

My Dream or Loneliness never walks alone - Roland Reber's theatrical quest for meaning

They still exist – the true independent filmmakers. Also in Germany, besides the mainstream and far away from subsidies from the public funding, films prosper which are daring something, artistically and regarding to the content – and often enough win.

One of the few remaining really independent filmmakers is Roland Reber. The director who's longtime work in theater can be felt in his films, initiated the wtp international film production, distribution and sales GmbH in 1998, and makes films since then which are unique in their conception Germany wide – and in every sense. Whatever one might think about his films – in any case they are not conform or on the mainstream track. Also in his new work with the title MY DREAM OR LONELINESS NEVER WALKS ALONE the director again takes his audience into a bizarre and very theatrical Panopticon, in which it is like always about the quest of meaning, life itself and the opportunities to escape the routine and rigidity.

Whether one recognizes oneself or – and this is also a common reaction to Reber's films – leaves the cinema prematurely, depends on to what extent one is willing to deal with the negation of nearly all cinematic rules.

In the centre of the film is a MAN (Wolfgang Seidenberg) – Reber doesn't concede him a proper name, in order to emphasize the universality of the person - , annoyed by his everyday routine, he escapes from his life and his WIFE (Marina Anna Eich). On his escape he ends up on an empty, abandoned factory site, where he meets a woman named GODOT (Mira Gittner), and joins her.

GODOT literally lives in the dirt, she searches the human waste for signs and traces of life – for what purpose ever.

In the course of their being together, guided by GODOT, the MAN sees his own life pass by his mind's eye like a film, like a casting show. His life, the people who surround him and who mean something to him and finally himself – they are all protagonists in a show called Life...

MY DREAM OR LONELINESS NEVER WALKS ALONE is without a doubt a film with a huge aspiration: Offside the beaten track of cinematic storytelling it is not only about one subject, but about many – questions of identity and reality are being dealt as well as loneliness as "conditio humana", the film is at the same time a shrill revue, a cutting media criticism, a philosophical quest for meaning and an extremely alienated ART work, which has only one thing in mind - to capture life in all its strangeness, absurdity and diversity and to project it onto the screen.

Roland Reber and his team, in which scarcely anyone is limited to one function, pull out all the stops, they use the instruments of theater, performance art, film and of the entire media, which most often appear as parodies or weird travesties.

The constant oscillation between biggest ambition and the greatest possible banality doesn't seem to be by chance, but an integral component of an artistic master plan. Again and again one feels reminded of the Viennese actionists, then the whole thing resembles a horde of strolling actors gone wild, whose greatest pleasure is to shock at the best as many bourgeois as possible.

Who ever owned a season ticket for any German provincial theatre, knows how sensitive some audiences still react to the little word "shit" and to what extent Mr. and Mrs. Everybody can get worked up by the sight of naked skin.

This oscillation between the extremes is typical for Reber's films and it doesn't make the dealing with this filmmaker easier.

It might be doubted if his message reaches the big audience. The more as many questions are left unanswered – freely adapted from Brecht.

But Roland Reber has reached one thing for sure – one can only hate or love his films, one can overlook some weaknesses, ignore the trashy look of some of the special effects, ignore some convoluted counseling rhetoric, or not. MY DREAM OR LONELINESS NEVER WALKS ALONE will definitely not leave you indifferent.
(kino-zeit.de, Joachim Kurz)