

Cast In Order Of Appearance:

Interviewer

Artist

INTERVIEWER : We are speaking with Double Helix, the cave clan's Artist in Residence. Your work is very well-known.

ARTIST : Of course it is. There's no other work like it.

INTERVIEWER : Where do you find your inspiration?

ARTIST : Find?! Find?! You don't find inspiration! You either have it or you don't. And I have it.

INTERVIEWER : I see. Your subject matter has caused quite a stir lately. Some critics say you've gone off the deep end and are worried about what message your work now represents.

ARTIST : Oh, tosh. I really don't know what all the fuss is about. All I did was rearrange a few animal parts.

INTERVIEWER : Yes, but you put the heads of mammoths on the bodies of monkeys. And you've painted birds with the claws of a sabertooth tiger on several cave walls!

ARTIST : And they look wonderful! It's time we thought of our world as one big arrangement just waiting, begging to be rearranged.

INTERVIEWER : How so?

ARTIST : Well, take for example my friend who sculpts. Now he's doing some very interesting work out in the mountains. He's rearranging the bones of dead animals. Absolutely fascinating, all the combinations of line and texture he's able to capture. The flow of each piece. If you look at my paintings you get the same feeling.

SFX: rumble noises that keep getting louder

INTERVIEWER : And what feeling is that?

ARTIST : Of change! **CHANGE!** Can't you feel it? It's happening every moment, every instant, every - what's that?

INTERVIEWER : What?

ARTIST : The ground just moved. Didn't you feel it?

INTERVIEWER : Y-y-y-y-yes, I can feel it now!

ARTIST (yelling) : You see! You **SEE! CHANGE!**

INTERVIEWER (yelling) : Thank you! This is, this is -

BOTH : WHOOOOOO - AAAAAAAAAAA!