

Name film: **Anacronte**
Director: **Raúl Koler & Emiliano Sette**
Writer: **Raúl Koler & Sabrina Pace**
Producer: **Emiliano Sette & Yashira Jordán**
Animation Director : **Ezequiel Saurez Greck**
Country: **Argentina**
Time: **15 minutes**

Animation about our struggle with the world turned into meta-commentary on the art itself.

When I saw this film for the first time, I was in aw. Visuals are stunning, colours pop and sound booms. It was difficult to see issues with this film, but there are some minor details, that will make the animation company much better. Not to take away from their achievement. This film is stunning, but I watched it five times, just to understand my own points of convolution.

The opening sequence is just stellar. Colour-water-smoke simulation looks amazing to the point, the audience might think it's 100% realistic, shot with a Phantom camera or something similar. It's just visually stunning.

The large chunk of this philosophical film centers on two characters, which I might call leads. The first one is man and the second is a woman. Both of them go through trauma, broken heart, but they cope with it differently. And those, who succome the the depression or in this universe the Anacronte, will become his minions and will spread the sadness and sorrow.

The character design is just awesome! I loved it. Especially Anacronte and his "army". The audience will be happy to see such an original nightmare-fuel. Also the environments looks great. Paired with imaginative shots like the 2 halves of the house joining and transitioning us into different location it makes the viewer engaged all the time, expecting that more and more is to come.

Sound design is good, the issues lie in the detail. I think the directors and their team should work on this. To be exact, the yelling of sorrow of the main lead, it was late, the lead woman, stewardess, her luggage sounded like clothes brushing against the skin.

Another minor problem for me was that some stuff in the scenes looked like assets, like they didn't belong to the beautifully crafted environments. I think that blending your creations and the 3D assets, if they were even used, try blending them more seamlessly.

But these problems don't ruin the experience. With technical limitations this group of people, under the guidance of Raúl Koler and Emiliano Sette payed off big time. The audience will enjoy the moments and I hope they catch the meta-commentary on the art itself.

9/10

1st June 2020
Prague International Monthly Film Festival
PIMFF