

What is your favorite movie and why?

The Shining is my favorite film. I used to judge a movie as great based on pretty granulated visuals and inspiring story but had never reflected on how technical choices and plot should walk alongside to give depth to the film. Stanley Kubrick inspired me through The Shining – his first movie I ever watched- to aspire to be a meticulous filmmaker that makes conscious technical choices.

What I love most about The Shining is how Kubrick uses the camera to transform the hotel into an entity. The adaptation of Stephen King's novel into an involving screenplay would not be enough to make a masterpiece if the camera didn't add suspense to the story. The camera dodges from trees, knows its way into the hotel, and redefines itself as the story unfolds, revealing its will as a character: e presence in the hotel. Also, by giving importance to the hotel – through the use of depth of field-, the hotel can affect the other characters and change the story.

A camera cannot show everything in a space, but Kubrick's camera makes an effort to show and communicate/ convey what is crucial to building the narrative. The spectator is so immersed in the film that the technical choices become a natural part of the plot, creating an enjoyable experience.

I love how the director built the characters to be at first innocent but then be so affected by the hotel and their problems. The use of colors, the exaggeration of some events and dialogues, the famous "Kubrick stare"... Everything adds up to tell a story that would have been different if Stanley Kubrick did not have his unique sensitivity in filmmaking.

What excites you the most about being a moving artist?

I was sure I wanted to pursue a career as a filmmaker when I first had the opportunity to read a screenplay before watching the actual film. I was amazed! That experience inspired me to start writing, and the idea of bringing words to life is what still excites me the most about being a moving image artist. Each filmmaker will bring their essence into their work, creating countless artistic possibilities!

Andre Bazin, the famous critic, said in his text "The Evolution of the Language of the Cinema" that the filmmaker is no longer the competitor of the painter and the playwright; he is, at last, the equal of the novelist. Cinema has achieved independence to be a complete art form and tell any story. It also has the singularity of giving the filmmaker tools to expose ideas with clarity; the filmmaker can impose by using image, sound, and speech. I take most of my inspiration from books, dreams, and real-life situations and I am always happy to run home to write them down and imagine how I, or my favorite directors, would shoot them. What do I want my spectator to feel? Should the audience sympathize with that character? How do I give life to an object? What do I need to hide from the audience? How do I communicate my interpretation of reality? What would make this scene a Pedro Almodóvar scene? It is an intense use of imagination. Anything can be accomplished by using a camera and all the cinematic possibilities!!

I also love how directors will interpret the same screenplay differently, using creativity. Take Alfred Hitchcock and Gus Van Sant, for example. Hitchcock shot the original version of the film *Psycho*, and then, years later, with the same script, Gus Van Saint gave life to a whole different movie. The same characters and the same events, but each director's sensitivity reflected a different artistic outcome. Each filmmaker has a unique interpretation of stories, which they will use creatively to create a mark and convince the audience. Cinema has universal elements, but there is also much space for uniqueness and freedom!