First set report/interview: Argento on "DRACULA 3D"

Written by Roberto E. D'Onofrio Wednesday, 03 August 2011 11:02



The box-office disappointment of MOTHER OF TEARS, which prevented him from securing a theatrical release in Italy for his subsequent GIALLO, couldn't keep 70-year-old Italian master of horror Dario Argento away from the cameras. The love for cinema and the horror genre is so deeply rooted within the filmmaker's heart that for his latest movie, he dared to tackle the icon created by Bram Stoker with DRACULA 3D, updating the classic tale with the best dimensional technology.

"I have always been fascinated by this filmmaking system; therefore, when I was submitted the script, I immediately took the opportunity," Argento explains to Fango during our visit to the Castle of Montalto Dora, near Turin, where most of the movie is being shot. "We previously tried RED and Silicon Image 2K cameras, but the Lexa and Sony F3 are amazing. This is the first time the new Lexa cameras are being used for a 3D picture. This technology is certainly more complex, difficult and time-consuming than standard 2D filmmaking, but I have an amazing Italian team helping me out with it, supervised by Jean Antoine Delille."

Cinematographer Luciano Tovoli, returning from Argento's SUSPIRIA and TENEBRAE, is the director of photography, while devoted Sergio Stivaletti is once again creating the makeup FX. "This time we are going to use more visual effects than in my previous movies," Argento notes, "as the 3D allows me to experiment a lot with digital effects. Sergio will help with the opening and closing of the scenes, while John Attard will be responsible for the CGI."

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