



Pity poor *Night of the Living Dead*. Out of copyright for years, the film that ushered in a whole generation of zombie films has had to suffer indignity after indignity, from cheapo public domain DVD transfers to an audio butchering by the ex-Mystery Science Theater 3000 guys who do the Rifftrax audio goofing (actually, [that one's pretty funny](#)). Now comes *Night of the Living Dead: Reanimated*, a jam of what seems like hundreds of artists, [creating new visuals](#) (all in black-and-white, just like the original film) to go with the soundtrack of the movie.

It's an inspired idea — let a bunch of cartoonists and filmmakers go nuts with the storyline and see what they come up with. But as a viewing experience, it's — predictably — a mixed bag. One of the DVD's saving graces is how it quickly transitions from artist to artist. No one visual approach lasts too long. Some run only seconds before the next guy gets his shot. Some bits are animated, some are still drawings, some are even puppets!

There are some very cool visuals; the computer animated sequences serve the material well, and some of the drawings we see are truly artful and original. Some folks contribute rough, punk-inspired art. Some of the art is pretty bad. But then you'll get a stretch of what looks like Rotoscoping (the old process of painting over live action, championed by Ralph Bakshi in films like *Wizards* and the original animated *Lord of the Rings*). It's a double-edged sword; the good stuff you want to see more of lasts as long as the bad stuff you want to end.

It's really all over the map, and ultimately, kind of pointless. It's an interesting experiment, and might be good to put on as background viewing at a Halloween party with some of your artsy friends. But as a “let's sit down and watch a movie” DVD, its shtick gets old fast.