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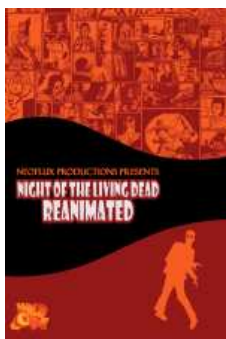


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## Fangtastic Reviews: Night Of The Living Dead: Reanimated (2010)

- Posted by [spindrift68](#) on October 10, 2010 at 7:10pm
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In my book, George A. Romero's "Night Of The Living Dead" is the greatest horror film of all time. No other film has captured the isolation, the tension, the atmosphere, the realism, the paranoia or the terror that a small group of independent filmmakers created with such a low budget back in the day, and nothing else has ever come close to topping it. I know every line, every expression, every movement, every sound effect and every singular frame within its 96 minute running time, and have seen it (literally) *hundreds* of times, in many incarnations. Mike Schneider's reinterpretation of the magnificent zombie opus, titled "Reanimated" (a very clever title), uses your familiarity of the original classic and allows you to experience it in a whole new way. It's an extraordinary looking accomplishment in experimental filmmaking, and is certainly something to be recommended, even with all of it's shortcomings.

Through the painful efforts of dozens of online artists (some seeming more professional than others), it recreates every literal scene through various styles of animation, with the original 1968 audio track overlapping them. I'm sure it must've been hard for the compiler to include every submitted piece of material into one flowing piece, and be to honest, some of it shows. Many shots from the film are split into three or four different styles, making some of the art difficult to see as they're only on screen for three or four frames each, in an effort to showcase the work of several different artists with the constraints of one single shot, usually lasting for no more than one to two seconds at most.

The point here wasn't to "improve" on Romero's classic. It was merely created to show the admiration and loving support that so many fans have for this groundbreaking horror masterpiece. Due to the fact that so many were involved, I can't specifically praise or criticize any one person for their work. All I can say is that some of the animation worked great for me, while some of it seemed less than what you'd call impressive. There's many forms of style applied here, from stop motion (using the action figures that were recently released through NECA), painful rotoscoping, 2d animation, 3d animation, paintings, caricatures, legos, moving sock puppets and even some good old fashioned claymation. The biggest weak point lies when they use integration of actual stock footage from the film, filtered with varied sorts of computerized effects, to fill in gaps where animation probably wasn't completed. It just feels lazy and unsatisfying to watch, in the midst of such creative work surrounding it.

"Night Of The Living Dead: Reanimated" is an interesting idea that goes on just a *little* too long. Again, I credit all the people involved for their enormous ambition and effort they brought to this project, and what they created is certainly a unique experience. As a collaboratory effort, it's truly something amazing to behold. But the novelty effect begins to wear off about the forty-five minute mark though, as the entire middle section of Romero's film is nothing but dialogue, and in a reinvention based solely on creative visuals, it tends to drag as there's only so much visually you can do with scenes of people talking. More or less, it's a loving tribute to one of the best films of all time, and it should be applauded for the dedication involved to complete it.

**GRADE: B-**

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Comment by [querin melsen](#) on October 11, 2010 at 12:18am

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