One of my favorite genres of all time has been Horror. But sadly as most people may know horror is a big hit or miss most of the time when hitting the box office. And honestly I cant blame a director for creating just a giant flop most of the time when they get their hands on a Horror flick that could have real promise. In my opinion it seems as though its one of the hardest genres to execute to the public properly. One of the scariest things I’ve bared witness to actually isn’t a movie but two video games called Silent Hill 2 and Silent Hill 3. These two games from the early 2000’s unfolded more like a movie than any video game I’ve ever played before, and the fact that it was of the horror genre I was hooked from the very first second. This was because whenever I would watch anything horror as I was growing up I would close my eyes and even cover my ears to get through it with my parents but I would have to take a few peeks every now and then because the protagonist is the most key component of any horror flick in my opinion.

So as I was saying, I was so hooked on the Silent hill video games because they focused on the psychological aspect of horror, that I realized after playing these games is the most important factor for a horror movie if its trying to scare me. Jump scares in the middle of a ominous looking church or attic are an almost a guaranteed “scare”, while they may make you jump in a slight bit of excitement they are not truly scary they’re just cheap shots at the audience to me. What I was saying about the protagonist being key earlier I truly meant it, in a horror movie you have to build off what scares your protagonist more than what scares your audience; then literally take those fears and show the audience why your protagonist is scared of whatever those fears are. The Silent Hill video games did this so well I cant even put it in to words how much I was terrified of them; from the aspects I just listed to the music, antagonists, and the atmosphere of the fog covered town the game is set in.

I’m talking about the games in so much detail because when the games were brought to the big-screen it was a total let down. One big-screen release attempt in 2006 shows an “okay” representation of the first game which had a few scare tactics, decent character development, and a somewhat drab yet confusing plot; which led to a sequel that had none of those positive aspects and turning out to be a complete flop. Maybe the game just didn’t transition well to the screen because you cant capture everything a video game has to offer in a live-action film but I feel as though if the producers would’ve focused more on the plot and character depth instead of trying to make a straight down to earth horror, slasher, gore fest then the movies would’ve been just as great the as the games. In all honesty the games weren’t even straight horror they’re only scary because the developers used psychological Thriller aspects and coupled them together with a deep dark Horror tone, and added a huge sense of Mystery to the characters and story that made it so enjoyable. Making something like that is extremely difficult and would take a lot of time and patience to make presentable in my opinion I don’t think I could ever attempt to mash that many genres together to make a psychological horror masterpiece much like Keiichiro Toyama.