

Art House Conspiracies

Bible

by Glen River

a 60 min Serial TV series

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Art House Conspiracies is an hour-long serial narrative which presents a layered, art/literary mystery/action/suspense novel for television.

CONCEPTUAL NOTES

Our show is built on the idea that a drama series can deliver groundbreaking art content with special effects, dynamic cinematography, realistic situations, believable characters and exploration of contemporary social and political issues with visceral excitement. The setting of a highly creative team challenged by world-wide crime shattering their normalcy and thrusting them into a battle for justice and sanity propels our audience through the episodes.

Production is required to maintain the tense environment of psychological and physical edge, bringing viewers back to experience the discovery and visceral emotion inherent in the story.

TRIED AND TRUE and UNIQUE STRUCTURE:

Our tried and true structure lets us keep the pressure on our characters in every episode through the use of a long-term continuing story line, while at the same time allowing for episode, stand-alone stories designed to hook in viewers who may not have watched previous episodes.

The conceptual arcs are long-term stories lines, such as the criminal agencies' pursuits of Art Group, while the multi-episode arcs allow us to spend two episodes dealing with an ongoing crisis, say a corporate conspiracy discovered by Art Group. The episodic arcs provide closed-end narratives for each show.

OUR UNIQUE STRUCTURE:

Surreal visions:

Through John's mind, the dynamic imagery of creative interpretation and symbolic imaging enhances the plot.

A rich motif of powerful art images punctuates characters and settings. Mythic imagery of personal quest and heroic needs underlines purpose and destiny. Much as a soundtrack editor would structure incidental and theme music with effects, so an art images editor would need to orchestrate rich sources of visual literature.

BUSINESS AS USUAL:

On-going conspiracies, bombs, murders, insurrection, accidents, crimes, and vendettas are the routines of life. There is no way back for our characters. They are exiled from the quiet existence they once knew. They are on a quest to save the future of humanity and their lives.

BACKSTORY:

The Master, John, leader of Art Group awakes from a 7-year coma. He was a John Doe with no record of his past existence. He wanders out of the hospital and is found by Kwon. She nourishes him to health and teaches him art and Tai Chi. It is discovered that he has no past memory and a savant-like learning ability with photographic memory. A group of artists gathers around him as his perfect art aesthetic inspires them. The murder of an artist friend plunges them into the knowledge of crime and conspiracies they can not ignore. Led by John, their perfect learning machine, they acquire the necessary skills and abilities to meet this challenge. From the ivory tower of grace and serenity John once knew, the real world of crime and conflict imposes life and death choices and consequences. Each member of Art Group must adjust.

ELEVATOR PITCH:

John Doe wakes up from a 7-year coma in Bellevue and walks out only to collapse in a nearby ally. Kwan, a Korean American artist and martial arts expert, takes him in to her studio and nurtures him. John has no memory of past life. His savant awareness is a perfect learning tool. She teaches him art and Tai chi. Free from karmic baggage his mind is in a state of grace. He becomes a famed artist with a group of talented followers. A murder of an artist friend at the Art House Gallery plunges them into an underworld of conspiracies. The commitment to hunt those responsible helps form a close alliance with NYPD Chief Inspector Diaz and her team. The loss of innocence is ignited by a sharp focus on an art world harboring villains.

THE STORY

The unfolding story shows creative growth, heroic commitment, and a diverse group of colorful individuals meeting the struggles thrust on their world. John & Kwon, Ying & Yang, power and insight, lead Art Group across a landscape of criminal ambition. The ironic balance of innocence and massive data assimilation in the mind of John echo our age. Each group member is transformed, as they accept the responsibilities their knowledge and skills bring. Each episode explores challenges which are interpreted by the creative mindset. Copworld represents the traditional values of law. Art Group expresses the values of creative humanity. Chief Inspector Diaz is Mama Law. John is Papa Spirit. These characters bring their best to a deeply flawed world. Justice is the notion that what is broken, if not fixed, can at least be made workable. The artist as a core represents individuality as fulfilled. The world, as externally mesmerized by material acquisition. In the extreme, worldly possession is greed, or “The Big Shiny”.

ART HOUSE CONSPIRACIES CONTINUING CHARACTERS:



John (the Master)

John is an artist remarkable for amazing learning abilities and determined focus. He has a small group of working artists to whose gatherings he lends his leadership. They have become an extended family. John's ability to focus expresses itself in interviews as a figure of trust. His stillness while listening makes everyone feel their story is heard. He becomes known to the Metropolitan Police as a valuable adviser.

There is an ongoing tension between John's natural state of innocence and his acquired library of experience and analysis. As John adjusts to working with police, he spends less time on location and relies on their abilities to relay necessary information. This is periodically interrupted by his need for a response to vital and imminent circumstances.

For example, when confronted by threats and risk, he responds by developing specialized bulletproof garments for Kwon. He also learns combat tactics and shooting skills. Albert, the tech expert, helps John set up a communications center dedicated to his crime cases. John develops an interactive online crime case game to organize his thoughts on each developing case. This is compared with, and in contrast to, old school white board overview. At some point John's "game" becomes an AI with personality.

John's visions are an integral part of displaying and interpreting his reactions and processes of analysis. They occur both in real time as reactions to events and as dream/vision sequences.

Visions;

John noticing details of individual

John noticing details of location

John reacting to individual

John reading energy

John noticing details of victims

Dreamscape in trance

Dreamscape in sleep

Vision quest

Spontaneous vision

Association flashers

Disturbed images

Violent associations

Artwork references

Logical stream-of-thought symbolic references

Dialogue interrupted symbolic references - Vision flashes

The literature of the visions needs to be balanced between tells, indicators, and references, which the seasoned viewer understands, and fresh material, which surprises. Symbolic association and surreal sequences rely on abstract reasoning for unity. While John is the source of the main vision stream, Crow's Brother, Cassandra, and occasionally other individuals "taped in" provide diverse imagery.

Kwon

Kwon is John's spiritual twin, friend, and companion. She is a martial arts expert in addition to being a fine artist. She is often viewed as his bodyguard. She is much more. Her father is Master Bong Yu-ju Sensei of the Brooklyn Dojang of Taekwondo. Originally, she had been John's art teacher, but it wasn't long before the student John became the master. They also have a spiritual connection which is expressed as extreme confidence. She sees the need for communication, so she becomes John's assistant. You may think that Kwon has some slavish devotion to John, but that isn't it. It is a recognition of the vision John holds. She sees the vision, too, and agrees with it.

ART GROUP:

Lester:



Lester's [Art on web](#).

Lester is a drop-out art student who really knows his stuff. Though a brilliant talent, he has never picked himself up from the conclusion that the art scene is a closed society of thieves, whose only interest is influence peddling, until he meets John. No doors were ever opened for him. In his rejection and the accompanying rage, he'd destroy himself rather than become the thing he hated. Then, John shows him the effortless solution of finding recognition in the act of creation. The simple discovery of beauty is so absorbing and rewarding that his anger is only a shadow of his own misunderstanding. Lester is serene in his joy of fulfillment. His hand, eye, mind and heart have finally resolved into one being.

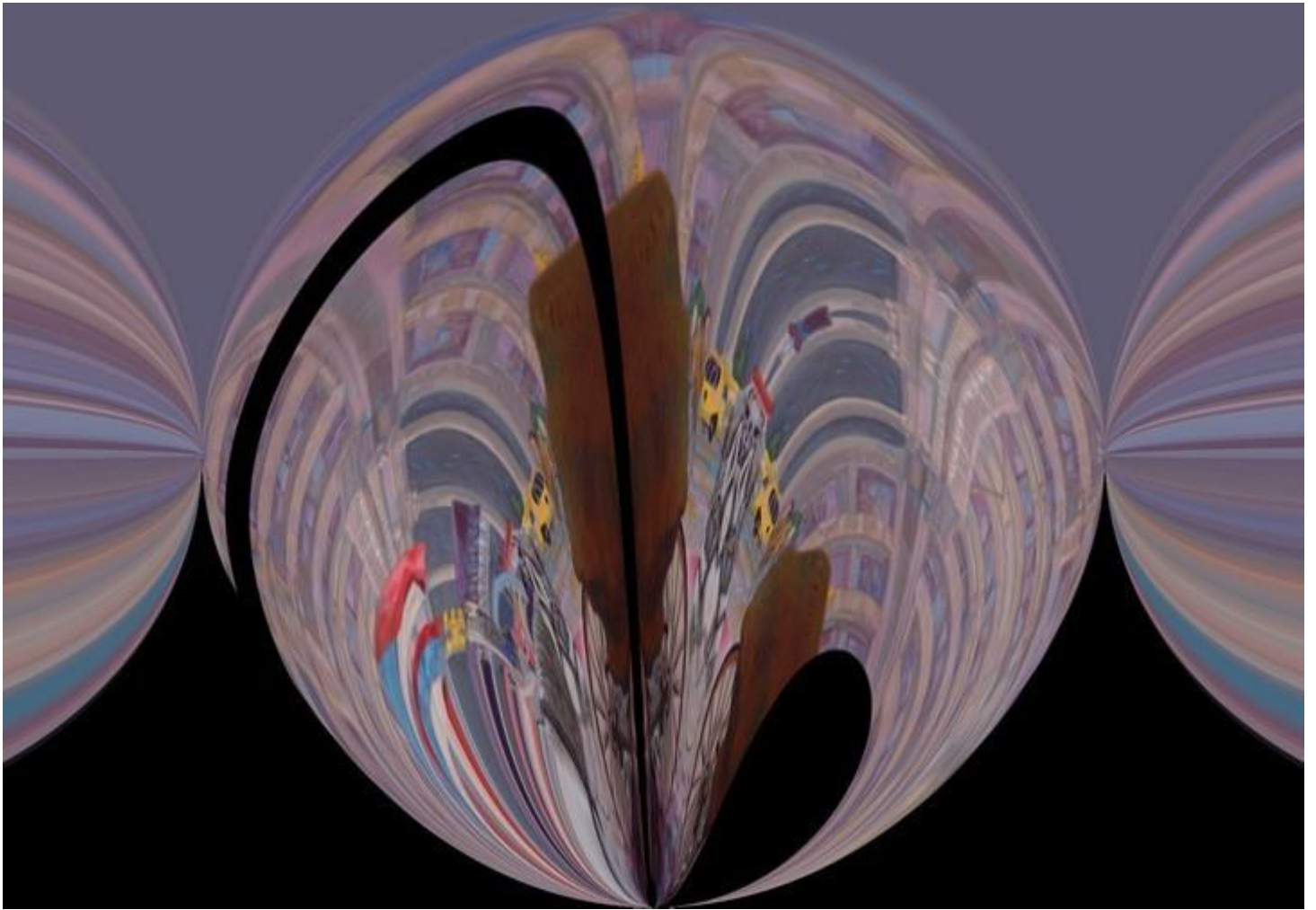
Leonard



Leonard's [Art on web](#).

Leonard is willing to make any sacrifice to become a great artist. John is trying to demonstrate that the path to the state of grace each artist seeks is traveled in small increments. Only after many uncounted increments amassed does the gestalt of holistic vision occur. What Leonard doesn't understand, he takes on faith.

David



Davis's [Art on web](#).

David is part of the rising star, self-produced, media-ready go-getters who thrive in the industry of professional art. The crew gig with John takes a little stepping down for his ego. But underneath his embrace of showmanship and ballyhoo, David believes in profound art. He also believes that he must earn the foremost position in his field. He knows he has to do this with the attainment of knowledge. David is not an art dandy. He is a shark. His killer instinct is directed onto the canvas. His embrace of the fluff and pseudo realms is just light entertainment. When duty calls him to defend the innocent against the wicked, love also arrives.

Alice



Alice's [Art on web](#).

Alice used to have low self-esteem. Physical beauty weighted toward sexual attractiveness made both woman and men relate first to her as an object. She knows most of the touted king pins of the art world. One of the benefits of her beauty is the constant opening of doors. She has no illusions of how they regard her. They never dream that within her desirable package is the savage heart of an artist. She had purposefully remained quiet about her skills in painting. She knew better than to swim against the tide of appearances. Now she paints portraits of people she feels are significant in some way. Picked up by a big gallery, she and her art become a crossroads of intrigue and conspiracy. She learns spy-craft to sort through the winds of change and learn the secrets necessary to survive. Known for extending kindness in times of trouble, she makes influential friends in unexpected places. Remaining pure of heart is an unpublished goal which guides her.

Chandra



Chandra's [Art on web](#)

Chandra appears to be a new age flower child. She is wrapped in trappings of Hindu, Sufi and Yogic traditions. Her art includes mystic symbols and abstract references to other dimensional realities.

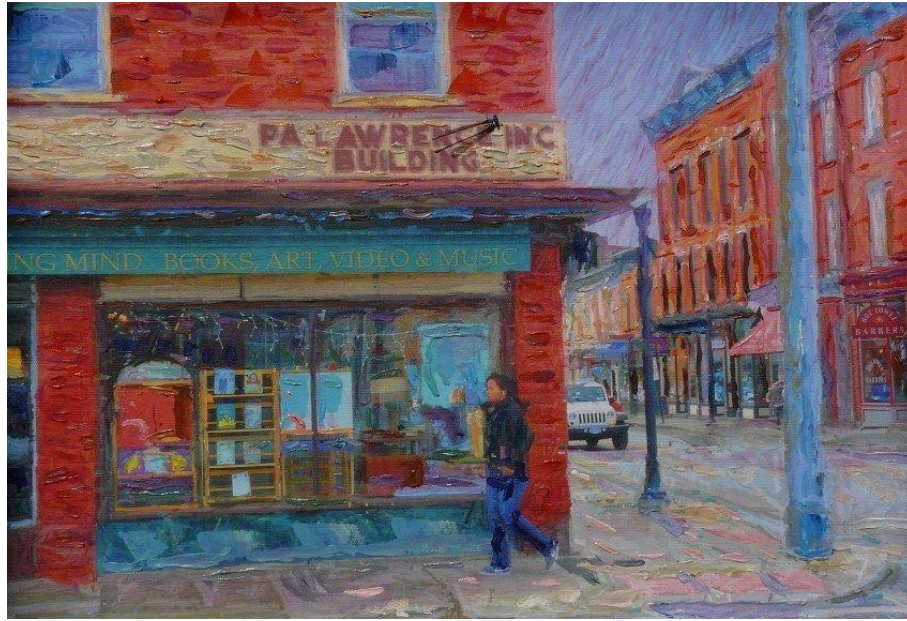
Bobby



Bobby's [Art on web](#).

Bobby is a veteran dealing with PTSD. His talent for art has him seeking art therapy. One of the big frustrations of being a soldier is "We all know what we are doing to them and what they are doing to us for a goal which is manipulated by higher-ups who don't know what they're doing." He's always wanted to know who was pulling the strings and why. A combatant.

Atlanta



Atlanta has been an artist's model for many years. A painter of "Portraits of Place," she has recently branched out into abstract art. She is a very practical person with a no-nonsense attitude and a suspicion about technology. Keeping life simple is not so easy for her. Obstacles and threats to Art Group continue to test her imaginative problem solving.

Atlanta's [Art on web](#)



Cassandra



Cassandra's [Art on web](#)

Cassandra has talent in all areas and a very intuitive core. Her grandfather was a member of the Lincoln Brigade. Her mother was A Peace Corps volunteer. She was raised with social activism as part of her family history. She believes that knowledge is a weapon to be used for good. She also has dreams which often parallel events. Kassandra was a priestess of Apollo in Greek mythology. She was cursed in that she spoke true prophecies, which were never believed. Similarly, our Cassandra's visions are of far-fetched events, difficult to believe. However, what she sees is either literally or symbolically accurate.

April



April's [Art on web](#)

April has authority issues. She never calls John “Master.” Her life is a community expression centered around her children. Ironically, she is suspicious and lured to power. Her art is abstract. Caught up in the Perfect White movement, she takes on leadership of Perfect Light, a mixed-race advocacy group. Her sense of fairness tempers her determination. A few followers from the Brethren, who converted to her, appoint themselves her guardians. The most pro-active, influenced by the guardians, call themselves “The Guard.” Most Perfect Light members are civilization advocates, meaning they are pacifists, except when pushed to war.

Zoe



Zoe's [Art on web](#).

Zoe is a multicultural child of island-hopping parents. She grew up on a sailboat. She speaks many languages partially and none of them totally. Her art reflects her experience at sea. Cross pollination of cultures and ideas inform her thinking. She is comfortable with the jet set and good-hearted outlaws. She has no time for fakes and hucksters. She loves dance and any free spirit. A guardian understanding her disability for finance set up a trust to take care of her. She periodically rents a house and studio on one of her favorite Greek islands. Though a non-combatant, she knows people, for example an exiled Arab prince acquainted with General Naga and a freelance mercenary who feel protective toward her. One of her mentors offers spy school as a life lesson for independence.

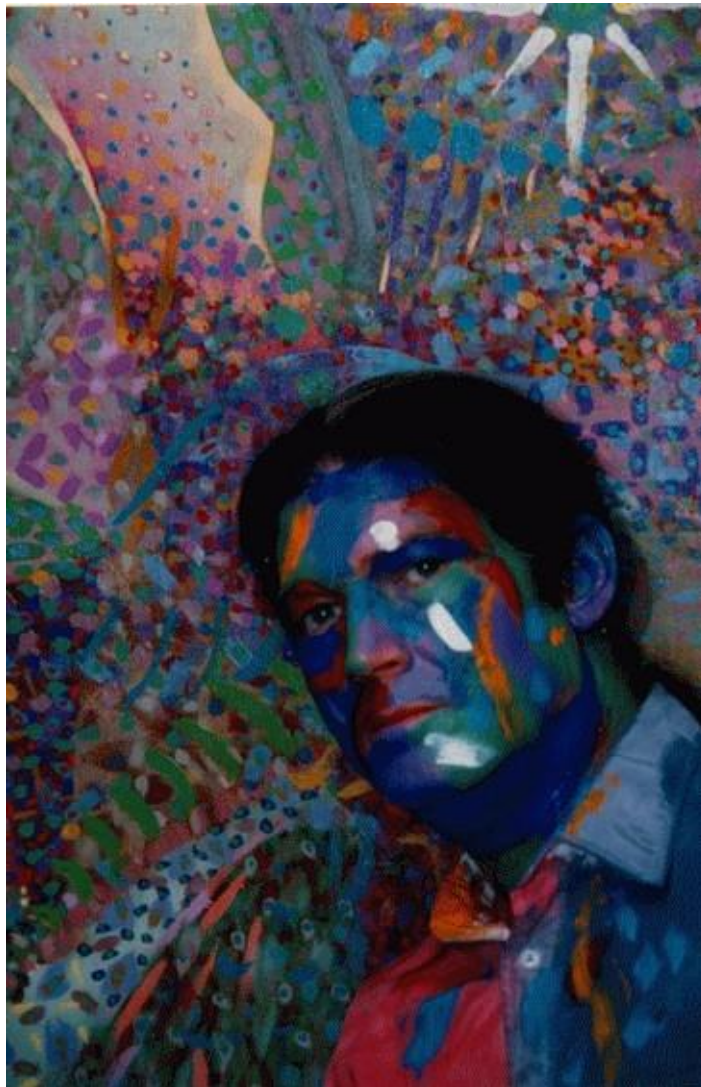
Belle



Belle's [Art on web](#)

Belle was a teacher who became frustrated with her career and jumped into the deep end of the pool. She has great experience with personality types and learning situations. She believes John is a true artist and is enthralled by his ability to learn. She is keeping a journal of his learning history. Eventually, she becomes involved with Alfred's programming of the artificial intelligence. She is a non-combatant but can do background intelligence work. Her knowledge of library application and history are effective tools in massive data sorting. She learns that mind is the ultimate weapon of choice.

Crow's Brother



Crow's Brother's [Art on web](#).

Crow's Brother is an artist who is exploring symbolism of animism, spirit walk, and ancient Chinese disciplines and mythology. He is part Native American, Algonquin. He is also a medicine man using the language of art to honor his ancestors. He believes high intellect resides, not in modern intellectual discourse, but in primal instinct. His art seeks the core of subconscious demons and a group of drawings as totems of healing. He also paints the face and sometimes body of individuals he takes on Spirit Walk. He practices Tai Chi and Chinese Kendo Wushu. His intuition often signals a presence of dark forces. He is John's confidante and spiritual adviser.

THE COPWORLD GROUP:

Matilda - Marco's Partner

Matilda's mother and father were murdered in a gang war. This past shapes her defensive and aggressive response to any threat. She is viewed by her partner Marco as a reckless officer who endangers people around her and alternately as someone to be saved. However, she is the best shot in the precinct and has lightning reflexes. She uses occasional foul language and hates dirty cops. If she ever finds the guys who killed her parents, she plans to kill them. This is a secret everyone seems to know. She is basically Dirty Harry.

Marco - Matilda's Partner

Marco thinks of himself as smooth. He takes great pride in his professionalism and ability to spot a fake. Always neat, well put together, and wearing a bullet proof vest, he is ready. When in a firefight, he lays down covering fire so Matilda can position herself for the decisive shot. He expects collateral damage from his partner but will always back her up. He suspects Jake of being too close to his mob connections. A romantic, with an ever-changing girlfriend, his escapades amuse the department.

Diaz

Inspector Diaz is a professional woman who has arrived. Cool, collected, and confident, she has earned great respect and support from her fellow officers. Her wide net of consultants and ability to finesse political types give her an edge in her homicide investigations. A college-educated criminologist, she's smart about building a case. The DA's office all like her. Diaz has a 6-year-old son from a former marriage who is in the custody of the father, the price of a dedicated career.

Jake

Jake is an old school cop. He has been suspected of picking up "free money" from time to time but nothing was ever proven. He was part of a RICO squad and gained info on organized crime. He suspects Marco of being a mob plant. Matilda suspects him of being dirty. He has many informants. His daughter moved to San Francisco to find independence from her controlling father. His wife divorced him. He has settled for "what he knows." Girlfriends are informants or former mob girlfriends.

Amira Basha

She is an information co-coordinator. A British-educated immigrant, who recently gained US citizenship, she is also a feminist Islamic activist. She appears often as on-line or real-time audio feed to officers in the field and office. She delivers updates and results from ID searches, warrant searches, imminent contact support, criminal statistics, and satellite-assisted locations verifications.

Chief Barka

Up through the ranks, he becomes an executive to make things work. Always a pragmatist, he juggles politics and the working cops. He knows his subordinates and superiors equally well. There is a gray area in national and global issues he knows is above his pay grade. When he can't trust rank, he trusts his intuition.

Monica Miller

She is a Psych Profiler and mental health consultant responsible for certifying personnel.

OTHER CHARACTERS:

Forensics Manager - Jasmine Kane
Mayor's Assistant - Roberto Sanchez
FBI - Special Agent Anderson

Black Ops Corp - Broderick Gordon

ASSOCIATED INDIVIDUALS:

Veronica

Veronica was short on talent but loved art. She did not need to be convinced of John's greatness. She became the fabled patroness. Her joy in the lady bountiful role generated excitement among the wealthy class. She knows everyone in New York Arts Society. She is acquainted with Bill Nash but considers him a vulgarian.

Bill Nash

He is an art critic working on a tell-all book, "Light, Dark and Invisible" (Money & Art). Nash understands that a tell-all expose' would offend many people. In reality, he has no intention of exposing anyone. He just wants to sell books. While not naming anyone, he explains the mechanics of big investors and their manipulations. So it is more of a how-to. After seeing what happened to Truman Capote, he understands all confidences must be kept secret, but his ego insists that he shows that knows what's going on behind the scenes.

Garrett

He is moody poet from Canada who has had a long-standing love affair with Regina. He also wrestles with short stories and models himself after Hemingway. He occasionally starts a brawl in the tavernas if he feels offended.

Regina

Regina is a former heiress who has fallen on hard times. She hosts private gatherings, mostly dinners, often followed by card games. She also facilitates business communications and private assignations. She never betrays a secret.

Some characters gaining "Power" and assuming leadership may have followers, e.g., April becomes "The Star," with subset characters like New Jade, Black Boy, and Red Boy. Subsets are clan-oriented.

VILLIANS:

Street King, elusive leader behind local gangs.

The Cabal, anonymous power group represented by "The Black Gloved Woman."

Ops Corp, a loosely organized group of mercenaries providing Black Ops for

Corporations. Represented by General Naga, a grand cousin of General Muhammad Naguib

Evil genius hacker/boss on deranged quest for domination

Independent spymaster periodically appearing to manipulate

Villain Types:

Killer

Career Criminal

Vendetta Criminal

Professional Killer

Professional Goon

Psycho

Sociopath

Substance Related

Religious

Hysterical

Conspirator

Political

Random

Target-Obsessed True

Believer

Suspects: Everyone

Guest Artists:

Locations will often be Guest Artists' studios. When possible, interviews of the artists will be featured at fan site.

STORY BREAKDOWN FOR SEASON 1.

John, Kwon, and Art Group learn to work with the Copworld Team in discovering and dealing with individual, corporate, and state-sponsored crime. Murders are the tip of the iceberg exposing world class “dirty money” and power grab conspiracies. Organized crime and best laid plans are periodically disrupted by passionate vendetta or logic defying alliance. Becoming an effective organization, Art Group steps up to crystallize justice. A series of trials tests the abilities and resolve of the team as personal relationships and self-discovery mature each individual. Love, as well as self-sacrifice, punctuate the unexpected dramatic turns which face them.

SEASON 1. STORY ARCS

1. Love and conflict between John and Diaz
2. Evidence that dirty money fuels most crime
3. Empowerment of John and Art Group.

One expects the story of John and Diaz to be the classic duty vs. romance tale as they struggle to balance leadership and passion, but worldviews and definitions of commitment finally clash to divide them at the end of the season.

EPISODES: (season 1)

Episode 1 - Art House Murders ([screenplay on web](#))

- Logline:

Murders of artist and banker plunge artist/sleuth and homicide detective into a complex art underworld.



Alfred's art

Story snips:

- Alfred is murdered at Art House Gallery. His friend Chandra pleads with John to discover who and why her friend is murdered. Chief Inspector Diaz and her “Copworld” team meet John, Chandra and Kwon at their interview room. They quickly follow-up with cooperation on case information. Marco and Matilda are lured into a shootout, with one perp wounded and in custody at the hospital. A following investigation results in a fight where Kwon is stabbed and John is roughed up. The knife-wielding attacker who eludes them is presumed to be Alfred's killer. Diaz scolds John for reckless behavior. John agrees he is out of his element; however, later John's group discovers significant big money involvement. International corporate threads traced via Panama Papers and shell companies’ officers point to multiple crimes loosely connected to Art House Gallery. Adele, gallery director, scrambles to reassure her investors. Evidence of blackmail and a murdered banker complicate the case. John's Art Group become connected by a military grade secure app. Their information sharing sharpens the reality of dangers they face in their mission. Unexpectedly, a hit man executes the perp in custody at the hospital and the cop guarding him. Information on a hostage situation bring John, Kwon, and Diaz to a face-off with the Street Kings, believed responsible for at least some of the Art House murders. Kwon has a final showdown with the killer. Diaz and her team shoot their way to arresting the Street Kings. Adele, the hostage, is unscathed. Kwon, damaged by the conflict, recuperates in hospital. Diaz and John reflect on the case. Out of their element, but able to hold their own, Art Group are sobered to their tasks ahead.

Episode 2 - Combat School ([screenplay on web](#))

- Logline:

Stung by recent battles and resolved to be prepared, John and Art Group grapple with a steep learning curve to be battle ready. Moral issues arise as crime and vendetta play out.



Suggested set design, Murder of Svetlana.

Thanks to Catharina Christiana for photo. Model: Shannon Davis

Murder of whistle blower model, Svetlana, brings international attention to corporation thugs.

Story snips:

- While Art Group learns battle skills, contending underworld figures clash. Big money interests from bankers to CEO s and political figures populate a suspects' list. Matilda sets Kwon straight about sentimental distraction, and Monica (Matilda's Headshrinker) balances the scales with information on Matilda's emotional baggage, Copworld and Art Group become closer as they share tactical information. The Black Gloved Woman sets up a spy school for Alice and Zoe. Diaz and John notice a slight emotional contact between them. An American agent for "The Bookkeeper" makes a gift to a Greek Police chief in Athens. Kwon's soul retrieval brings focus back to her life. A devastating attack on ABD Corp demonstrates the reality of vendetta. Blindsided by the ABD Corp fiasco, Copworld regroups.

Episode 3 - Perfect White ([screenplay on web](#))

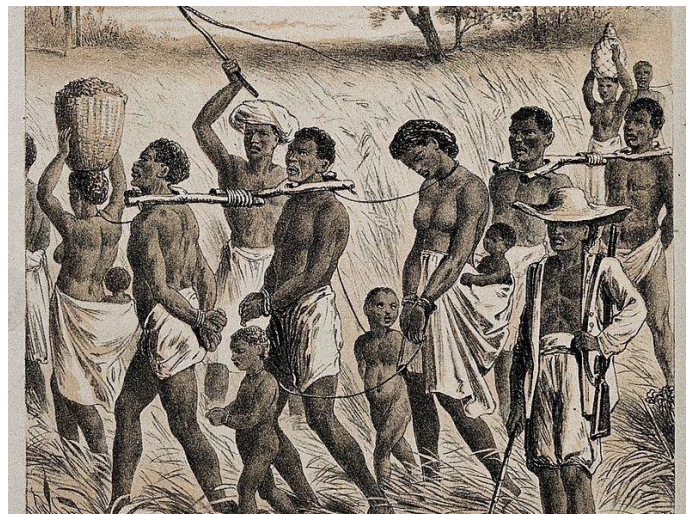
- Logline:

Shocking murders of race supremacists drained of blood ignites race conflicts and investigation into the cult, "Perfect White," which proclaims Power of Blood.



Slavers versus Perfect White

The history created by slavers still holds populations hostage. The mixed race "Power of Blood" movement brings murder as well as support for people of mixed ethnic backgrounds.



Story snips:

- Four bodies are discovered drained of blood. April (Art Group member) becomes enmeshed in Perfect White and the Brethren, a militant splinter group. Several Copworld and Art Group members become romantically involved. Jake discovers who the cop killer is. The lone survivor from ABD Corp plots with Art House. April is lured to a secret meeting of the Brethren. Jake takes revenge on the cop killer but must pay in kind for mob assistance. Zoe makes a powerful friend in Anna. Elmer Quick tries to recruit April. His argument of slavers' law in conflict with humanity's future is compelling, but his violent mission for supremacy is a dictator's song. Alice is recruited by Art House making her an insider. John, Kwon, and Copworld assault a Brethren stronghold to free Alice. In conflict, several disaffected Brethren fighters swear allegiance to April "The Star." While Elmer Quick escapes, actors in the murders are apprehended. April brings her new vision for mixed blood advocacy, Perfect Light.

Episode 4 - The Masterminds -

Logline:

Kwon and Marco are kidnapped, resulting in John & Diaz being thrown into a struggle of conscience and determination for their rescue. Masterminds called The 3 Lords are uncovered.

Episode 5 - Eco-Art Murders -

Logline:

Crisis of conscience sparked by the murder of Art Group friends divides Art Group into pacifists and activists. The world has its own agenda based on market values.

Episode 6 - New World Disorder

- Logline:

Conspiracies exposed by the team, Art Group/Copworld, paint a picture of anarchy produced by clandestine groups competing for power.

Episode 7 - Pandemic - Underlying Truth

- Logline:

High-tech investigations thwarted by Black-Ops Corp involve the team when an "Extinction Virus" is suspected as cause of death which turns up at an arts benefit banquet.

Episode 8 - John & Diaz

- Logline:

Romantic attachment tests definitions and loyalties as a new crisis rocks the art world and criminal politics.

Episode 9 - Matilda's Revenge

- Logline:

Discovering those responsible for her parents' murders, Matilda leads the team through a bloody chase exposing dirty cops and gangland villains before her final reckoning.

Episode 10 - Akashic Burning

- Logline:

Unity of the team is threatened when John & Diaz break up. Prophetic dreams by John and Cassandra describe a psychic black hole echoed in external events by crimes of pure chaos.

FUTURE SEASONS:

Having established a confident committed team, Art Group develops their stealth (spy) network to keep tabs on nefarious groups. Their on-line case app for data-share and co-ordination becomes a spherical-thinking AI. To keep the interface on a human scale, a personality is developed. It becomes a character. Alliances and trusted fellows continue to introduce fresh personalities in the saga for justice and sanity. In the character arcs John and Diaz reach an impasse to their love relationship. Much later Kwon and John redefine their relationship to include love. Much, much later they have a child. Art Group characters emerge to take lead roles as their special abilities are needed to answer conflict. Periodic episodes are dedicated to global issues which must be resolved for the human species to succeed. Up-close and personal passion is the counterpoint to complex issues which may seem remote. Our characters are intended to heroically fill the sense of powerlessness marginalized individuals feel as their world grows out of their reach. We get it back for them.

GLOSSARY

“They battle” indicates task for production fight choreographer to tell the story on a case-by-case basis.

TIPS FOR WRITERS

For our participating writers we have in-depth character descriptions with arch outlines.

A good story for our show contains a metaphor, parable or message. Characters may revolve around this, bringing their signature perspective.

An issue or topic which moves you, may well move our audience. If you don't care, chances are our audience won't either.

If something is drastically wrong in the world, your story is a good place to fix it.

The art world is the epicenter of our world view. The artist is the absolute center. What is different in the artists world view? The black sheep in this family is normalcy. What is the difference between the artist and the art world? The art world is infected with all the failings of the world at large, but visualized through this lens. Primarily greed.

Are the artists good guys or bad guys? Both. To be identified as an artist, a character needs talent and discipline. The talent is the gift. The discipline is the work the individual must do to deliver the gift. Good guys have a moral compass. Bad guys rationalize any means to their goal.