

MEMORY RESET by Alessandro Olla (2008)



Title **MEMORY RESET**

Directed by **ALESSANDRO OLLA**

Subject and script **ALESSANDRO OLLA, FABIO MULAS**

Photography / Editing **ALESSANDRO OLLA**

Music **ALESSANDRO OLLA**

Performers/actors:

Massimo Zordan (protagonist)

Antonella Rivano

Theatre company "I Normodotati" – Cagliari

Production **TiConZero** Year **2008**

Duration **24'40"** Original format **DVD**

SINOPSIS

A man is in conflict with the passing time: in the images of his recurrent dream, the man is in a big house full of his memories. In the garden, the scrap of a broken mirror reflects the figure of a podgy and funny woman: she is a ghost who invites him to pass through the rooms of the house.

Each room visited by the protagonist will be populated by ambiguous characters which represent a level of consciousness to overcome, in strongly symbolic and emotional dimensions.

MEMORY RESET is an original filmic project which involves different expressive languages such as music, photography, direction, poetry, scripting and manifold technical and artistic skills of the author, including editing, photography, light design, scenery, preparation of actors, audio registration and the dubbing.

The title of the work refers to the zeroing of the conflict between memory and temporality.

The basic idea of the work comes from reflections about the relationship between time and memory: the research and the study of those themes has been developed in a prevalent way among the fields of literature, psychology and philosophy.

The idea is developed also through the narration of a dreamed journey. The narrative technique of a dream, already widely used in the history of cinema, offers the possibility to emancipate from the reference to the daily reality in order to investigate and communicate through the unconsciousness and to show its projections.

From a grammatical and structural point of view has been privileged the interaction between the traditional filmic language and the experimental video art.