BLUE HC-152 and SCENIC.
- ④ STRIKE all location furniture. ADD set dressing - stacks of

mythology and occult books, graffitied paper, marijuana paraphernalia, graffitied posters, empty bookcases, ashtrays, dirty glasses, chairs with spindles missing, mattress on the floor, dingy sheets, stacks of books newspaper, milk crates, light box and 3 additional practica (floor lamps, and other table lamps).

BEFORE PHOTOS



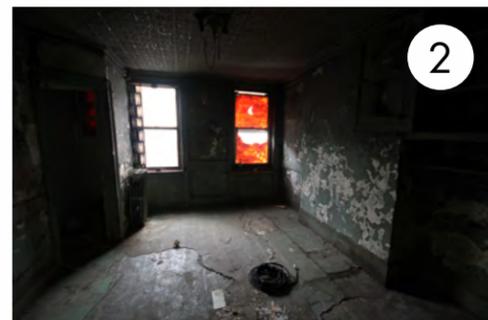
CONCEPT



COLOR



SCENIC TREATMENT



INSPIRATION



TRANSITION

FROM OUTSIDE TO INSIDE

The Transition begins when CARLA goes to the hospital to find her hospital records and ends when CARLA and MARCO meet in the waiting room.

There will be some overlap between MARCO'S INTRO and the TRANSITION in terms of color palette, but it will act as a VISUAL BREAK until we move inside the hospital. It will be similar to the 4th part of the hospital look - ivory/white walls, realistic, more metal surfaces but not reflective, a strong grid and linear line, a sickly greenish hue.

When MARCO and CARLA get separated, everything loses its magical touch and goes back to resembling a hospital, only far more gritty and scary than what we've seen before. The color palette will be more ivory, white with cold metallic surfaces.

This begins when MARCO and CARLA are separated in DR STRINKSY'S OFFICE and ends when they are in their ISOLATION ROOM.



DESIGN PLAN

INT. PYSCH HOSPITAL - WAITING ROOM

- ① PAINT outside hallway wall 2 tone to match existing location.
- ② PAINT waiting room BM Classic Color TINT OF MINT 851. Trim BM Classic Color QUARRY ROCK 1568.
- ③ BUILD reception desk, skim coat and paint.
- ④ ADD set dressing - bookshelf with reading material, 24 chairs and 4 side tables with magazines, books, bookcase, water cooler - reception dressing. Curtains and sheers on window.



BEFORE PHOTOS



COLOR



INSPIRATION



DESIGN PLAN

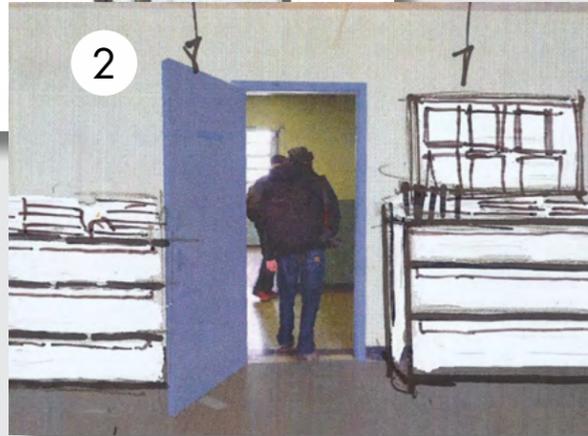
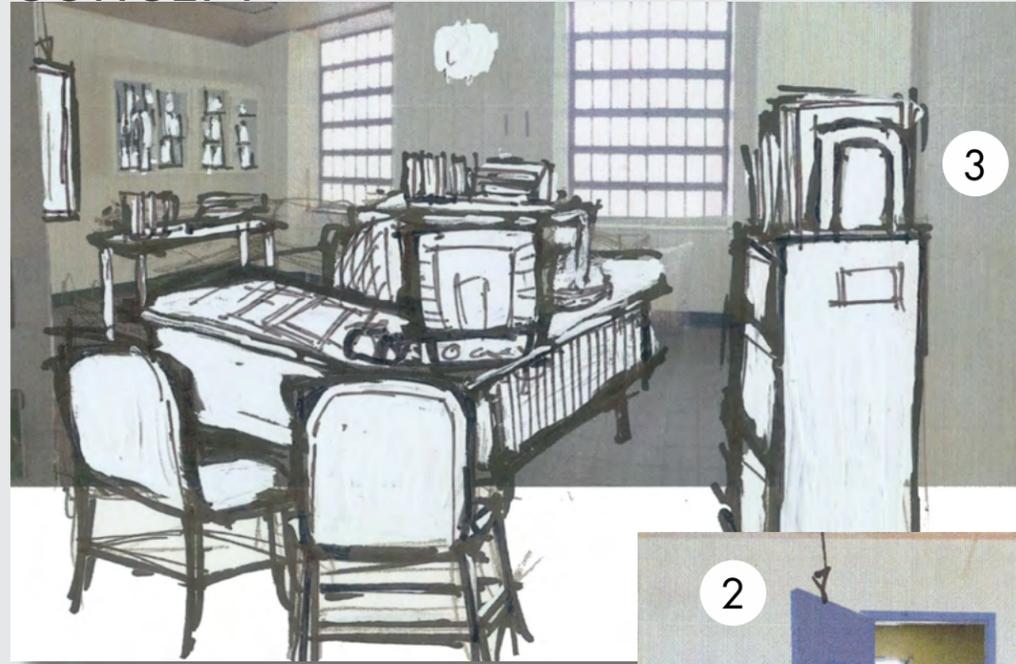
INT. PYSCH HOSPITAL - STRIINKSY'S OFFICE

- ① PAINT walls BM Classic Color SILVER SAGE 506 and SCENIC.
- ② REPLACE door to match other location.
- ③ ADD set dressing - grey metal filing cabinets, built in bookcases, pale yellow cabinetry, grid shapes, plain regimentated desk dressing, psych books, desk, desk chair, two facing chairs, clinical desk lamp, desktop computer, custom artwork.

BEFORE PHOTOS



CONCEPT



COLOR



FINAL



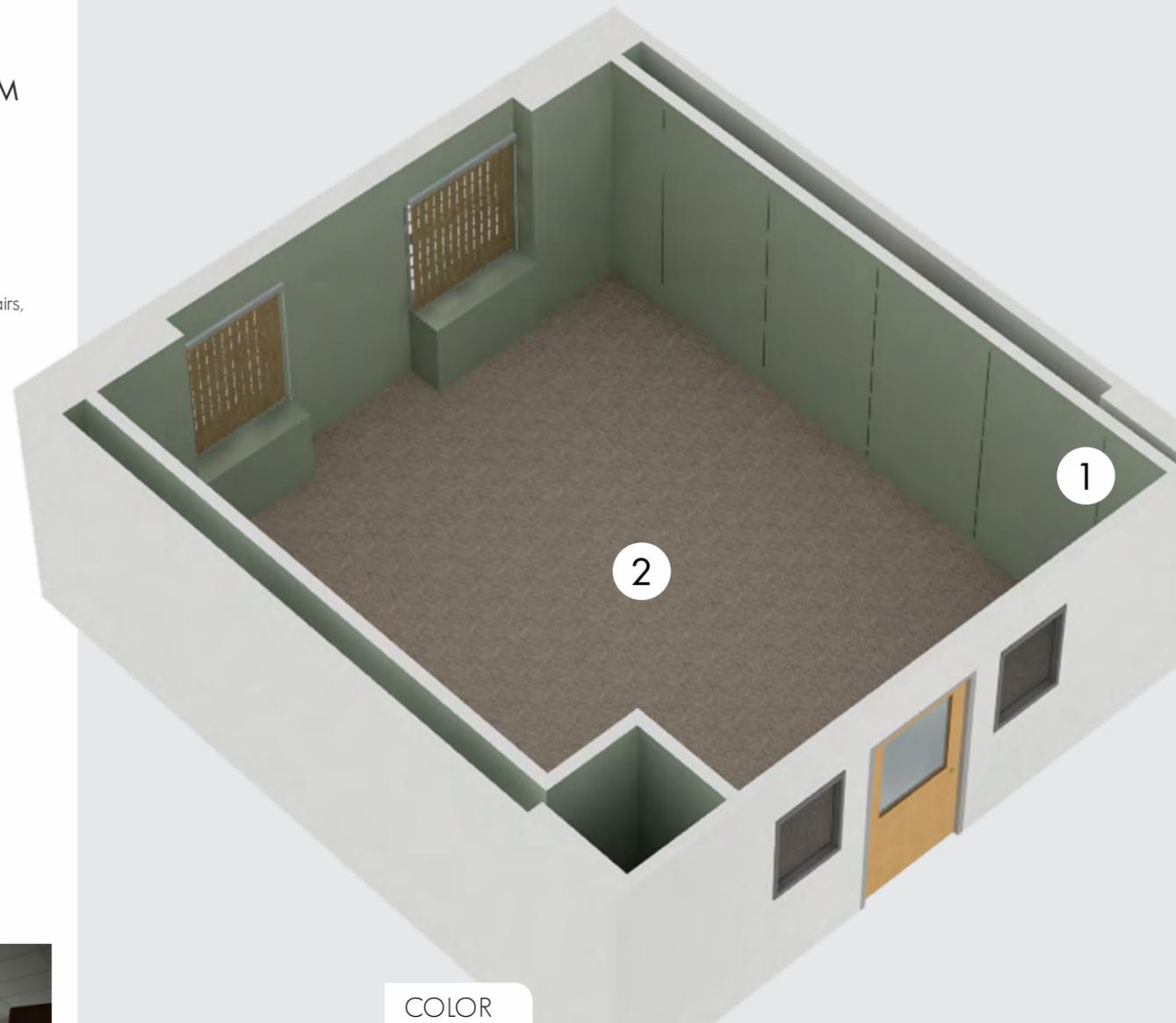
INSPIRATION



DESIGN PLAN

INT. PYSCH HOSPITAL - CONFERENCE RM

- ① BUILD 2 walls of flats to convert hospital room to conference room. 4' width panels with 1/2" spacers.
- ② FLOORING wall to wall carpeting.
- ③ ADD set dressing - vertical blinds, conference table, 8-10 chairs, credenza, side table, lighting, etc. Cleared artwork.



BEFORE PHOTO



COLOR



HOSPITAL

The hospital is colored like a nursery school - not the typical representation of a mental institution. It will have a pastel palette - a range from YELLOW to BLUE with accents of ORANGE. This will be the introduction of the STARRY NIGHT theme.

For the INTRO, the color palette will be primarily LT YELLOW with accents of BABY BLUE and PEACH. The NURSE'S STATION and the DINING/LOUNGE HALL will reflect this palette.

As MARCO and CARLA begin to interact and as their relationship builds, the color palette will start favoring BLUE - moving from a LT BLUE to MED and DARK BLUE with accent of yellow and orange - and adding more reflective surfaces. Colors become more saturated, practically to the point of GLOWING. Everyday objects start transforming into shapes and visions of the night sky - pinwheels, disks, colorful rubber balls, foil streamers, spheres - playful set dressing that feeds into their space travel fantasy. Every prop will strongly feed into their delusion.

The ASCENT begins when the "SUGAR PLUM FAIRY DANCE" music begins and crescendos to a fevered pitch in the ART THERAPY ROOM when they build pyramid to transport their souls to outer space. FORCED PERSPECTIVE - PROJECTION will be used to emphasize this playful and warped fantasy.

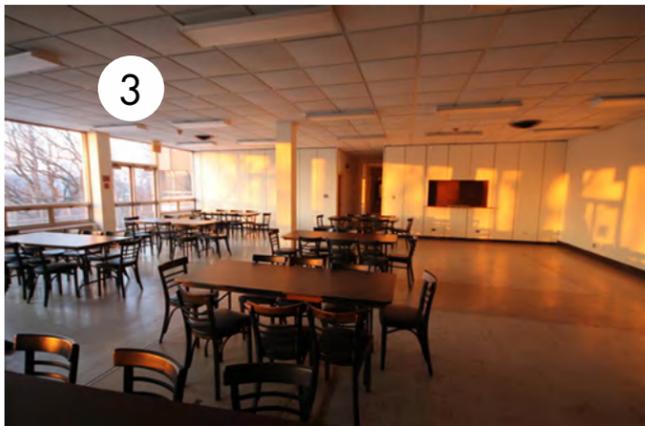


DESIGN PLAN

INT. PYSCH HOSPITAL - GROUP THERAPY

- ① PAINT walls lt yellow (3 sides), paint steel rib below staircase lt orange / BM Classic Color GOOD MORNING SUNSHINE 326 (feature wall) / BM Classic Color LITTLE DIPPER 324.
- ② ADD set dressing - custom window treatments (lt blue roller shades), television seating area (television, 3 couches, 2 chairs, coffee table), 6 round tables with cafe chairs, posters and signage.
- ③ BULD wall plug to block 2 exterior doorways.

BEFORE PHOTOS



COLOR



INSPIRATION

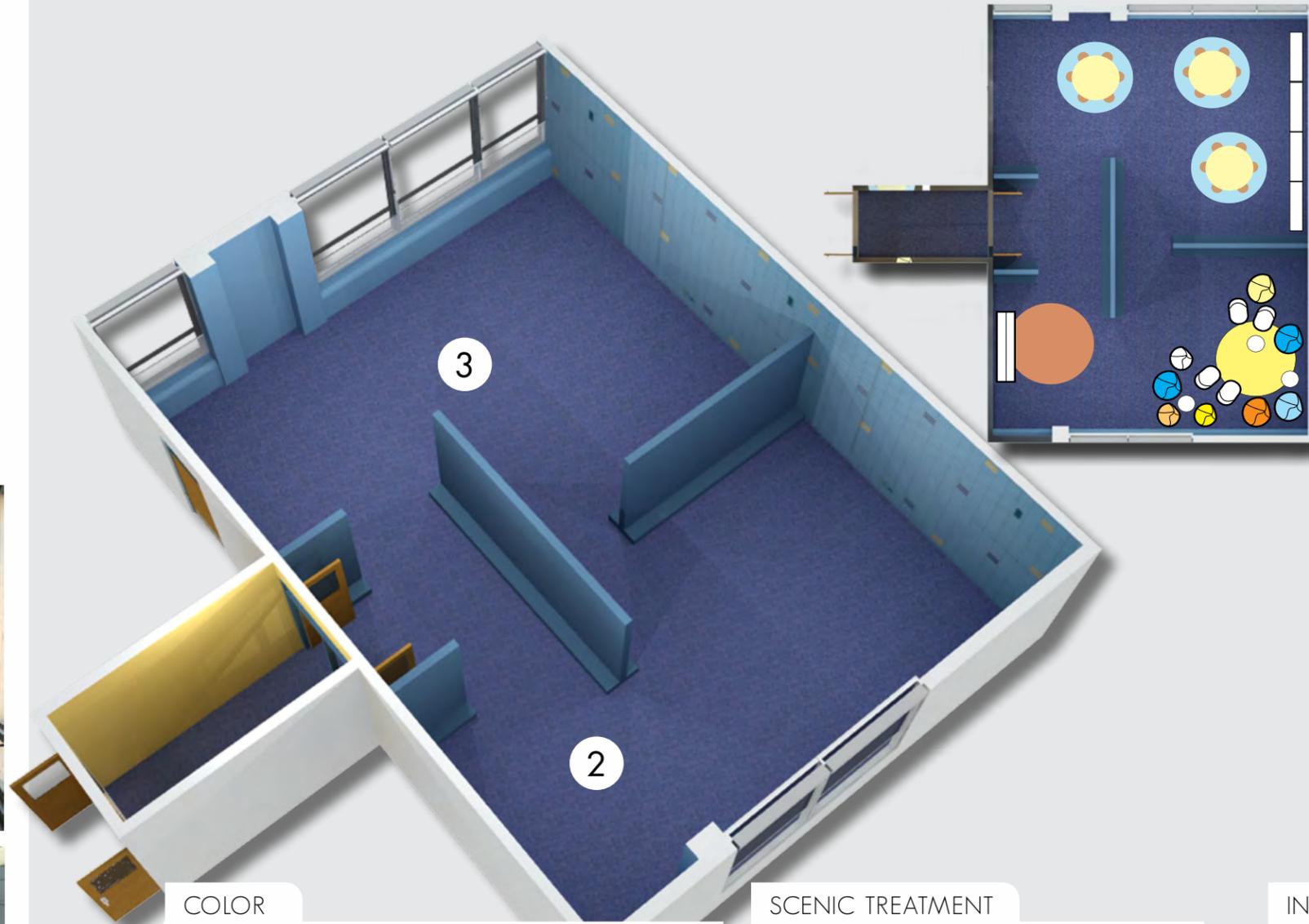


DESIGN PLAN

INT. PYSCH HOSPITAL - ART THERAPY

- ① PAINT Cinder block wall and ceramic brick wall (med blue, yellow and navy blue blocks) BM Classic Color LAZY SUNDAY 803.
- ② Add wall to wall carpeting 28' x 38' / dk navy commercial.
- ③ BUILD door/window plugs. BUILD free standing moveable flats to create partitions.
- ④ ADD set dressing - custom curtains and sheers, book reading corner with bookshelves, books, bean bags, music corner with piano, musical instruments, etc, art corner with 4 rounds tables, 20 chairs and artwork, art materials, etc.

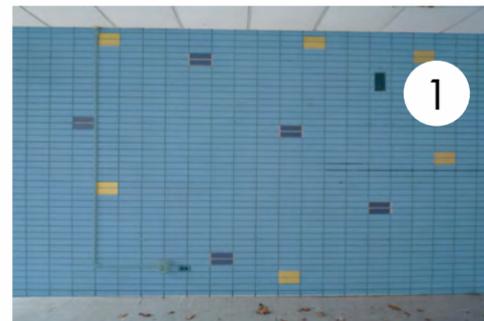
BEFORE PHOTOS



COLOR



SCENIC TREATMENT



INSPIRATION



DEPRESSION

When they leave the hospital and enter the DEPRESSION, MARCO and CARLA switch colors. Each carries the memory and longing for the other.

CARLA'S COLORS will be cold blue and grey - sparse and bare.

MARCO'S COLORS will be yellow ochre, browns and dark wood - oppressive, cluttered.



DESIGN PLAN

INT. CARLA'S CHILDHOOD BATHROOM

STAGE BUILD / Full bathroom with running water.

Clawfoot tub with toilet, sink and fixtures.

Reference FORT TOTTEN BATHROOM and CARLA'S CHILDHOOD BEDROOM for scale and architecture.

Wild walls and ceiling - portions of the set to be built on rolling platforms.

PROCESS



COLOR



INSPIRATION



2ND MANIA

While the first mania was about leaving Earth and going up into space, this mania is about immersing themselves into Earth as they try to have a child. The colors of GRASS, TREES and FLOWERS will gradually expand. The other color that gradually emerges towards the end of this mania that was not present in the first is RED.

Mostly off-white, lived in interiors with concentrated moments of color. A blank slate - stripping away the colors that defined them to give them a fresh start - starting with CITY HALL marriage (white room with dark wood trim, see Manhattan City hall refs). Then moving into a gritty loft space, a place of possibility but eventually becomes an unfulfilled dream (off white brick walls, distressed, wood beams, brown cardboard boxes, items from Carla's apartment that is recognizable - couch, desk, bed, etc). The only color in the loft space will be the baby's room - chaotic, violent, messy)

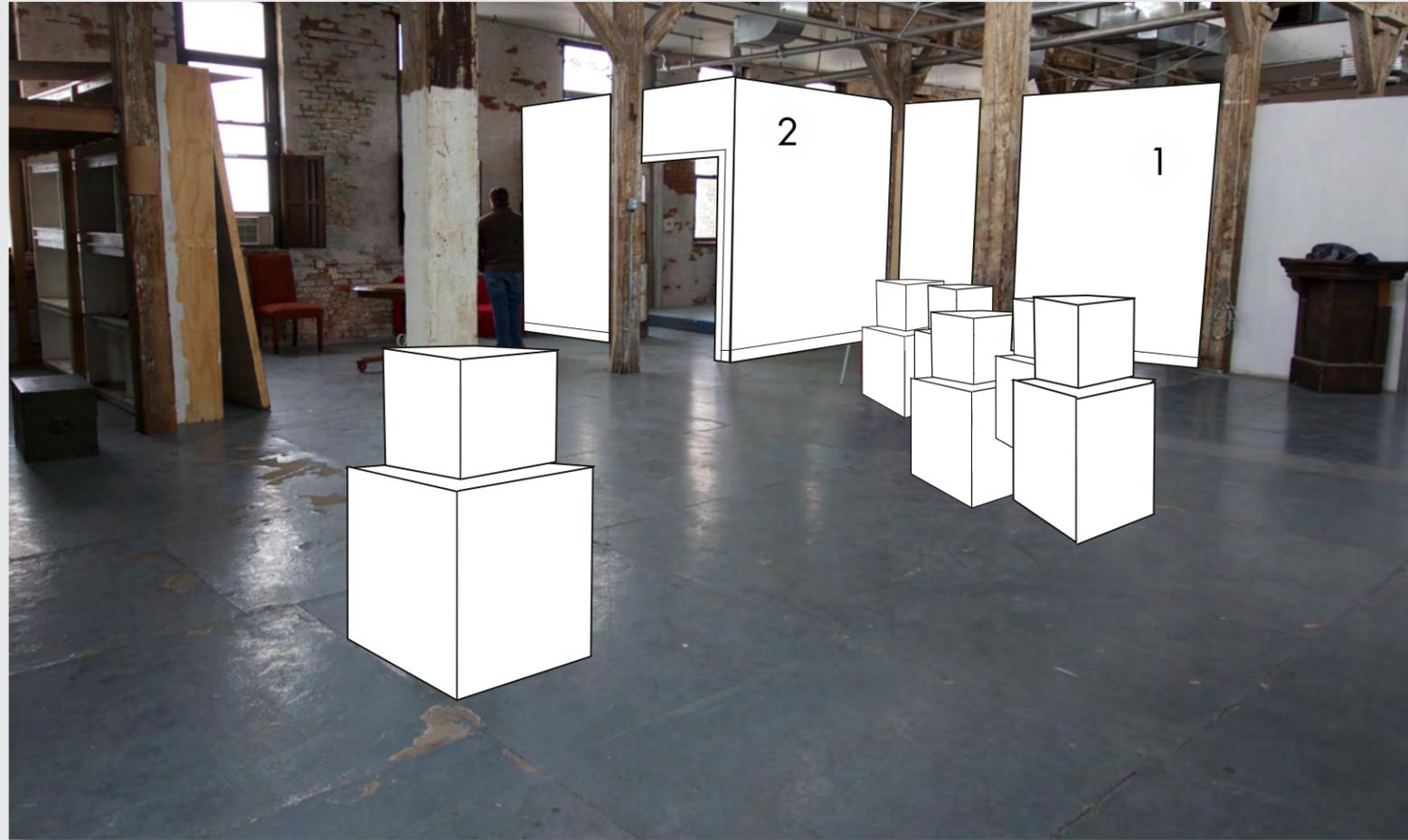


DESIGN PLAN

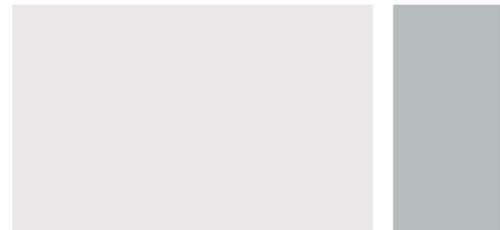
INT. NEW APARTMENT

- ① BUILD WALL PLUG to block 2nd back half of loft space.
- ② RESURFACE existing room enclosure for baby's room. Add 2' to existing wall height.
- ③ PAINT Starry Night mural on 2 walls.
- ④ STRIKE existing furniture - minimal. ADD set dressing - cardboard boxes, mattress on the floor, standing lamp no shade. Incorporate set dressing from Carla's apartment. Add curtains to approx 8 windows.

BEFORE PHOTOS



COLOR



PROCESS



INSPIRATION

