

april 9
6 p.m.

spring 2015

conversations
at the edge
experimental media series

daniel sousa

feral and other animations

Presented in collaboration with SAIC's Visiting Artists Program.

1999–2014, USA, multiple formats, ca 60 min + discussion
[Daniel Sousa in person!](#)

Daniel Sousa (1974) was born in Cape Verde and raised in Portugal. He was a founding member of Handcranked Film Projects, a group of New England filmmakers actively engaged in the production of independent experimental films. His films, which include the 2014 Academy Award–nominated *Feral* (2012), *The Windmill* (2007), *Fable* (2005), and *Minotaur* (1999) have been screened around the world at the Sundance Film Festival, Ottawa International Film Festival, Anecy International Animated Film Festival, and the Hiroshima International Animation Festival. In addition to his independent projects, Sousa has worked as a director and animator with Cartoon Network, Olive Jar Studios, Global Mechanic, and DUCK.

program

Plup, Flip Johnson

(1990, 16mm, B&W, Sound, 9mins.)

Multiple definitions of the word “pulp” begin a rapid, round-trip journey through watercolor landscapes, to and into a single tree, and back out again.

Minotaur

(1998, 16mm, Color, Sound, 8 mins.)

A loose interpretation of the Minoan myth, as seen through the monster's point of view. Abandoned in a labyrinthine island, the childlike minotaur has as his only companion a playful red ball and a multitude of mirrors. When he sees his own image he imagines himself dancing in perfect synchronicity with a mysterious other. But new characters are brought to the island, and they don't behave like his choreographed twins. Confused and frustrated, the creature has to learn to adapt to a world of uncertainty. But when he can't, the monster's true nature is revealed.

Fable

(2005, 35mm, Color, Sound, 7 mins.)

In this cyclical fairy tale, a man and a woman are cursed to be forever

apart. We never see them inhabit the same space but yet we feel that there's a connection between them. One common element is that they both have the power to transform into animals. But when they do they are compelled to hunt down and destroy the other. They become blind to their passions and are overwhelmed by their instincts.

The Windmill

(2007, HD Video, Color, Sound, 2 mins.)

A short film based on a childhood memory. As a child, I would run to this abandoned windmill whenever I wanted to be alone. It stood at the edge of the woods and in my mind it demarcated the boundary between civilization and a more primal, spiritual realm. This started as a study for *Feral*, but evolved into its own project. However, The notion of the windmill as a talismanic portal remained in the final film.

Drift

(2009, HD Video, Color, Sound, 2 mins.)

This is the second chapter of an ongoing series of hand-painted animated explorations of childhood and memories, both of which were studies for the longer film, *Feral*. This film takes the viewer on a first person's flight through a constantly changing landscape, from nature into civilization, and back again.

Feral

(2012, HD Video, Color, Sound, 13 mins.)

A wild boy is found in the woods by a solitary hunter and brought back to civilization. Alienated by a strange new environment, the boy tries to adapt by using the same strategies that kept him safe in the forest.

Daniel Sousa will also present a current work-in-progress.

Sound design for all titles excluding *Pulp* by Dan Golden.

Sound design for *Pulp* by Caleb Simpson.

upcoming

April 16 at 6p.m.

Marisa Olson: *In Praise of Garbage*



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