

The Hobbit - not good

Sunday, 13 January 2013

My fears that this wonderful novel, short, clever, brilliant, would suffer by being extended were proven correct.

Peter Jackson's No1 motivation appears to be "aren't I clever; look what I can do?".

Instead of plot development, the key essential for every scene is - it must have something flying through the air, preferably towards the audience.

The best example of How and Why to do 3D is Hugo. Next - Life of Pi. How and Why NOT to do 3D - watch The Hobbit.

It felt like a full length feature film before Bilbo was persuaded to leave for his adventure. In the book (as I remember) a few pages.

Much as I adore Ian Holm, that was far too much.

Gollum - very annoying.

Not Preciousssss at all.

Jackson has clearly lost the plot. A shame as it was the best thing about The Hobbit story - Tolkein lost it after that too, and became obsessed by silly language and Middle Earth.