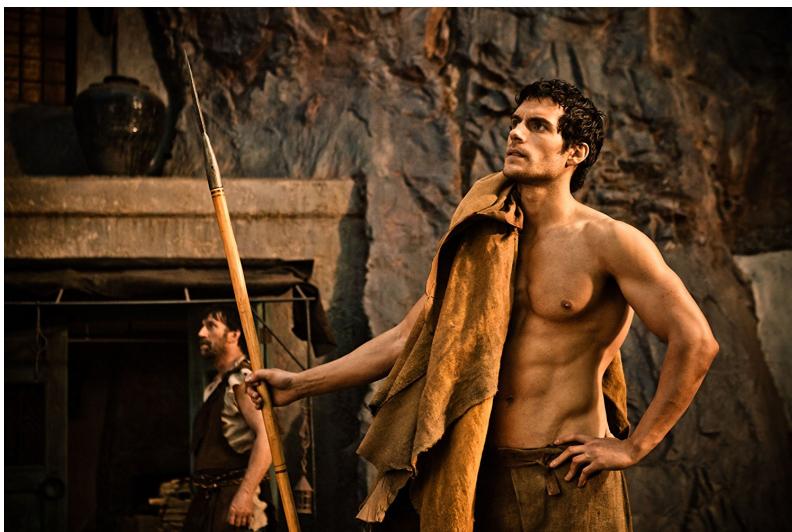
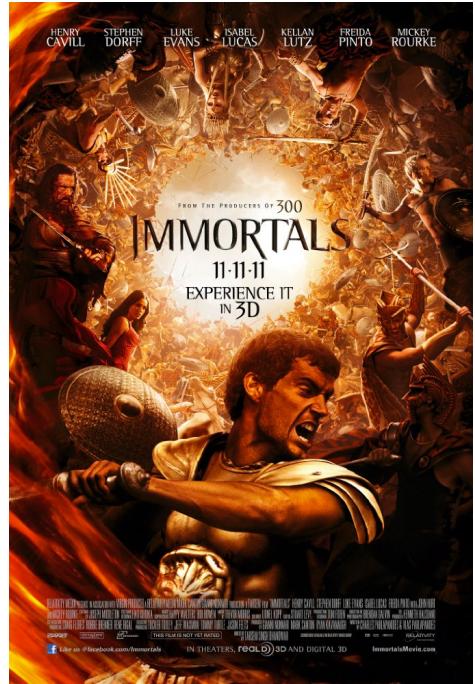


Immortals (2011) Movie Review

The clanging of huge swords fills the screen and the repetitive cycle of stabbing and gore keeps repeating until one becomes imperceptibly numb to such a horrid bloodbath. The director, Tarsem Singh, guides us through this one-dimensional and arguably the dullest cinematic experience. Filled with anti-climactic scenes, cliché plot, and over-dramatic CGI effects, one begins to wonder did I really just spend over 30 dollars to watch this film? Did the writers just make up new mythology? Did the writers actually get paid for this botched script? Yes, sadly the answer is yes. Singh's film goes on for around 110 minutes with each one more disappointing than the next and only ended with me screaming at the screen just as Theseus is in the movie poster to forget this mindless experience. The number of CGIs used in this one film makes one believe that all of Greece only consists of unreasonably narrow cliffs, which is obviously not the case. *Immortals* offers nothing new and just becomes another typical over-budgeted Hollywood pageant. Despite such mythological inaccuracies, mind-numbing gore, and excessive fighting, if one looks through all of the rubble to find that glimmering ray of light for this movie, he or she will learn that there is absolutely almost no redeeming quality to this film. They will only be greeted by an empty space, devoid of substance, hauntingly staring back at with ice-cold daggers.



of an old man, Zeus, played by Luke Evans, who is preparing Theseus for his hero arch. As Hyperion, Mickey Rourke is razing Greece in search of the Epirus bow. Just like any other hero, Theseus experiences the classic hero struggle, the traumatic loss of his mother, to set him on his journey of reclaiming the Epirus Bow and to defeat Hyperion. The movie uses a worn-out trope of an omnipotent voice narrating the beginning of time to explain how the Titans and gods had engaged in a long war, which resulted in the gods winning and the Titans being trapped in a box in the mountains. Then the film goes on to talk about how Hyperion is leading this massive army of men on quest for the bow to kill the gods, but according to Greek lore, Hyperion is a titan so

The one thing that was not lacking in this film was the star-studded cast with household names, such as Henry Cavill, Mickey Rourke, and Luke Evans. The film does not fail to hire stunningly beautiful people that makes average person just feel that much more self-conscious, which I definitely did. In the film, the gorgeous eight-pack Henry Cavill plays the role of Theseus, the undesirable born out of wedlock and the classic underdog hero. Theseus grows under the guidance

how did he escape that box? The most jarring and scarring element of this film is the fact that Hyperion is searching for the Epirus bow. What is the Epirus bow? Is that found in Greek mythology? Did the writers just make up a new “divine” weapon for the sake of the movie? Could this film totally disregard Greek mythology even more?

One of the biggest grievances with Singh’s film was with the two-dimensional characters found in this film. If I had stared at white wall all day, I would still be able to see more emotions than those found in this film. But most of this lack of character development stems from two reasons, either the actor has questionable acting ability or the lack of substance found in the script. Henry Cavill fills the screen with his masculine aura and often goes shirtless every ten minutes, inundating us in the head that he is the manly hero. But then again, it could also just be more eye candy for the hordes of young female girls that grovel over his very essence. Cavill is gorgeous, but in *Immortals*, all I could think about throughout the film was how Cavill could only pull off two emotions, stoic hero, and the screaming soldier. Cavill could be a phenomenal actor; however, in this film, I just saw another D-list actor that serves nothing more than visual pleasure for the audience. Theseus gut-wrenchingly loses watches his own mother’s death with Hyperion graphically slitting her throat, nevertheless, he begins to monotonously scream. Cavill’s character had the most screen time, yet he could not evoke anything from audience other than a feeling of dread that one had permanently lost 110 minutes of their life and just stare at Cavill,

which some might not have any problems with at all. An example of characters lacking substance because of the script can be seen in Hyperion, portrayed by the Oscar-nominated Mickey Rourke. Throughout the film, the audience is introduced to Hyperion multiple times, but whenever we see him the only interesting aspect is his deep raspy smoker voice that sounds as if Rourke had been smoking at least five packs a day achieve such a feat. Each time we just know that somehow Hyperion has this deep-rooted hatred that will burn all in its path to reach his goal; yet, why? Why is he on such a rampage? Because he wants to rule? Rourke has been shown to have immense potential even being nominated for an Oscar, one of the highest honors in the acting world, but all of his talent is dissipated with his character Hyperion. With a 75-million-dollar budget, one could expect a better script that elaborates more to make this villain something more than just being such two-dimensional character that likes to wear a weird insect-like helmet, but even with this A-list actor, this film cannot be saved.

Beyond these horrible characters, Singh also “delightfully” uses CGI effects and gaudy costuming to kill the remaining few brain cells I did have before I watched this monstrosity. The number of CGI effects used in this film explains where the film’s budget went toward and why the directors could not hire amateur writers to create even a mediocre script. Every other scene in the film never fails to include a cliff and part of the ocean in every single scene. Even in the never-ending fight scenes, the CGI effects are present in 99.99% of this film, yet, they fail to enhance this film in any minute way. The graphics just makes the audience viciously and



painfully aware that they are not transported to Greece, instead, they are sitting in their living room with the overwhelming need to rethink all of their life decisions such as watching this film.



for a realistic wave. With all the fighting and CGI effects the audience is only left with a painful migraine from all the unbearable yelling and over-stimulating scenes. Singh demonstrates a lack of control, showing that he cannot reach a balance between being ostentatiously overboard and being underwhelming.

This lack of restraint also translated into the costuming of these characters. The prime example would be the gods. The gods are supposed to be this powerful and divine icons that can cause natural disasters and wreak havoc on humanity in a single moment if so desired. In the film, Singh decorates them by covering each one in golden armor to portray the usual themes of royalty, power, and grandeur. Those ideas are delineated somewhat properly until the audience looks at those gigantic weird fetish helmets that each god is sporting. For example, we can see the god of war Ares sporting a classic peacock spiked helmet in battle, yet there is no feeling of awe but just confusion. Maybe Singh was trying to promote this idea of gods' otherworldly nature and that idea just got lost in translation. Yet, his lack of control in how gaudy and abhorrent this costuming is detracting from the overall story, making this story seem more like a strange children's story than the Hollywood block-buster it intended to be. Just as how the characters are lacking the how the CGI lacking the how the CGI change the focal point away from the story, the costuming also plays a major role in minimizing the director's effort to evoke any of these feelings of divine nature of the gods. Just as how Ares is screaming in the picture, I am screaming at the wasted potential of this film.

In past many Greek poets would tell epic stories by oral tradition and add their very own nuances. Singh manages to pull that element by adding multiple new and foreign elements into the this vastly different story of Theseus. Despite creating such a juxtaposition with his new elements and classical Greek mythological lore, Singh does continue this oral tradition of adding his own nuances through a visual medium, which is by all means is laudable. The most troubling issue is that even with a 75-million-dollar budget, the movie is egregiously lacking in character development, the plot, and balanced CGI effects. *Immortals* is a film that had so much potential to be something new and executed brilliantly, but it only became a film that was somewhat

Singh could have made the graphics a little less and that way it would help bring focus to the actors, but instead, the graphics manage to somehow detracts from the two-dimensional characters. The best example of this was in the scene in which Poseidon comes to the aid of Theseus and causes a massive tidal wave that washes away Hyperion's men. The amount of graphics they put in becomes so obnoxious that the audience can only laugh at how this passed



nuanced and lacking in every other aspect, creating a beaten-up and overly done trope of the Hollywood block-buster.