

MOVIES

LOOK BACK

An ode to all the reasons we create art

RAIAN ABEDIN

Adapted from Tatsuki Fujimoto's 2021 one-shot of the same name and directed by veteran animator Kyotaka Oshiyama of Studio Durian, *Look Back* is nothing if not about art and the human connections that give us all the more reason to pursue it.

It is told through the bond between Fujino and Kyoumoto, as they grow close and distant in the runtime of the film. The relationship they share is messy, much like the characters themselves. In classic Fujimoto style, the characters are off-kilter, and not altogether "likeable" in a traditional sense. They carry their flaws on their sleeves and often speak in sardonic ways, unwilling to acknowledge their feelings in dialogue. Art is how they meet each other halfway. The story, as a result, is an intertwined play of both the nature of art itself and these two characters' lives.

But what really helps the story live is the direction from Oshiyama, which feels careful and intentional. The framing is always carefully considered, the montages are well-placed, and the music, executed wonderfully by Haruka Nakamura, hits its cadence only when it needs to. Fujimoto is



notorious for the rough and messy style in which his narratives play out – that energy is still contained here. But with Oshiyama's obsessive style, it is almost elevated in many ways.

Creating art is not a pleasant process, and at no point does *Look Back* even try to suggest that. Even Kyoumoto at one point asks, "Why do you draw?" The question has no definitive answer. But it would be silly to suggest that there is no answer at all. Both Fujino and Kyoumoto go through

the wringer trying to make their dreams come true. The expressions on their faces make it clear that the time spent creating art is mostly spent in agony. And yet, they persevere. For Fujino and Kyoumoto, art is the language in which they communicate. For the rest of the world, it is up to us to decide what impact it can have on us. In today's wasteland filled with AI-generated slop, it is important to remind ourselves that creating art is painful, and yet tremendously beautiful, as a process.



OPPORTUNITIES

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Resource
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(LRA) - Typing



ELIGIBILITY

Students or graduates from any discipline.

Proficiency in MS Office and other typing software and tools.

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DEADLINE: NOT MENTIONED



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DEADLINE: NOT MENTIONED

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**TERMS AND
CONDITIONS**

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Teams can include students from different Universities.

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