







I hate the look of new things because they don't give the characters anything to play off of. If the place doesn't have a convincing backstory, how can the subject? Everywhere we go should have a bit of age and story. Of course, the world of the film is bright and aspirational, but there are little chips in a tile or scars in the wood. Our imperfect world needs all the minutiae that would be absorbed and erased by a dot matrix in a comic.