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The fact that the locations are so trivial in particular when compared to other films of the same genre. This A egree of tension, of course, but only so much in terms of a sense of consequence, that A is not helped by a sense of aimlessness for a narrative that has only so much momentum to its progression, in spite of being presumably a style of concept of adventure. Well, to be sure, Sarah Bolger Ã" hit-o-miss in her conventional portrayal of the older and teenage sister character type¹, but almost everyone else keeps consistent in their effectiveness, with Nick Nolte effective as an antagonist and Seth Rogen and Martin Short being delightfully charming as eccentric creatures, while Freddie Highmore exceptionally convinces the twin brothers, one of whom A a nervous pacifist, with the other, our protagonist, being effective as an imperfect hero, but appropriate and worthy. While it's not as good as other films in the same genre, this film still offers a sound and inoffensive experience. That's all. But it's really my only big complaint when I found the film, its rhythm and its acting pretty solid. There's a scene in which a Griffin takes children to this place that A pick a scene in which the author of the guide in the field A has been kept for over 80 years. Perhaps the idea A" that with the driving destroyed, then they could do whatever they wanted whenever they wanted, without having to worry that the barriers are placed around the houses in order to overcome them. A what A" and I'm sure the film A" somehow true to the book, but the movie locations don't really do much to inspire a sense of wonder usually related to these types of films. When the book "A" a run at the mill, but still with a fun factor that A" supported by the concept of intrigue history, exceptional visual effects, charismatic performances and eye-catching direction that make "The Spiderwick Chronicles" a fun piece of fantasy is so dark, but it's decent, even with its problems. It's not as derogatory as it could be come through, since I ended up thinking this was a small solid movie. Freddy Highmore A" is a really good actor, so he does a good job in bringing this film. This A" what I meant it was more lukewarm. Chronicles of Narnia, Harry Potter or Percy Jackson. As if it is never clear why the ogre wants to destroy the camp boy or why it was so important. This movie is nothing like that. But it's just a scene and it doesn't last that long. 2.5/5 - Just something else that has to do with "The Chronicles of Narnia". What I mean by this A" the fact that in many of these films, you end up being taken on this epic adventure into a fantastic and distant land that A" unlike anything you can see on earth. The film does not really have many problems, but it has a lot of limitations within a concept of history that A" plaqued by familiaritA and subtle drawn characters and conflicts, and whose directional interpretation may have a little too heart for your own good. Of course, the style was limited, but A is still very present, offering a lot of eye candy that is part of the sale of a narrative that is not merely complimented, but brought by a charismatic cast. That said, at that level, this A" a rather fun piece of fluff that may not have too much to keep you under control, but certainly has to entertain, particularly at technical level. Everything else was solid. Now, as I said, that has really reduced the final product as disappointing is the natural deficiencies that limit meat, further watered by the formula, even within mythology, which is still incredibly well collected behind a small adventure fiction, if Minimalist, whose color is brought to life in the direction of Mark Waters. Waters' plays at work and on the style that support a lively rhythm, which in turn supports an entertainment value, perhaps a lot, until it reaches the moments when Waters corresponds to the ambition with the inspiration found through slowdowns that truly absorb a sense of tension and resonance to flavor the value of involvement. The film is quite well managed to be captivating, regardless of his family, but in the end, this is still an absolutely predictable opus fantasy that is almost nothing new and, for this reason, almost nothing special. No, this is not as "Narnia", but it is a child who tries to save a magical world, and for more, it is produced by Nickelodeon, the Disney of the poor. Eh, forget everything, because this is not even spigolous enough to be the "Narnia chronicles" a little misunderstood considered his fantasy movie for young adults much less obscure, this movie on goblin and orcs is a child stuff, you know, until you find yourself in front of the most terrifying monster of all of them: Nick Nolte. The talent is really there on the screen, not necessarily it is distinguished, as you can imagine, considering here the dramatic limitations - but reflecting a certain inspiration found in the heart of the substance, whose potential for the heart is in reality enough considerable. It is also on Amazon Prime, so it's even better. No scene is too long, but, of course, it means that there is not even much room for the development of the in -depth character, that I guess it goes well in a film like this, this is more than the aspects of the story. The locations are pretty straightforward and simple and, to me, honestly, that's one of the film's strongest points is the fact that the pacing is excellent. So, yea, that was stupid. Slavery jokes aside (It's not funny... I don't fucking know, the movie does a shit job at explaining why the field guide is so damn important. It takes place in the 'real' world and the only thing fantasy about it are these mythological creatures that surround the characters who are only seen if they want to be seen or if a hobgoblin spits in your face, which gives you the ability to see them without a special stone that you can see through. The problem with the narrative is the fact that the ogre wants to destroy the field guide that Arthur Spiderwick wrote for some reason whatsoever. Nothing to write home about, of course, but it was all perfectly enjoyable. Outside of that, this film is so non-threatening that they have mythical creatures voiced by Seth Rogen and Martin Short, although they may have just gotten short because they needed someone as white as possible to play what Wikipedia describes as a "loyal house brownie". The visual effects really are something to behold, being delightfully creative and relatively seamless in their incorporation, crafting distinguished elements within a distinguished mythology, to the point of complimenting a genuine sense of wonderment. wonderment.

