

**MAIN/NEWS**

Archives

**DVD REVIEWS**

Horror  
 Anime  
 Animation  
 Asian Cinema  
 Disney  
 Movies  
 Television  
 Special Interest  
 Easter Eggs

**BluRay****UMD****GAME REVIEWS**

Playstation 2  
 Playstation 3  
 PSP  
 GameCube  
 Nintendo Wii  
 Nintendo DS  
 Gameboy Advance  
 Xbox  
 Xbox 360  
 iPod  
 PC  
 Codes / FAQs

**MUSIC REVIEWS**

Anime OSTs  
 Game OSTs  
 Movie OSTs  
 Misc Music

**MANGA**

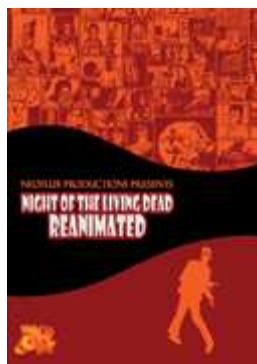
By Author  
 By Title

**MISCELLANEOUS**

Books  
 Gadgets  
 Statues / Figurines  
 Interviews

**CONTACT / MEDIA**

Advertising  
 Contact Info



## Night of the Living Dead: Re-Animated

2010 (1968)

[MVD Visual](#)[Official Website](#)

Buy It Now

[PriceGrabber.com](#)

The Best Place to Buy Your Stuff

It's been re-made by the famous Tom Savini, re-imagined in a 3D version led by Sid Haig, and now recently *Night of the Living Dead* gets simply put reanimated. On paper this sounded like a very promising idea that would be a new way to see this zombie classic laid out. However this deteriorates about as quickly as rotting zombie flesh on a hot summer day once this film begins. The problem right off the bat is you have about 150 artists from around the world actually contributing to this, which in my opinion seems like 150 directors trying to direct one film. My assumption is correct as it appears each of these artists submits a small segment they made for the film which is pretty much strung together scene by scene. This grim reality results in one giant mess that could have been easily enjoyable had they followed a simple formula like *Animatrix* or *Batman: Gotham Knight* in which a smaller group of artists did full stories based on the subject. In other words it would have been more effective having just a small handful of "quality" artists doing segments of the film as oppose to the blitzkrieg of images you get which end up looking like some lame slide show on crack.

Granted this is an interesting concept and there are some of the segments that are artistically fantastic as far as the artwork goes but is dragged down by some of the more talent less art that manages to be included in this collection such as stick figure drawings and Barbie Dolls and Furbys prancing around in stop motion. Many artistic mediums are explored on this project as you can see the talents of 150 artists giving their interpretations of George A. Romero's classic. One of the more interesting portions comes in the form of some bad CGI which looked similar to a really bad nineties PC game, that particular one was also entertaining due to the amount of glitches.

The story of course remains intact along with the same actor dialogue and sounds. It's fairly simple as Barbra (Judith O'Dea) and Johnny (Russel Streiner) go to visit their Father's grave but get more than they bargained for as they encounter a zombie (Bill Hinzman), Barbra ends up escaping to a farmhouse where she runs into a small group of survivors which the rest of the story turns into the classic tale of survival. The story and script of the film is so strong that it can hold its own in current day and also handle being completely abstracted by the bombardment of different animations coming at you constantly. I have fairly bad ADD and even I can't keep up with the constant changes that occur for this film's duration. Due to this I just find this film fairly unwatchable and even just as something to use for projection at a night club it also fails miserably due to some of the silly scribbles that are also put in with some of the good art, it's literally about as much of an eyesore as seeing a

five-year olds stick figure in a museum showing with incredible paintings that is seriously how much of a detractor some of the art pieces are.

I will say one of the films highlights is the special introduction by Count Gore De Vol, who is a Horror television host and has been presenting his haunting presence for close to 35 years now, a nice touch to this lacking film. In fact in the special features section there is even a preview for a documentary on his legacy. Along with that you get a few extended animation sequences, a few making of videos that show some of the stop motion and computer animated sequences happened. There is actually quite a bit of extra content housed here which is good. One of the best supplements is for any of the art you did enjoy they actually take the trouble of doing a slideshow with the artists information which takes about eight minutes to cycle through.

I can't really recommend this video due to the bad taste it left in my mouth but if you are looking for some good zombie art in general then I recommend this simply for the fact you will find some great talent here and the links to find even more of their work. Collection worthy is something this film is not.

-Derek-

Directed by:  
Mike Schneider

Written by:  
George A. Romero  
John A. Russo

Cast:  
Duane Jones  
Judith O'Dea  
Karl Hardman  
Marilyn Eastman  
Keith Wayne  
Judith Ridley

DVD Features:  
Audio: English Dolby Digital 5.1  
English & Spanish Subtitles  
Commentary w/George A. Romero, Karl Hardman, Marilyn Eastman & John A. Russo  
Commentary w/Russell W. Streiner, Vince Surinski, Judith O'Dea, Bill Hinzman, Kyra Schon & Keith Wayne  
One for the Fire: The Legacy of Night of the Living Dead  
Speak of the Dead: A Conversation with George A. Romero  
Ben Speaks: The Last Interview with Duane Jones  
Original Theatrical Trailer  
Still Gallery  
Original Screenplay (DVD-ROM)

© 2002-2010 [Underland Online Reviews](#), All Rights Reserved | [Underland Online™](#) is a trademark of Underland Inc.  
All movie titles, pictures, character names & etc. are registered trademarks and/or copyrights of their respective holders.  
All material used within the boundaries of the Fair Use Law.