

Minecraft Helped To Guide Shootout Movie Free Fire's Set

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Ben Wheatley, a film-maker, has revealed how he used Minecraft as a tool to build the set of his new action movie Free Fire.

Brie Larson stars with Sharlto copley, Cillian Murphy and Michael Smiley. The film is dominated in part by a complicated shootout at an abandoned factory.

Wheatley revealed that he created the factory's layout first in Minecraft during a Q&A session on the movie in Inverness.

This was used to guide the final set of physical scale models.

Wheatley, director for High-Rise and Sightseers (and his film) was in Inverness as part a tour of UK cinemas on Monday.

The Highland city was where he was as a boy in 1970s.

Free Fire also stars Armie Hammer while Martin Scorsese, a fan of Wheatley's 2011 movie Kill List, is an executive producer.

During the Eden Court Q&A session, he stated that he was working to adapt Frank Miller's Hard Boiled graphic novel.

Miller's Sin City stories have been previously made into films.

Wheatley said the adaption was still going through a writing process and could still be four years away from being finished as a film.

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