Written by Tony Timpone
Monday, 16 August 2010 16:42

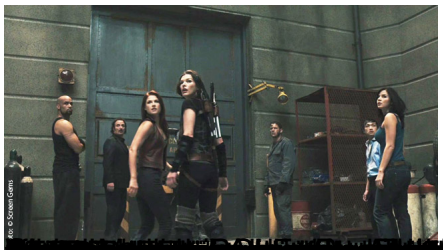
Last December, the producers of RESIDENT EVIL: AFTERLIFE granted FANGORIA exclusive access to the Toronto set of the fourth chapter in their action/horror franchise, derived from the best-selling Capcom video games. For 10 weeks, right up to AFTERLIFE’s September 10 release by Screen Gems, Fangoria.com will be presenting a series of one-on-one interviews with the movie’s cast and crew. For more on the movie, go here and search back for previous interviews.

Today we talk with AFTERLIFE writer/director/producer Paul W.S. Anderson, back in the RESIDENT EVIL director’s chair after launching the franchise in 2002, then writing and producing the two live-action sequels (Alexander Witt and Russell Mulcahy, respectively, directed those follow-ups). The amiable, boyish and tall Brit also helmed such films of the dark fantastique as EVENT HORIZON, ALIEN VS. PREDATOR, SOLDIER, MORTAL KOMBAT and the DEATH RACE remake.

FANGORIA: We might as well start with the basics. What is the plot of RESIDENT EVIL: AFTERLIFE?

PAUL W.S. ANDERSON: Well, it picks up after the end of the last movie, where Alice [Milla Jovovich] threatens that she’s coming for Wesker, and she’s going to bring a few friends in the form of clones. The beginning of this film is the payoff of that where she actually confronts Wesker [Shawn Roberts] in Tokyo, and bloodshed ensues. Then we follow the original Alice from Japan to Alaska, where she’s hunting for Claire Redfield [Ali Larter]. When she gets to Alaska, it’s not everything she thought it was gonna be. She finds Claire, but doesn’t find the others, and then they continue their journey down an abandoned Western seaboard of America. So you have some pretty epic imagery of an abandoned, desolate North America. The progression is a couple of years after the last movie; the undead have taken root and there is very little humanity left.

Written by Tony Timpone
Monday, 16 August 2010 16:42



[redacted]