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Home Video DVD Review: *Night of the Living Dead: Reanimated*

"A sinister cabal of superior writers."

DVD Review: *Night of the Living Dead: Reanimated*



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Author: Fitz — Published: Sep 18, 2010 at 6:55 pm

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Zombies. It seems there's a worldwide resurgence in zombie attacks these days — in movies, television, and books. But the traditional perception of the zombie started in 1968 with the release of George A. Romero's *Night of the Living Dead*. Romero used traditional storytelling, merging the "threat from space" with the rise of a virtually unlimited army of the dead seeking to consume the living.

What is it about zombies that makes them such compelling horror figures? They feel no pain. They have an insatiable hunger for living tissue (and yet won't eat each other). Anyone they bite becomes another member of the undead army. And no matter how many you destroy (bullet, blunt object, or blade to the brain), there always seem to be more of them.

As you can see, zombies have a special place in my heart even though they'd eat it like a valentine if they were given the opportunity. So when I heard about the *Night of the Living Dead: Reanimated* (NOTLD:R) project which brought together nearly 150 artists and animators from around the world to revisit scenes from the classic film in their own particular mediums, I knew I had to check it out. NOTLD:R didn't disappoint.

I knew it was going to be an eclectic mix of styles and media - but I didn't know just how eclectic. These artists used everything from rotoscope and abstract shapes, to sock puppets and stop-motion animation, to cartoons and video games to show their visions of these scenes. And through it all, I found myself fascinated by the sheer variety, skill, and talent of all of these people from around the world.

Which one is a FEMALE?

Left

Right

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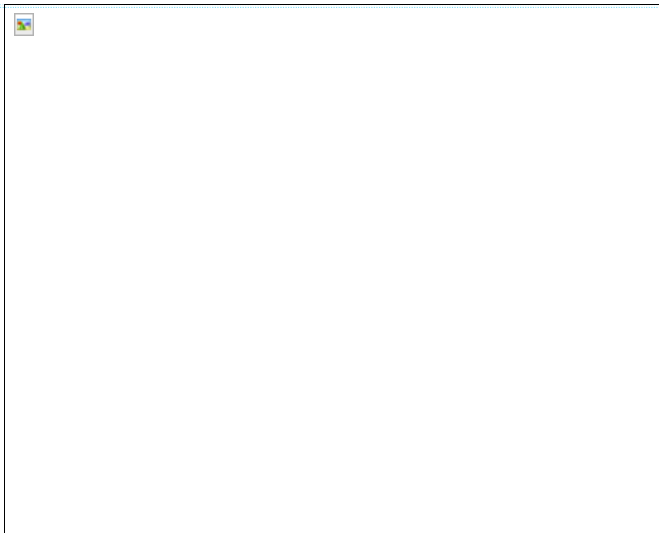
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My only complaint (a very minor one) is that I didn't have a second monitor handy to play the original beside the animated version. But I will be fixing that issue by downloading the movie and watching it on my laptop at the same time I'm watching the animated version on my television. In many places it's easy to see the influences of the original - the shapes, backgrounds, and so on showed themselves in the art. But in others, as with the abstract shapes scribbled in that appear as zombies, it's less easy to see the old in the new. That's not a bad thing honestly - making something new out of something old - so it's just a very minor nit.

Beyond the movie itself, there are an insane number of extra features. The commentary alone is worth listening to. Jonathan Maberry, one of my favorite zombie fiction authors of recent years, joins Mike Schneider (project producer), journalist Pierre Gutierrez, and Wild Eye's Rob Hauschild to provide some context for the project. Listening to these folks discuss how the movie came to be over the course of 18 months from inception and request for submissions to the final product is simply incredible. "Reanimated" refers to the fact that the movie initially had life, but it's now being animated again in a different manner.

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Article Author: [Fitz](#)

Brian Fitzpatrick (aka "Fitz") is a software engineer and writer living in Colorado Springs, Colorado, with his wife, two daughters, two dogs, and two cats -- trying desperately to survive the chaos!

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Release date: 2010-08-24

Running time: 101 minutes

Publisher: Wild Eye Releasing

NIGHT OF THE LIVING DEAD:REANIMATED - DVD Movie



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George A. Romero's Survival of the Dead (Two-Disc Ultimate Undead Edition)
Release date: 2010-08-24
Running time: 90 minutes
Publisher: Magnolia Home Entertainment



Running time: 96 minutes
Publisher: Good Times Video
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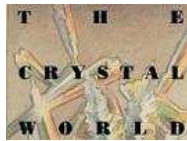
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