

# BOUNGER



Press Kit

# BOUNCER

A Film by Ross Cooper  
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Length: 16:18  
Format: digital





After hearing that a “killer” stalks the city street where he works, a novice bouncer descends into madness throughout lonely night shifts.



# Synopsis

Harry Steele is new to the city after moving with his fiancée, Sarah. All is going well at his new job as a bar bouncer until he overhears a conversation between bargoers. Their murmurings mention a “killer” that is rumored to roam the same street as the bar. Harry continues to work only to wander off toward the direction of what he thinks to be distant screams. Harry’s psyche further deteriorates as subsequent shifts drag by, all the while assuring a distressed Sarah that he’s fine. One night, Harry meets servers Noah and Casey, and plies them for information regarding the Killer which provokes Casey to leave. Noah explains that Casey’s mother was murdered on the street and how Casey ultimately accepted the Killer as fiction. After a gift of city wisdom from Noah, Harry leaves. He stops dead in his tracks outside, for across the street he spots a masked man following a woman. Harry tackles the man, but in their struggle he sees the innocent terror in the man’s face — suddenly unconcealed. Coming back to reality, Harry runs home to Sarah with the realization of his true problem. Sarah shows how he must see what is real right in front of him before he can change. Newfound hope flickers on his face. Later, in a much needed sleep, Harry dreams he is dying beneath the ethereal gaze of the Killer.

## CAST

<b>Harry</b>	Brynn Hooper
<b>Sarah</b>	Lorraine Durbin
<b>Noah</b>	Aidan Sullivan
<b>Casey</b>	Eric Banks
<b>Manager</b>	Ryan Dunleavy
<b>Woman In Bar</b>	Molly Slattery
<b>Man In Bar</b>	Cameron Smith
<b>Woman On Street</b>	Rosie Newton
<b>Man On Street</b>	Dante Gori

## CREW

<b>Writer/Director</b>	Ross Cooper
<b>Producer</b>	Eric Banks
<b>Director of Photography</b>	Ross Cooper
<b>Assistant Director</b>	Eric Banks
<b>Editor/Sound Design</b>	Ross Cooper
<b>Music</b>	Nate Hicks
<b>Gaffer</b>	Killian Murphy
<b>Camera Operators</b>	Ross Cooper Rachel Phillips Ronan Furuta
<b>Sound Recordists</b>	Toma Bachelier Dylan Picard Kol Spielvogel Echo Striebig
<b>Makeup/Wardrobe</b>	Grace Glionna
<b>Location Scout</b>	William Burkert
<b>Production Assistants</b>	Dylan Picard Adam Chow



## Ross Cooper

Hailing from Massachusetts, *Bouncer* writer, director, director of photography, and editor Ross Cooper now leaves Champlain College in Vermont with a Bachelor of Fine Arts in Filmmaking. A visual storyteller first, his eyes are set on a future in cinematography while continuing to write in his spare time.

Ross's other Director of Photography credits include the short films *Soul of the Cross*, *Death in the Friendship*, *Observe*, and *A Thief for a Night* which he also wrote and directed.

# Artist's Statement

Ross Cooper

I love films for the escape they provide, but the best ones have a cherry on top. For *Bouncer*, I set out to entertain while exploring an interesting theme, obsession. This subject is personal to me, and I wanted to do it justice. Identifying with the cinematographer label the most, telling the story as visually as possible would be the best approach. I therefore chose to externalize emotions in the screenplay, light and shoot to affect the viewer subconsciously, and direct the actors to embody their roles so microexpressions would come through. My multiple positions on *Bouncer* as writer, director, director of photography, editor, and sound designer were all approached in this manner to create a visually immersive film.

Film noirs of the 40s and 50s, and NYC street films of the 70s were some inspirations behind *Bouncer*. Besides stimulating ideas for tone and imagery, they made me think about creative decision making, as these expressive films all had purpose to their choices. For instance, I didn't choose to light for black and white merely because I like black and white cinema. Instead, I asked myself, "Would it serve the story?" It turns out it would, as the main character, Harry, lives in a world where things are perfect, simple, and explained — a black and white world. From the beginning, I believed honest and meaningful decisions would make *Bouncer* a great short film. I will stay true to this mindset on all my projects going forward.

In addition to other art, *Bouncer* was inspired by the real world. It's easy to fill seemingly empty moments by taking in the seductive glow of a smartphone, but from taking in your day-to-day surroundings and their subtleties, your stories will be more believable. This can be seen in the minor characters, Noah and Casey, whose backstories originated from my observations working in restaurants. I could have stayed in my own head during these simple summer jobs, but I enjoyed studying and learning more about my unique co-workers. With that said, great inspirations come through naturally in your work, so it was only after Noah and Casey's dialogue was written that I realized the human quality of the characters was thanks to my thoughtful observance.

*Bouncer* fits into my wider body of work because all of it has truthfulness. Like the personal exploration of obsession in *Bouncer*, every project, dramatic or comedic, was filmed true to my sensibilities and experiences. Also, as a cinematographer, I avoid being defined by a single repeated visual style across my work, instead creating a visual style that appropriately fits the content. I scrap sensationalism and superficial beauty, aiming for truthfulness by crafting the cinematography with characters, story, and theme in mind. Across my work, I also want every shot to *do* something. In a music video I shot titled *Hobo*, I got up close and personal when a character was munching on wild, hallucinogenic mushrooms. My intention with the close-up was comedic, but still true to the story, showing us the frantic state the character had entered.

Throughout my filmmaking journey so far, I've learned that you can make a highly entertaining and thought-provoking film if your approach is personal, your decision making is meaningful, and you're truthful to the core of the film. I believe I have been successful in my recent attempt at this, the psychological thriller, *Bouncer*.

# Behind The Scenes

