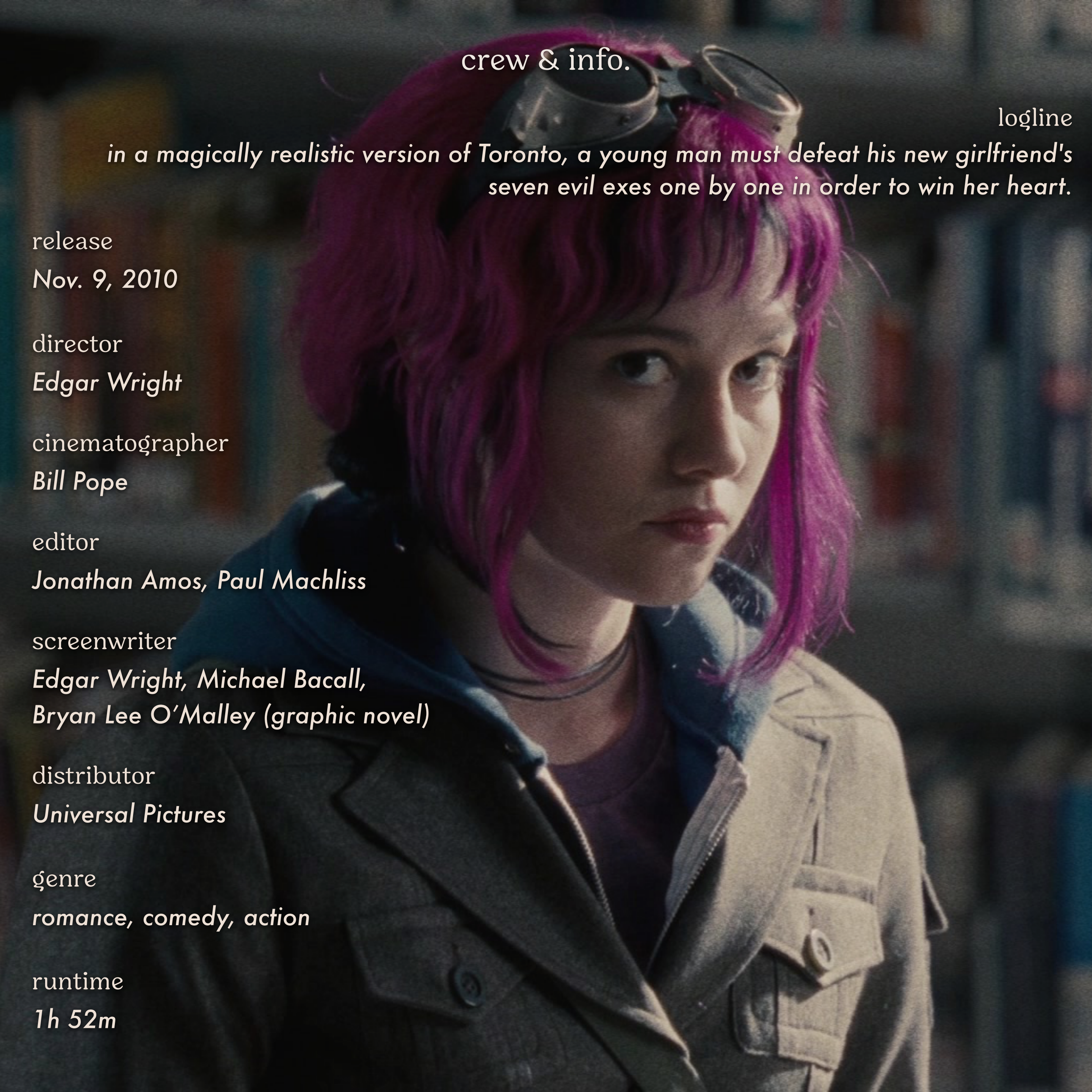


COTT PILGRIM



not the director's cut



crew & info.

logline

*in a magically realistic version of Toronto, a young man must defeat his new girlfriend's seven evil exes one by one in order to win her heart.*

release

*Nov. 9, 2010*

director

*Edgar Wright*

cinematographer

*Bill Pope*

editor

*Jonathan Amos, Paul Machliss*

screenwriter

*Edgar Wright, Michael Bacall,  
Bryan Lee O'Malley (graphic novel)*

distributor

*Universal Pictures*

genre

*romance, comedy, action*

runtime

*1h 52m*

cast

Scott Pilgrim

*Michael Cera*

Ramona Flowers

*Mary Elizabeth Winstead*

Kim Pine

*Allison Pill*

Gideon Graves

*Jason Schwartzman*

Julie Powers

*Aubrey Plaza*

Stacy Pilgrim

*Anna Kendrick*

Wallace Wells

*Kieran Culkin*

Young Neil

*Johnny Simmons*

Knives Chau

*Ellen Wong*

Stephen Stills

*Mark Webber*

Lucas Lee

*Chris Evans*

Envy Adams

*Brie Larson*





my thoughts

right off the bat, Scott Pilgrim is a very unlikable character, but the surrounding cast picks up the story. my favorite characters are Julie, Stephen, and Gideon— they bring so much flare to the screen and it's so fun to watch their distinct personalities interact with the others.

the dialogue, pacing, music, and stylization is just so perfect. its editing is some of my favorite in all of cinema. the characters' and their relationships are phenomenally touching and funny, but it's hard to ignore the stereotyping and one dimensional female characters. I hoped it was a critique about video game culture under-developing women in an attempt to appeal to the male gaze, but I never saw an arc to justify this desire.

the structure of the story following different boss fights with evil ex's while advancing in battles with other bands is crafted so well and is visually engaging.

all in all, I want Scott Pilgrim to suffer. dating a 17 yr old, disrespecting boundaries, and overall just being a predatory douche? no thanks!

# favorite frames



ratings

screenplay

*there are things I very much hate about the story (fetishization, majority white cast with POC villains, flat female characters) but overall the bones are playful and fun; the dry humor comes off beautifully. with changes to characters (overlooking the ones meant to be stereotypical video game bosses,) I think this story could be perfect.*

performance

*I don't think there was a single performance that didn't 110% mesh with the story. the drier, not overly performing acting is PERFECT; less is more. it truly brings the characters and story to life.*

editing

*the quirky, highly stylized editing is the heart of the film. I especially love the little titles, drawings, words, split screens, and special effects.*

cinematography

*I love how this film doesn't try to be a cinematic masterpiece; it allows itself to be itself. the shot composure is beautiful at times and others it just is.*

set design

*all the sets felt straight out of a video game— enough to interact with and feel lived in, not too much to distract you. the one set locations not only match the graphic novel & O'Malley's references, but they really build the world out. absolutely perfect for the story.*

final score:



9/10 stars

overall...

*amazing movie. easily one of my favorite comfort films. will watch this 100x more and enjoy every second (well, mostly.)*

*if some work would be done to the script:*

- 1. add more dimension to the female characters OR lean more into why the stereotypes of the, say, jealous ex girlfriend helps Scott complete his character arc (in my opinion the stereotypes are not used to propel the story along, they just exist to exist.)*
- 2. don't cast the only POC in your film to primarily play villains or to solely exist as an object of attraction (and later annoyance) for your main characters.*

*that would perfect this.*





