HOME NEWS REVIEWS INTERVIEWS DVD LISTS BLOGS FORUMS EDITORIAL CONTESTS STORIES HORROR FETALFILMS CHAT COMMUNITY

10.21.10

THE CHUD SHOW: RIFFTRAX EDITION Published Today By Renn Brown

ONE THOUSAND M. NIGHT

Published Today By Steve Murphy

RAIMI ISSUES TRIFFIDS MANDATE

Published Today By Steve Murphy

RAINN WILSON IS THE GREATEST SUPERHERO EVER Published Today By Alex Riviello

MAGNET ALSO CATCHES A BLACK DEATH Published Today

By Alex Riviello

THE WARRIOR'S WAY-IGNORE DANGER Published Today By Alex Riviello

MCP: TWO NEW RED DEAD REDEMPTION UNDEAD NIGHTMARE TRAILERS Published Today By Alex Riviello

BANKSY'S EXIT THROUGH THE GIFT SHOP COMES TO DVD Published Today By Alex Riviello

BELOW THE LINE: JACKASS 3D Published Today

By Iain S.

WHAT I'M THANKFUL FOR 10.20.10 Published Yesterday By Elisabeth Rappe

CARS 2 PROMISES TO BE NOTHING LIKE CARS 1 Published Yesterday

By Andre Dellamorte

Home News MOVIE OF THE DAY MOVIE OF THE DAY: AAAH! ZOMBIES!!

Home News MOVIE OF THE DAY: AAAH! ZOMBIES!!

MOVIE OF THE DAY: AAAH! ZOMBIES!!

By Joshua Miller | Published Yesterday | MOVIE OF THE DAY



The <u>Film</u>: *Aaah! Zombies!!* (2010)

What is a zombie movie like from the zombies' perspective? Four friends - Mike (Matthew Davis), Vanessa (Julianna Robinson), Tim (Michael Grant Terry), Cindy (Betsy Beutler) – accidentally become zombinated when they eat some soft-serve ice cream that's been contaminated by a failed military experiment. After they cross paths with an irate, and also zombinated, soldier (Colby French), who informs them of the military experiment, the group falsely believes that the rest of the world has become infected, not them.

Is It Good: Zombies have been played out for so long now that even zombie parodies are played out. That <code>Aaah! Zombies!!</code> manages to pull off a novel twist to the subgenre is no small feat at this point. The basic gimmick of the film is that our hero zombies see themselves and each other as looking perfectly normal, while they see the rest of humanity as moving is fast-motion (we're dealing with slow moving Romero zombies here), making it impossible to communicate with them. It's an amusing idea, not to mention a clever way for an extremely low budget film to circumvent needing to do zombie make-up every day. The portions of the film from the zombies' perspective are shot in color, and when we cut to the human perspective we shift to black'n'white, where our heroes are now seen as lumbering and disgusting creatures. While this shtick wears thin at times, for the most part the movie manages to have a lot of fun with it.







Follow Us

Now Talking