

Bryan Beneker's Director Commentary for The Fellowship of the Twinky (2006)

The Fellowship of the Twinky took approximately 14 hours to shoot and between 8 and 10 hours to edit together. The purpose of the movie was to build pace throughout the movie. Of course, it is also meant to entertain its audience.

The Fellowship of the Twinky is successful in creating concrete pacing and entertaining its audience, but perhaps an even more interesting note is how I went about achieving those goals. *The Fellowship of the Twinky* was produced in a very similar way as the way cartoon animations are made. Like cartoon animations, I selected a music soundtrack (in this case *Hey Pachuco* by Royal Crown Revue from *The Mask*) that I thought had the potential to compliment the theme of my movie and from there, I built my shot list to compliment the music. By building my shot list around the soundtrack, all the actions taking place in the movie are perfectly accented by the audio cues in the music. In turn, the result of this is a heightened feeling of every action by characters for the audience and excellent pacing for the movie.

The Fellowship of the Twinky had a great deal of influence from my own personality (my sense of humor in particular) and the movie *The Mask*. Influences from *The Mask* go a little deeper than simply the soundtrack used in my movie. I take a similar approach to character development as *The Mask* does. In terms of character development, it should be noticeable that actions of the characters are exaggerated a great deal in my movie (Rene rubbing doughnuts all over his face to show enjoyment). By exaggerating the actions of the characters in my movie, I found that it gave the movie more of a humorous feel to it and gave a more mundane situation some life or zest.