

THE DIRTY DOZEN INTERVIEW QUESTIONS

CONDUCTED BY TROY ANDERSON

INTERVIEW WITH JONATHAN MARKIEWITZ

1) Who are you?

My name is Jonathan Markiewitz and I'm an actor, writer, published poet, and film director. Over the Internet, I'm mostly known for animating, directing, and producing the Batman LEGO Film "Batman: Revenge", and the cartoon web-series "Crackerjack Mack and Cocomo Jo". In the Independent film circuit, I'm mostly known for my supporting lead role in the award winning film, "The League of Extraordinarily Overpaid Actors".

2) Why should I give a damn?

I give my very best effort, dedication, and thoroughness to every project to provide viewers with what I believe to be quality entertainment, whether it is a logo design or an entire film production. I spend countless hours attempting to make my work appealing, entertaining, and enjoyable.

3) Tell me about the origin of the project.

By the time "Batman: Revenge" was in pre-production, I had wanted to make a Batman film for quite some time. With very little money at my disposal, I knew that making the "traditional fan film" with actors, locations, transportation, and elements that were necessary to create a high quality film, was not in my budget. Therefore, the idea for the first ever "Batman LEGO Film" was developed. I knew that with LEGO I could build Gotham City to my exact specifications. However, though I used LEGO, producing the film wasn't cheap. The cost of producing the film, including the camera, lighting equipment, and editing software neared a few hundred dollars, which doesn't include the cost of the LEGOs used in the film or the hundreds of hours spent animating and editing the movie.

4) Any future plans?

I will be acting later this year in an independent film, will be directing an independent comedy early next year, and will be answering question 5 of this interview after I'm done answering question 4.

5) What are your five most influential movies?

My five most influential moves are, in no particular order, "Batman", "Batman Returns", "The Nightmare Before Christmas", "Beetle Juice", and "Corpse Bride".

6) Why are they influential for you?

"Batman" and "Batman Returns" are influential because of the way Tim Burton presents the character of Batman and the Gotham City environment. His direction of those two Batman films was so artistically done. "The Nightmare Before Christmas" and "Corpse Bride", both stop-motion animated productions, are truly amazing films. Having worked on a stop-motion film, I really appreciate and respect the work that it takes to animate stop-motion movies. "Beetle Juice" is included in my list of influential movies because of Tim Burton's before mentioned artistic vision and the way he presents that vision on screen to the audience.

7) If you were to be invited into a secret organization of creators, would you accept?

It would have to be legal, pay a great deal of money, allow me to work on films as my only job, and provide a life time supply of Diet Pepsi.

8) What's the worst moment in film history and how would you fix it?

I'm sure there's a lot of variation in this answer depending on who you ask, and since I haven't seen every single film ever made, I can't honestly say what the worst moment in film history is. As for the Batman franchise, the worst moment was when nipples were added to the batsuit. What were they thinking?

9) What's your favorite nine letter word?

Hazardous. It's just so "nine-letter-esque".

10) What was cool to you when you were ten years old?

Batman, comic books, sports, and hot wheels.

11) If you were held at gunpoint by studio execs to make a remake, what film would you remake?

The Maltese Falcon

12) What does your film work bring to the artform?

I feel my film work brings a definite professionalism and an artistic view, whether it is in a cartoon series, a live action film, or a LEGO stop-motion animation movie such as "Batman: Revenge". I'll always be involved with films, and I thank all those who have watched and supported "Batman: Revenge" or any of my other work.