



# FILM REVIEW

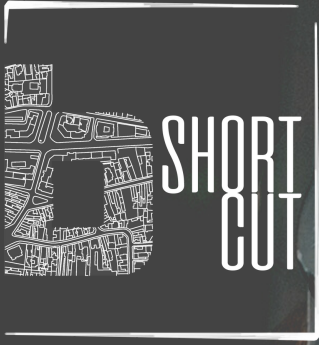
## PAUL

DIRECTED BY FRANCOIS ALBARANES

Paul is a short psychodrama that revolves around the ego, jealousy, anger, and frustration of an individual who compares himself with one of his faculty colleagues till he hurts himself. Having a mysterious intro and setting this abstruse atmosphere coming from the lighting, editing, and especially the sound, we understand the genre and what the direction of this short story will be. It approaches the style that we would encounter when watching a drama series, where the main character slowly becomes paranoid and hates himself, and the people around him as the scenes unfold.

Throughout the film, the music completes the whole mood of each scene. But sometimes, a small sound that should act subliminally is too high and ends up damaging the layer of meaning. For example, the lake insects sound heard when the two colleagues walk down the street. It's too apparent, and there's not even a lake in their proximity, from what the camera can capture, which visually speaking can't be credible at this point in the story.

Another detail is the color grading of some scenes. It's appreciated that it should present stability and consistency through each sequence, but in some parts, the saturation is too high. In the desk shot with the papers all over, the light is too bright, and the documents acquire a burn effect that leaves the image with no information. Also, the actor's skin tone is entirely out of the normal zone, being too orange and making him look ill. It manages to reach some point of coloring that instead of helping with the aesthetic look, it lowers its quality. This particular aspect is a factor that should receive more attention from the crew in their future projects because it is one of the first elements that strike the eye of the audience, and it can be misjudged just because of this feature.



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Aside from that, the frame composition and scenography are always on point, and it's clear that they got the required attention for the small details. We appreciate that the DoP chose to make such a pre-cut and use different angles to make the story more dynamic and to be sure that each scene has its informational particularity, offering more meaning to the whole story.

The final plot twist is unexpected and has a nice touch. We're not big fans of the pushing off the sidewalk. Even if there was a try to save it in post-production through editing, maybe this scene could be perfected with the help of sound design, especially to make the transition seem smoother.

In the end, even if we touched some of the issues of this short film, the rest of it works just the way it is: the acting is decent, the locations are credible, the structure of the script and the orchestrating of the director are on point, keeping the story on course.

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**Review approved by Ciprian Iacob - Festival Director of**  
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