



FROM THE DIRECTOR

"i.will.know.you" has emerged out of an extended layered process of absorbing and consuming either elements from my own reality or others' but also from engaging with different cultural objects. Eventually it became hard to think of it as a separate entity and certainly not as the sole creation of my brain, but rather of a collaborative appendage consequent to my relation to other people that assisted me in the creative and cognitive process of this work. Some of these people are friends and family. Some are strangers that I met only once. But a lot of these ideas where shaped by my background and the specular city (Constanta, Romania) in which I grew up.

I lived most of my life in a post-Decembrist underwhelming metropolis and was part of an outstandingly uncultured and displaced generation. It was a sedated time of stimuli activation – a time of the pre-emergent foreign objects that came to Romania at furious speed. Dallas, Twin Peaks, Pepsi, Anime (dubbed in Italian), Michael Jackson. Historicity had no meaning to us anymore, the city became our second skin and alienation became a veritable condition humaine, which was transmitted to us by default. We had no bedtime stories, just horror stories about communist times (the story about how they used to ration our bread, the story about those disable kids left in the woods to die or, my personal favorite, the story about how my dad got arrested because he talked to an American etc.etc.etc.). No one really knew what it meant to be living in that era but it also became pointless to understand in the first place. There was no time – in the dromology of contemporary times, no one ever stops to find meaning, and we didn't then.

High school was a social stigma that everyone had to bear at the time. I went to an art school because I was "artistic" and studied, consequently, piano and then graphic design. The art high school in Constanta was an absolute wonder circus of Satanist queens, emo kids and semi-prostitutes – it housed the deranged like a mental institution. What I do think is meaningful is that all of these biographical narratives had an influence on the way I write now and it is in this sort of conglomerate of random cultural objects that I looked at for ideas when I started conceiving this project. Living in this particular reality gave me a perspective of within and beyond simultaneously, some sort of cultural praxis. I look at MOMO as someone having lived these times of trauma and liberation. He has come out of this urban psycho-geography and out of countless lazy summers at the block.

The most monstrously influential object of the thesis – the drive from within that became the drive from within all my subsequent "creative" projects - is DEATH.

No matter how much urban morphology one tries to embed in its stratagems of artistic interpretation, it will miss the initial trajectory of the disembodying death – which is neither nostalgic nor hallucinogenic but rather paralyzing, ambiguous, ironic - a big unpleasant patronizing glitch. Two consecutive summers I had two very important people in my life die. Two friends. The first friend – Dan Telehoi – upon which the "i.will know.you." friend is diagonally based on died in July 2009 drowning in a lake in Boisbuchet, France. Upon this event – of his death – as I was sitting by the Black Sea at 2 AM in the morning I thought that making nonsensical movies actually kind of makes perfect sense. A movie about crazy people. Or a crazy movie. Or a crazy movie about crazy people. I found in this death hybris (its monstrosity and grandeur paralleling its utter insignificance for the world) a reliable narrative structure. I realized that Momo's self is not necessarily singular, but a collision of sorts. I have no idea what makes people go on after such tragic occurrences. The next summer another good friend died - Radu Selaru - in a motorcycle accident. A lot of characters, situations and metaphors came from that horrible summer (while I was sweating away in Washington DC, randomly).

If the audience can have a sense of wonder, awe and sensuousness then all my work is done. I consider myself more like a surfer through information, and it's an exciting journey to try to accede to coherence through these amalgamates.



brainiverse, Momo is resurrecting his dead friend.

MARIAN ADOCHITEI

Marian Adochitei is a well known Romanian actor. Regardless of genre or domain (ranging from tv series to short films to features to theater plays) Marian Adochitei can excel through his versatility. He has a wide range of emotional performance and his transformation through acting is actually not a transformation at all, but a becoming. In iwillknowyou he takes on an emotionally exhaustive journey of becoming and believing by displaying an unforgetable performance.

SELECTED FILMOGRAPHY: TURKEY GIRL (2007); GUN OF THE BLACK SUN (2011), TRIP (2008), GRU-IBER'S TRAVEL (2009), HACKER (2004), BIBLIOTHEQUE PASCAL (2010); MARILENA (2009).



PRODUCTION NOTES

waited in lowa city for marian to come from Romania we shot the puzzle scenes first and then spent every night talking about t

his movie scene after scene and rehearsal Jesse Walker brought the umbilical chord in his backpack eyeryone was like

wow this is cool we started when the monologues we laughed and drank some big bottles of Heineken and we couldn't find people that wanted to get naked in front of the camera cause this is America we went out in skanky bars in lowa City with letters and smiles

but failed until we got to this bar and more disked extension of girl she was in her name was Emily I am always wired on shoot days wake up at 5 Am to prepare sets and go to bed at 4Am feeling slightly rejuvenated even though

everything is exciting then Christopher Renaud the cinematographer was like okay I will build this bed contraption to make the rotating bed scene he went ஆம் நலுகுந் அல்ல அறி நாள் and Marian worked till late outside

sawing things together i was drawing storyboards and preparing

thesoam for slime Jesse came over with a bucket of fake slime we alughed a lot but it all started 4 years ago I was at this beach town

and thought it would be nice to make a movie based on images and aesthetics only but then l'started going to museums and looking at pictures and drawing things

then Marian was obvisouly going to do it because he was the only one that could do it in my head anyway թգ weomotinuSeptember in Iowa City and new York in the United States then in February we shot in Romania for 10 days in June and May me and the production designer Laura Cechanowicz built the sets and arranged the props and things then marian came applies started shooting in a week after rehearsals and such it was a great time everyone helped out people with the much talent around here I laye working in environments like this with no hysterics and shit like that to make some money for this movie's went to Washington DC and worked at the National Gallenyspf Ant three payed for Marian ticket I still am in debt after that that's okay it was worth it perhaps we looked at Munch's scream one morning at the gallery I thought MOMO could look like that character it is great here's what Munch wrote in his diary: I was walking along a path with two friends - the sun was setting - suddenly the sky turned blood red - I paused, feeling exhausted, and leaned on the fence there was blood and tongues of fire above the blue-black fjord and the city - my friends walked on, and I stood there trembling with anxiety - and I sensed an infinite scream passing through nature." i thought yes exactly then i went to New Yark Gity to scout for locations with Christina and took footage of her in the gallery and we got yelled at in the Met a lot of imagining going on and readings and wine I love wine and travels then marian came and we shot almost every day it was exhausting mentally and physically but great nonetheless, this was going to be my movie, with everything in it, usually I use mayies as memory banks

CAST&CREW

produced by Daniel Faltesek

director of photography Christopher Renaud

special effects. make up. props builder Jesse Walker

production design. props master Laura Cechanowicz

production sound mixer Jeffrey Palmer

camera operators Florina Titz / Christopher Renaud / Laura lancu / Stephen Crompton

additional photography Laura lancu / Craig Webster

production assistant Craig Webster

boom operators Jeffrey Palmer / Daniel Faltesek / D. Jesse Damazo

head carpenter Josh Thorud

set builders & painters Florina Titz / Laura Cechanowicz / Jesse Walker / Michael Darrow / Zardon Richardson / Dan-

iel Faltesek / Christopher Renaud / D. Jesse Damazo /

art direction Laura lancu

location scouts Florina Titz / Christina Gulick / Daniel Faltesek / Craig Webster

underwater photography Sarah Beth Harris

Miss Sarah Beth Harris Costume Designer Georgiana Toma

New York photography Florina Titz

still photography Daniel Faltesek / Stephen Crompton / Laura lancu

edited by Florina Titz

sound design Florina Titz / Jeffrey Palmer

ending credits designed by Laura lancu

image&sound consultant Leighton Pierce

Romania crew

Make up artist Georgiana Toma

Production Sound Mixer Urzica Bodnaras Roxana Diana

CAST

MOMO Marian Adochitei

MOMO'S MUM Laura Tudorache

MOMO KID Maria Rus

JULIANA Christina Gulick

PATRICIA HOURDOUILLE Sarah Beth Harris

SECRETARY Christina Gulick

MOMO'S FRIEND Michael Darrow

MOMO'S FRIEND VOICE Dragos Stefan

MOMO'S EX-GIRLFRIENDS Laura lancu / Sophia Lou / Kallie Holt / Dijana Kadic / Emily Maxwell

EXTRAS AT BAR Maia Melton / Lewis Liu / Craig Webster

MOMO'S DAD Marian Adochitei

directed by Florina Titz

Thank you Leighton Pierce, Sasha Waters, Alina Buzatu, Someone very wonderful, Franklin Miller,

Steve Choe, Alina Slapac, Florin Slapac, Stela Slapac, Laura Titz, workshop people from Spring 2010

(Nick, Lindsay, Craig, Jeff, Laura), Matt from Studio 13. Emily Faltesek, Stephen Crompton, Dijana Kadic



















