

-There should be an inciting incident, so that we know how things are different and what causes her to be worried. How were things before this particular moment (visually)?  
-I was confused about the ending. Why did her Mom react like that?  
-Where is she going?  
-I like the idea of her walking through different spaces

-Zhamoyani

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Hi Risa,

I found the juxtaposition of what we're hearing vs what we're seeing compelling, and thought your sound design was good, but overall I feel this film lacks a clear narrative arc. Through the daughter's V.O. we discover that she believes her apathetic parents have a newfound interest/concern for her. We see that she's "lured" back home by her parents in order to get rid of her once and for all (I'm assuming). If that's the case, I find the set-up quite questionable and somewhat one-dimensional. If she's returning to her childhood home, I would have liked to see more visual clues about the tension between her and her parents either through specific items in the house, or perhaps a "normal" interaction with her father before she goes into their basement. Instead, the daughter very quickly descends into the "abyss" of her parents' basement, and there is little texture to the film other than her scared look and the tense score. I wish you had shown us a little more insight into her "complicated" relationship with her parents, which would have better earned you the ending you chose. Also, when she does finally encounter her mother, we aren't given that moment of shock/horror before she is pummeled, which makes the ending feel somewhat flat.

I feel the daughter's performance is fine other than her line about "oh it's just the boiler," which came across as too self-conscious. The edit is fine for the most part too, but I feel some shots could have been cut to economize the story. I.e. you don't need three different shots of her walking through the front door. I would have also liked to see the pacing of the edit accelerate as we get closer to your climax. The lighting in the basement could have been more dramatic to make it feel more like a basement (think PARASITE). And the color grade could have been more stark/contrasty.

Happy to answer any other specific questions you might have related to the film.

Warm wishes,

B.J. Perlmutter

Hi Risa!

This was a really fun watch! It honestly felt very meditative and kind of reminded me of some old Maya Deren videos with her seamlessly walking through all these different locations. All I would say is that the very non-home look to the building threw me off a bit and I think it could have benefitted from being shot in an actual home. That being said, the stairs gave it some creepy energy that the film benefitted from. The other thing is that I wish I had gotten a bit more out of her backstory about her family, particularly because parents who neglect her doesn't seem like a one-to-one match with her mom (I think?) attacking her in the boiler room. I don't quite know how it's motivated. Dope title at the end and nice writing! Excited to see more next year!!

Noa

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Risa - This was a fun short film - - from a technical perspective, it was well-polished and the sound design was clear - These same qualities transfer to the setting and tone of the piece - - which is a great starting place -- Perhaps we could move beyond the that to get to the creepiness factor? As noted above, the setting reads a little sterile . . . A little bit of filtering or adjustment or glitch or lighting could go a long way to creatign an ambience. I also appreciated the humor of the end - the "It;s only the boiler" moment followed by the punch line of mom's action. Here's a thought: The boiler apparently was drawing the main character, though we never directly \*hear\* the boiler. The sound design could guide the tension and movement through the piece if you used the sound of the boiler as a reference point from the beginning of the character's exploration - and it would get us more invested in the story