X−men Origins Wolverine Demo

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It’s like Conan, but then in Drake’s Fortune’s jungle, with the swords attached to his fists. I don’t understand these kind of games. Am I supposed to find it cool or funny when the enemies get whacked with a maximum amount of gore? I can understand some artistic violence aspect − as in Tarantino movies − but the interaction doesn’t add anything. It’s all canned action anyway, but watching the Wolverine kind of violence in a non−interactive movie might make you wonder if you’re not just a sick pervert instead of a gamer. And I don’t see the need to visualize everything. A written description of violence can be way more intense then an animation, that at some points has to go into bullet−time to show all the details. A textual description is the ultimate bullet−time. Ulysses is June 16, 1904 in bullet−time. More pixels and more rectangles won’t get you there. Why bother to render a helicopter and somebody’s head shoved into the rotor when anyone can just imagine what happens based on just a few words?

But it might also have something to do with the fact that I associate X−men mostly with a jetstreamed transatlantic in−flight movie which failed to be interesting enough to skip a night of two hours of sleep.

by Roland van Ipenburg
http://www.xs4all.nl/~ipenburg/blog/posts/play/2009/05/10/x−men−origins−wolverine−demo/