

Fellow Resident Evil fans, are you looking for all of the Resident Evil movies? We've got your back! Here's a list of all the movies available on Netflix. How cool is that? That's it for this week's post. We'll see you soon!

```
#include #include int main() { "use strict";
```

"use strict"; A video game based on the Resident Evil franchise was developed by Capcom for the Wii console. It was developed by Dimps, a subsidiary of Capcom. After the release of "Resident Evil 4", the executives at Capcom became interested in making a movie take on this series, which had already spawned five games for various platforms. The film began production January 2008, under executive producer Barry J. Sonnenfeld, with an expected release date of October 31, 2009. Production was halted on May 13, 2008, because of script problems. Although the film was originally planned to begin production in the summer of 2007, with a revised shooting schedule of 31 July 2007 to January 2008, it did not begin production until July 2008 at Cape Town's Buffalo City Studios. Producer Don Carmody stated that he had several ideas for the movie including filming in Africa, which Sonnenfeld refused to do. On March 18, 2009, Resident Evil: Afterlife had its worldwide premiere in Japan. It was released in North America on September 10 and October 28 in Australia and New Zealand respectively. It is also the first Resident Evil film to be converted into 3D in post-production. This was the first of the "Resident Evil" films to have been filmed in 3D. A little known fact is that Olivia Thirlby is actually a Resident Evil fan and she played a huge role in getting Milla Jovovich on board to reprise her role as Alice. The first two sequels, "" and "", also set box-office records for opening weekends in Japan. In December 2013, a tenth movie titled "Resident Evil: The Final Chapter" was announced with Paul W. S. Anderson returning as writer and director, and Milla Jovovich reprising her role as Alice. "Resident Evil: The Final Chapter" was released on 27 January 2017. The first four films were produced by Constantin Film. The first film was produced for \$60 million, while the other three cost an average of \$50 million to produce. The fourth film cost \$60 million to produce, while the fifth cost an estimated \$50 million to produce. To date, all five films have been handled by Sony Pictures Releasing in North America, with Sony/Screen Gems handling home video releases of the first four films and Sony Pictures Home Entertainment handling home video releases for the fifth film and sixth movie.

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