Summer 6-12-2013

Short animated film "The Little Quest of Petrovsky"

Andres R. Montenegro

Indiana University - Purdue University Fort Wayne, montenea@ipfw.edu

Follow this and additional works at: http://opus.ipfw.edu/viscomm_facpres

Part of the Interdisciplinary Arts and Media Commons, Other Film and Media Studies Commons, and the Visual Studies Commons

Opus Citation

The Little Quest of Petrovsky (The voyeur and le chamber)

Director: Andres Montenegro

The Plot

Petrovsky is a lonely character concerned about his future and how he is going to find a path to untangle his emotional fate of middle age. He is alone and frustrated. After he was dismissed from the South Pacific war, he finds a mysterious map that contains the clues to meet a mysterious lady in a marked place in the middle of a nowhere street. Petrovsky is convinced that all is just a deceitful mirage. He thinks that this will be one more of his usual disappointments. This time there is a little clue of hope that he will become successful in his quest. When he gets the spot where the exciting meeting will happens, he makes sure will go unnoticed. He comes out from an alley, then he walks, cross the street, and hides in another alley. Few passersby's are wandering by the street. He does not want to attract any attention. A Citroen BL11 passes slowly. Then a little dog sneaks inside the alley. Petrovsky carefully takes a look outside the alley. Now is time to come out. Excited, he gets one of the buildings across the street, and finds the door number he was looking for. He notices the door unlocked. Slightly the door opens. A stairs is revealed. This is according to the map the description of how to get the room of the meeting. Immediately get the second floor. It seems the place is overwhelmingly silent. He walks toward the indicated door. He is excited; he knows he is unable to talk that lady, nor less to start a relationship. No words will come out of his mouth to express his feelings, he comforts himself just sneaking through the keyhole. He discovers an almost empty room, a body is moving from one place to another. He observes. Something capture the excitement of Petrovsky, he doesn't realize his body pressure too much the door due to his excitement. Suddenly the door opens, and Petrovsky's body unwillingly falls inside the room. In this moment a panicking situation affects the whole room. Petrovsky in his fear stares the room and discover that the sensual lady as an horrid hybrid. All break apart in a sort of frantic epilog. Petrovsky turns back and runs away. A camera follows his run. Finally he disappears at the end of the street. Again the A Citroen BL11 passes slowly. Later the dog again passes. The sunset closes the scene.

This is a short animated story with a subtle narrative that plays with elements of comic and painting. The plot is almost absurd, but creates a cinematic narrative based on the paintings of Balthasar Klossowski de Rola (Balthus) The Street, and the Chamber. The main objective is to drive the narrative through a series of camera close ups like the composition of a "New Objectivity" frame to capture the viewer engagement almost following a kind of silent movie. Another important reference is how the main character embraces the kind of the comical aspect of Robert Crumb's characters, lascivious, and pathetical. Not all the quotations of Balthus are transcribed literally. You will notice that the girl lying on the divan is replaced by a hybrid creature. However the rest of the scene setting is kept. The story has its climax at the end like the epilog of a nightmare, where the final move is to leave the scene. A combination of an almost surreal and comical narrative to pay homage to two great artists.

Software used for the models: Autodesk Maya, Motion Builder, Mental Ray. Motion Capture.