

In “bluish” we want to grasp a momentary condition, a state of being, an atmosphere we sensed in our surroundings and maybe even amongst our generation. In an attempt to capture these notions of uncertainty and ambiguity and translate them onto screen, we collected small and big moments of the everyday embodied by our two protagonists. As we follow them, each aimlessly drifting through a city, driven by the desire as well as the fear for the unknown, we reflect upon anxieties, insecurities, longings and constructions of identities.

Embedding our protagonists' search movements as well as their questioning of meaning and belonging into the spatial and social structures of a city, it was soon clear to us that we also wanted to tell about further worlds interlaced into their daily lives. Stories within stories, that are woven into our narrative such as: computer games, stage performances, dreams, or meditations. Worlds and spheres inhabiting the possibilities of an undefined more, of altered imaginations and conditions of being. In order to create these sequences we collaborated with a number of artists that contributed their works and worlds to our film, collectively creating layers of expanded realities, experienced by our protagonists as well as our audience.

What does it mean to inhabit a body, a city, a space? How does the ongoing process of becoming and longing manifest in the everyday? bluish casts a soft gaze on small moments, gestures and shifts of realities whilst creating networks of connectedness and alienation.

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