



Sony Pictures Entertainment (Japan) Inc.

<Press Material>

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**CAPCOM AND SONY PICTURES ENTERTAINMENT JAPAN
ANNOUNCE *RESIDENT EVIL: DEGENERATION*
First full-length CG motion picture
based upon the **RESIDENT EVIL** video game franchise**

**Details presented at
Comic-Con International 2008 in San Diego**

CAPCOM Co., Ltd. (Osaka, Japan – Representative Director and President, Haruhiro Tsujimoto; hereinafter “CAPCOM”) and Sony Pictures Entertainment Japan Co., Ltd. (Tokyo Japan – Representative Director and President, Ken Munekata; hereinafter “SPEJ”) held a press conference at the Comic-Con International 2008 (San Diego, CA) and announced the details of “RESIDENT EVIL: Degeneration” <aka "biohazard : DEGENERATION"(Japanese Title)>, the co-produced full-length CG motion picture film to the world.

“Resident Evil: DEGENERATION” is the first full-length CG motion picture film based upon the Resident Evil video game franchise initially released in 1996. The film is directed by Makoto Kamiya (special effects director -- “Sinking of Japan”, “L Change the WorLd”), written by Shotaro Suga (“Ghost in the shell STAND ALONE COMPLEX”, “CASSHERN”), and produced by Hiroyuki Kobayashi of CAPCOM who has worked on video games such as “Resident Evil 4” and “Devil May Cry 4.” Digital Frontier (“APPLESEED”, “EX MACHINA”) has worked on the CGI production.. The film will be screened digitally at theaters from October 18th in 3 major cities in Japan <Shinjyuku Piccadilly (Tokyo), Umeda Burg 7 (Osaka), Midland Square Cinema (Nagoya)>, limited for 2 weeks..

Director: Makoto Kamiya, Special Effects Director (“Sinking of Japan”, “L Change the WorLd”)
Writer: Shotaro Suga, (“Ghost in the shell STAND ALONE COMPLEX”, “CASSHERN”)
Production: Digital Frontier (“APPLESEED”, “EX MACHINA”)
Producer: Hiroyuki Kobayashi, CAPCOM (“RESIDENT EVIL 4”, “DEVIL MAY CRY 4”)
(screened digitally, screen time approx. 98 mins.)

Leon S. Kennedy and Clair Redfield, characters appearing in “Resident Evil: DEGENERATION,” are the two main characters in the video game “Resident Evil 2.” The story is set 7 years from the Raccoon City incident, with horrifying bioterrorism threats and zombie attacks in the airport the American Midwest.

RESIDENT EVIL began as a hit international video franchise created by CAPCOM, then made its debut on the silver screen as the live-action film Resident Evil (the international film title for RESIDENT EVIL), distributed worldwide by Sony Pictures Entertainment (hereinafter “SPE”). Resident Evil is the first trilogy of live-action movies to have come from a video game franchise. CAPCOM and SPE Japanese subsidiary, SPEJ, have teamed up to give birth to a CG animated RESIDENT EVIL with groundbreaking visual effects and a brand new original story line.

Since its initial release in 1996, the RESIDENT EVIL series of games has established a “survival horror” genre. This series has shipped over 34.5 million unites worldwide, continuing to captivate its fans as a powerful content.

Not only games, but this film series “Resident Evil”, “Resident Evil 2: Apocalypse” and “Resident Evil 3: Extinction” each grossed more than 100 million US dollars at the Box Office internationally. “RESIDENT EVIL 3” as known as “RESIDENT EVIL 3”, has grossed 2.8 billion and became the biggest hit of the series, adding to the high performance and public support for this franchise.

The full CG motion picture feature “Resident Evil: DEGENERATION” is currently in final stage of the production. Please do not miss it.

resident evil DEGENERATION

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