

Contents

PREFACE9

CONVERSATION WITH EDITOR
MOLLY MALENE STENSGAARD 13

About Becoming a Film Editor, Meeting Lars von Trier, and Empathy 13

Aesthetic Ideas, Practical Work, and Working Processes..... 14

Emotional Cut & Time Cut 17

About Rhythm, Pace, and Mood. Digital Editing..... 19

Editing Scenes with a Narrator 20

The Direct Look into the Camera Lens..... 22

About *The Kingdom* and Acting 23

The Idiots. Editing Dogma Films and Working with Rules..... 24

Storytelling from Script to Filming to Editing 27

The Idiots. Handheld Camera and Characters..... 29

Dancer in the Dark. Editing Intimate Scenes. Panning,
Zooming, and Cutting 32

Realism in the Musical. About Suspense and Rhythm..... 34

The Finale of *Dancer in the Dark*36

Expectations, Clichés, and Stereotypes.
Emotions in the Story and on the Screen 38

Dogville. About the Essence of the Story. Film and Literature 39

Film and Theater. Abstract Stage, Naturalistic Costumes,
and Sound Design..... 42

Establishing Shots, Cinemascope, and Dissolve 44

Music, Time-Lapse, and Parallel Montage 46

Non-Linear Perspectives, Literary and Scenic Perspectives 49

Subjective Perception of Violence in *Dogville*, the Final Sequence,
and Grotesque Humor..... 50

Creating Ambivalent Characters. Directing and Editing 52

Favorite Scenes, Montage and Non-Montage 54

New Developments in Filmmaking and Digital Media. About *Manderlay* 55

CONVERSATION WITH SOUND DESIGNER
PER STREIT 59

First Conversation
About Working as a Sound Designer and
the Collaboration with Lars von Trier 59
Technical Aspects 61
Second Conversation
Europa and *Dogville*. Narrators and Dubbing..... 63
Breaking the Waves. The ‘Unpolished’ Style. Mono and Stereo..... 64
The Kingdom. TV and Cinema, Mystery and Grotesque..... 67
The Idiots. *Dogma 95* and Sound Design 68
From *Breaking the Waves* to *Dogville*.
About Natural Sound and Recognizability,
Mogens Rukov and Walter Murch 70

CONVERSATION WITH COSTUME DESIGNER
MANON RASMUSSEN 73

First Conversation
About Becoming and Being a Costume Designer..... 73
Hiring Clothes..... 75
About the Personality of a Costume Designer and Working
with Lars von Trier 77
Costumes and Actors, Conception of the Costumes,
Humor at Work, Nicole Kidman..... 79
Lars as the Camera Operator. Intuitive and Intellectual Work..... 82
During Filming. Costumes, Details, and Bodies..... 84
About Mutual Trust and Team Building..... 86
About Scripts and Stories 87
Costume Design on Location versus on Stage 89
About Artistic Creation. Symbols and Colors. Art and Religion..... 91
Second Conversation
Breaking the Waves. The Documentary Style..... 95
Acting and Directing, Psychology and Improvisation 96
Aging Clothes 98
Dancer in the Dark. Costumes for Dancing Actors and
Their Characters. Björk and Cathérine Deneuve 99
Dogville. Lots of Costumes and Little Time 101
Dogville and *Manderlay*. Casting, Actors and Actresses 102
Photography and Research. About Naturalism and Abstraction..... 104

Manderlay. White Stage and Red Sand.....106
About Colors. Identification and Emotionalization.....107
About the Importance of Relaxation109

ABOUT THE CONVERSATION PARTNERS113