

John Carter is boring. Admittedly that's a statement you don't often read about even the worst blockbuster, but there's just no two ways about it. With an impressive résumé which includes superb Pixar movies Finding Nemo and Wall-E, you might have been fooled into thinking that director Andrew Stanton's first live action feature would be as impressive as Brad Bird's Mission Impossible: Ghost Protocol. Nope. John Carter fails on nearly every conceivable level. However, one area where the film is near-flawless is the CG. The Tharks (the Martian residents of the planet) all look completely convincing, while the various ships and cities look equally as impressive and stunning. Unfortunately, even the visual effect aren't entirely flawless. Before he ends up on Mars (sorry, Barsoom) John Carter finds himself in the Arizona desert. Apart from a few rocky landmarks scattered throughout the environment, there's very little to distinguish the two locations. The

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