

## Bryan Beneker's Director Commentary for The Chase (2005)

*The Chase* was my first movie ever produced. The purpose of the movie was simply to get used to composing interesting shots and editing them together. So, I sat down with my roommate at the time and star of the movie, David Lundin, and came up with the idea of having a one person cast that plays two characters in a chase style of movie. To make things work with one person playing two parts, the shots had to be carefully planned out ahead of time to make sure I didn't have any overlap (shots that required both characters in one shot). Even though I tried to avoid shots that required both characters in one shot, it was my goal to do my best to make it appear as though there were in fact two people interacting with each other. So, what I ended up doing was resorting to trick shots to give the appearance that there were in fact two Davids running around. There are two shots in the movie that are particularly convincing (one at the beginning and one at the end). Basically what I'm trying to say is that *The Chase* is simply a bunch of interestingly composed shots that are strung together in such a fashion as to give the illusion that there are two people.

*The Chase* is heavily influenced by James Cameron's *Terminator* and Steven Spielberg's *Jurassic Park*. Throughout *The Chase*, a mysterious, yet well known, relentless guy keeps following and pressuring the main character, much like Arnold Schwarzenegger's character does in Cameron's *Terminator*. Shots taken from around the Murphy Center stairs and the Fine Arts Center elevator show great relentlessness of the evil David character, much like Cameron displays with the *Terminator* character in his movie. Steven Spielberg's influence is apparent during the final scene in the drawing studio. This scene is very reminiscent of the raptors in the kitchen scene of *Jurassic Park*. As evil David enters the drawing studio, he turns on the lights, and looks around while protagonist David is hiding behind the chair.