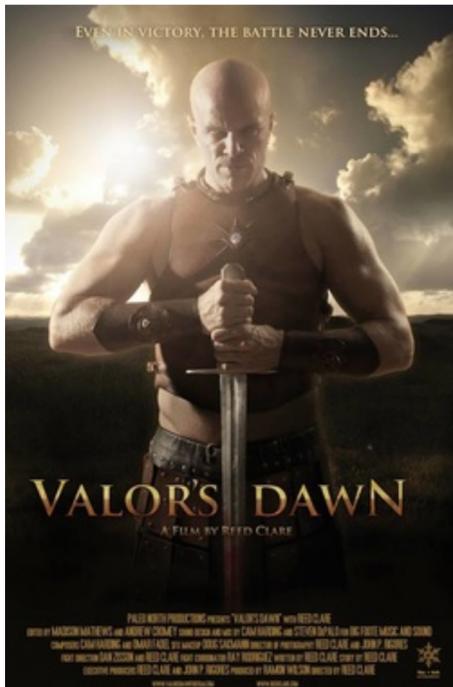




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## VALOR'S DAWN



When it comes to indie films, something that strays away from horror, found footage and flat out comedy can be quite refreshing. An interesting and potentially difficult short is always a pleasure to watch... when one comes my way. The fact that said short was finished; just adds the icing to the cake. **"Valor's Dawn"** is one such piece. An indie low/no budget film that strives to be much more than it's collective financial parts. Featuring some cool sword-play and seemingly massive fight sequences, you may wonder just how the director pulled this off with next to nothing. However, all the "how'd they do that" thoughts vanish as you watch **Reed Clare's** world unfold before your eyes, leaving you (me) with a slightly mixed bag of thoughts. On one hand, this really is a good short film. The action is present, the story is a good one and overall, **"Valor's Dawn"** is simply a good watch. The fact this was put together on what I assume was a shoe-string budget is simply astounding. The best part? Even the casual movie viewer will like this as much as I did. This isn't a title for "Indie Filmmakers" to sit around and brag about what they'd done for next to nothing; this is a film everyone can enjoy. No excuses needed.

So, I guess that means it's time to hit-up the technical aspects of this short. As a reader, keep in mind that everything is subjective. I may hate something... you may love it. It all comes down to personal preference. So let's begin with the wrap-around narration. **"Valor's Dawn"** is narrated through-out; although the narration itself suits the film, there's something unusual about the way it's recorded. It's clear, it's voiced well... it's just off. Maybe it's the clarity of the narrative that throws it, maybe it's the tone. Whatever the case it just feels wrong. I'm no sound engineer so it's not something I can place. Picture a re-recorded outdoor scene, done in a studio. Without careful mixing we may not realize *why* the sound is off, but maybe it was because the ambient sound was wrong. We, the viewers just *know* something is not right. That's the case here. The overall production of **"Valor's Dawn"** is quite nice. Decent camera-work, mixing the hand-held style with standard fare, and a good edit bring this flick together nicely. Being totally honest, there are a few dialog deliveries that felt a little scripted, but they were few. **Reed Clare** as the lead Ambiorix plays his respective role well, putting good use to expression acting. At times during the film I was left wondering; just how much of Reed's expressions were pure acting, and how many were

### Film Info:

A Roman invasion of Celtic lands hangs on the edge of success. The chieftain, Ambiorix wages war against the Roman general Eydis. A deadly battlefield blow costs Ambiorix the life of his son, resulting in the unceasing deterioration of his soul and sanity. This is a story of morality and a man's struggle for truth and atonement.

**Written By:** Reed Clare

**Directed By:** Reed Clare, Mike Donis

**Genre:** Action

15 Minutes

### ON FACEBOOK

(<https://www.facebook.com/valorsdawn?fref=ts>)

### ON TWITTER

### ON IMDB

(<http://www.imdb.com/title/tt2512808/>)

### Homepage

(<http://www.valorsdawntheindiefilm.com/>)

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caused by the frustration of filming. Some were really *that* good. I could totally believe that this was a real man, not some character in a short film. Expressions, to me, are 80% of any given performance. Reed nailed them. The dialog itself was done well also, leaving the cheese factor behind the lens. A few instances *did* feel awkward or off, not quite up to par with the majority. It's really hard to tell if these few imperfections were actually performance oriented, or could be fixed with a tighter edit. That's for you to decide. One should also keep in mind that I look for these things when watching, the casual viewer may miss them completely. The only other small thing I'd like to nit-pick was the use of stock footage. At least, I *think* it was stock footage. Mainly during the ending sequences. I completely understand that as an indie flick, sometimes it's just better to use stock footage. Some of the shots used here however, just really stuck out. The style just didn't fit. Color? Check. Use of the footage? Good. Still felt wrong? Completely... to me.

As I started this write-up praising this short, I'll end it the same way. All my personal tech concerns are just that. Personal. As a whole piece, **Reed Clare** has pulled together a great short film with some excellent sequences. Especially the battle scenes. The only qualification a person needs when stepping into this film is the desire to be entertained. If that's present you'll be in for a treat. This is a flick I would gladly watch again, and look forward to grabbing myself a copy, for my own collection.

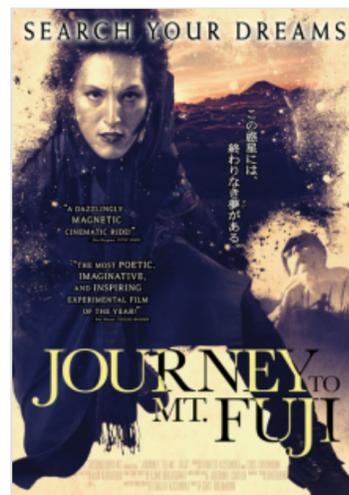
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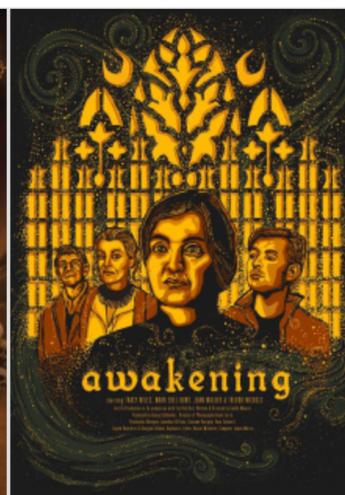
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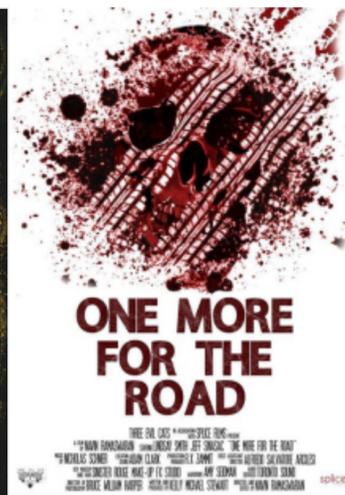
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**Kimberly Rideout Dreamscenes** · Owner/Mural Artist/Designer at Dreamscenes

Well done [Reed Clare](#)...you created an amazing peice of art with next to nothing for budget, but enormous amounts of Character, perserverance and talent... Honoured to have my son (Jacob) play your son...the two of you were so touching together, I almost cried when he died and your heart broke over him.. Well done my friend...well done!! 😊 😊

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**Eric Hutchinson** · Technician at Veer-Stream Tech

Epic trailer! Did you have a large budget? The fights look massive for an independent. I look forward to watching this. 😊

[Like](#) · [Reply](#) · Sep 4, 2015 5:28am



**Jeremy Truskin** · Trent University

VOD? DVD or online Youtube style?

[Like](#) · [Reply](#) · Sep 3, 2015 4:54pm



**Benjamin J Wilkinson** · Brock University

This was a well done review. Loved the insiders joke that all us industry people sit around and pat eachother on the back. So very true.

[Like](#) · [Reply](#) · Sep 1, 2015 1:11pm



**Decklin Fry** · Sales at TELUS

Sounds like a good one. Almost sounds like a medevil version of Braveheart. Any idea on where I can watch this?

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