

Speaking to the infamous Quint of AICN, director Juan Carlos Fresnadillo (28 Weeks Later, Intruders) dropped quite a few interesting tidbits about a number of projects he's attached to, including the adaption of the BioShock video game and the reboot of cult-classic Highlander. Here's a rundown of what was discussed-- On BioShock: FRESNADILLO: "You know, there's a problem with the video game... well, it's not a problem. The thing is, Bioshock is super complicated, it is a very high budget movie. Obviously, the studio doesn't want to make a big budget movie with an R (rating). And it has to be an R. So, that's the problem, I think, that the video game and the studio are trying to make an agreement about [that]." On whether he'd still be involved if the studio (Universal Pictures) and video game company (Take Two) ever come to terms: FRESNADILLO: " I don't know, to be

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