

On the Set of *Silent Hill: Revelation*

FROM THE DISTANT ROAD LEADING to the set of the upcoming major-studio film *Silent Hill: Revelation*, the surrounding barren trees — which are overlit by heavy studio lights — provide a disturbing juxtaposition against the spectacle of bright carnival lights and amusements within. It's not until producer Samuel Hadida leads me past a torched school bus and a few oversized effigies to Robbie the Rabbit (from *Silent Hill 3*) that it finally sinks in; the set may be dressed like an amusement park, but it's still in the town players have learned to fear.

Watching actors Kit Harington and Adelaide Clemens run through the demented carnival from behind the camera (in 3D) during our set visit, it's hard not to notice the game-inspired cinematography. "We try and reproduce the same type of atmosphere [as the game], and film can already convey that the heroine has fear. Then the camera can go over her shoulder [like the game] and it becomes your point of view, and from there we immerse you in the *Silent Hill* atmosphere," Hadida explains while assuring me that, like the last film, his team is doing everything they can to properly translate the source material.

Videogame lovers have been burned before, though. Hollywood has too often butchered great game franchises on the silver screen. Fans have a right to be skeptical of any film adaptation, even if it's an earned sequel. Hadida talks to us like he understands what made *Silent Hill* a great game, but all the rhetoric will mean nothing if the team can't capture the ambience of horror that made *Silent Hill* special in the first place: "*Silent Hill* is really an experience because it creates inner [ter-

Adelaide Clemens as Heather Mason in *Revelation*.



ror]. You live what it's like to be in *Silent Hill* and you have fear because of the monsters and darkness, but it's a psychological horror. You're out there yourself and [you're afraid] because everything is in your head."

Still, there's a lot of hope that this is in good hands. First assistant director Jeff Authors shouts "Rolling!" while sporting a PlayStation jacket; meanwhile the craft service crew work beyond a door plastered with a large Master Chief sticker. Catching glimpses of familiar T-shirts and a few idle handhelds leaves the impression that these aren't just random movie folk working on a branded property; like us, they're fans too. — Justin Amirkhani