

Total Refusal, the Digital Disarmament Movement presents

Leonhard Müllner • Robin Klengel • Michael Stumpf

Soundtrack by Adina Camhy • Mixing by Bernhard Zorzi

HOW TO DISAPPEAR

Deserting from Battlefield

How to Disappear

by Total Refusal (Robin Klengel, Leonhard Müllner, Michael Stumpf)
Austria | 21' | 2020



Synopsis English

“How to Disappear” is an anti-war movie in the true sense of the word, searching for possibilities for peace in the most unlikely place of an online war game. It’s a tribute to disobedience and desertion - in both digital and physical-real warfare.

Shot in the picturesque war landscapes of “Battlefield V”, the hyperreal graphics become the backdrop for an essay-like narrative. The film revolves around the history of deserters - a part of human history, which has hardly been illuminated. Performances and creative interventions explore the scopes and limits of the audiovisual entertainment machine.

Logline

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Agentur für
Festivalstrategien
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TECHNICAL DETAILS

Screening Format: DPC

Sound: 5.1 / stereo

Aspect ratio: Scope

Shooting Format: digital

Spoken language: English

Subtitles: English, German

Colour: Colour

MEDIA

Website: [click here](#)

Stills/ director's photo/ poster: [click here](#)

CONTACT

Director: Leonhard Müllner

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Robin Klengel

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Michael Stumpf

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Distribution:

LEMONADE FILMS

Julia Fabrick & Marija Milovanovic

Zieglergasse 84

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AUSTRIA

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CHARACTER

zelWen: Franz-Josef Windisch-Graetz

Brozgar: Dmitry Gamolin

CREW

Director/ screenplay / producer:

Total Refusal (Robin Klengel, Leonhard Müllner, Michael Stumpf)

Text: Robin Klengel, Michael Stumpf

Cinematographer: Michael Stumpf

Sound design: Bernhard Zorzi (Blautöne)

Editor: Leonhard Müllner

Composer: Adina Camhy

Production design: DICE

Title design: Michael Stumpf

Subtitles: Franz-Josef Windisch-Graetz

SELECTIONS

[Click here for festival screenings and awards!](#)

TOTAL REFUSAL

Robin Klengel, Leonhard Müllner, Michael Stumpf



TOTAL REFUSAL is an open artists' collective which criticizes and artistically appropriates contemporary video games. However, as most mainstream game narratives employ the same infinite loops of reactionary tropes, the genre largely fails to challenge the values of their players and instead affirms hegemonial moral concepts. Acknowledging that this media is currently not realizing its cultural potential, we aim to appropriate digital game spaces and put them to new use. Moving within games but casting aside the intended gameplay, we rededicate these resources to new activities and narratives, looking to create "public" spaces with a critical potential.

Biography

Robin Klengel is an artist, illustrator and cultural anthropologist. Since 2017 he is vice chairman of the interdisciplinary art and culture space Forum Stadtpark. In 2018 he received the Vimeo Staff Pick Award, the award for the "Best Austrian Film", at Vienna Short Film Festival, the Audience Award at the Shortwave Film Festival in Poznan and the Explorer Award at the AMaze Berlin, amongst others.

Filmography

- How to Disappear (2019)
- Operation Jane Walk (2018)

Biography

Leonhard Müllner is a visual artist and media researcher. He studied Visual Art and Media Art and is currently writing his PHD in Practice in the field of Cultural Studies. His work has received several awards: the Vimeo Staff Pick Award, the "Best Austrian Film" award at the Vienna Shorts Film Festival, Shortwaves Film Festival in Poznan and at the AMaze Festival in Berlin.

Filmography

- How to Disappear (2019)
- Operation Jane Walk (2018)
- Schönberg op. A13 (2015)
- Halosis (2011)
- Schachteln (2010)
- Das Westbahnprojekt (2010)

Biography

Michael Stumpf was born in 1985 in Wels. He studied Philosophy at the University of Vienna and is currently studying Media, Art and Cultural Theory at the University of Art and Industrial Design in Linz. Michael Stumpf now works as a philosopher, designer and artist.

Filmography

- How to Disappear (2019)