

It's not my Fault.

Director's notes

Andrew Gillman

The 16:9 wide screen is divided vertically into three panels. The centre panel was made a little wider for emphasis. Each panel is a black limbo space. All the action takes place in this space. It gives a feeling of enclosure – confinement.

'It's not my Fault' is set during a single evening. It features one person, a man at a crossroads in his life - a self-created crossroads. He's gone to a party with a particular purpose in his mind. But his mind is full of other stuff. Memories are sparked by conversations, and also just randomly. Everything he says appears to have purpose and reason. This film is about personal, private, unuttered thoughts being the truth of a person. And how that truth is not necessarily the external person.

Although there is only one person, we see three different versions of him at the same time – three characters. Each character is subtly different. They have come from the same person, but are different aspects of the same mind.

We hear what he is saying in public, what he is actually thinking to himself, and his subconscious & neurotic self. It was important not to assign psychological definition to either of the two internal characters because the human mind and its thoughts are much looser than that.

We eavesdrop on his internal conflict dialogue set against his external conversations. Because this is a heightened internal experience we don't see or hear any of the other people that he talks to at the party. It's like hearing one side of a phone call and being able to understand the whole conversation.

The shooting/editing technique was to shoot the dialogue in easy 'paragraphs', then assemble the film with 'fractured time' jump cuts. This distinctive

approach let us create a strong, agitated rhythm to enhance and tell the story of the character's internal emotional experience.

It took one day to shoot and five days to edit.

