





A film opens on a sequence where we see two soldiers in front of an undefined concrete construction. in a winter landscape. As the sequence unfolds, they begin to act strangely, playing nonchalantly with the codes of military parade. An uncertainty prevails throughout the film, in which it never becomes clear what the role of the two soldiers is as they appear in one site after another. It is never sure if they are patrolling these sites or if they are idly defying military duty. The absence of any narrative leads us to consider the soldiers as extras in a scenario where the main characters are finally the sites themselves: a park, an abandoned artificial lake, ruins of an unfinished police academy, a railway line, which appear deserted or as idle as the soldiers themselves. Common to all the sites is the fact that all they lost their function. The empty lake [Lake Valea Morilor] is particularly paradigmatic: in Due to a lack of maintenance, the municipality had no other choice than emptying the polluted water. How do you value a space?" There is nothing to fight for, nothing to conquest in these spaces (like on playground)





