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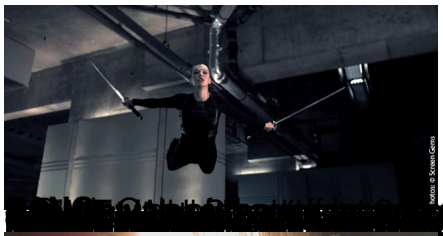
Last December, the producers of RESIDENT EVIL: AFTERLIFE granted FANGORIA exclusive access to the Toronto set of the fourth chapter in their action/horror franchise, derived from the best-selling Capcom video games. For 10 weeks, right up to AFTERLIFE’s September 10 release from Screen Gems, Fangoria.com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

Written and directed by film series originator Paul W.S. Anderson, AFTERLIFE once again stars Milla Jovovich as mysterious heroine Alice, who teams with a small group of postapocalyptic survivors in a world overrun with zombies, monsters and agents of the nefarious Umbrella Corporation. For more on the movie, start tracking back through our previous articles here .

British editor Niven Howie returns to the RESIDENT EVIL universe after cutting 2007’s EXTINCTION. Following a career in music videos, the award-winning editor made his feature debut on the Mickey Rourke action flick BULLET in 1996, before earning kudos for LOCK, STOCK AND TWO SMOKING BARRELS two years later. He earned his genre chops on THE HOLE (2001), CLOSE YOUR EYES (2002), GODSEND (2004) and DAWN OF THE DEAD (2004), as well as Anderson’s DEATH RACE. Earlier this year, Howie’s credit graced the similarly titled Liam Neeson thriller AFTER.LIFE.

FANGORIA: What are the challenges of working on AFTERLIFE, compared to EXTINCTION?

NIVEN HOWIE: It’s a much bigger, bolder and more ambitious idea that we’re trying to achieve here. And having 3-D also complicates matters slightly. However, it’s looking wonderful; the sets look amazing, and everyone’s going to love all the different environments we’ve created. As far as challenges, it’s the same deal for me, really. I’m just happy editing away and doing nice bits of action, and it’s all coming together nicely.



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