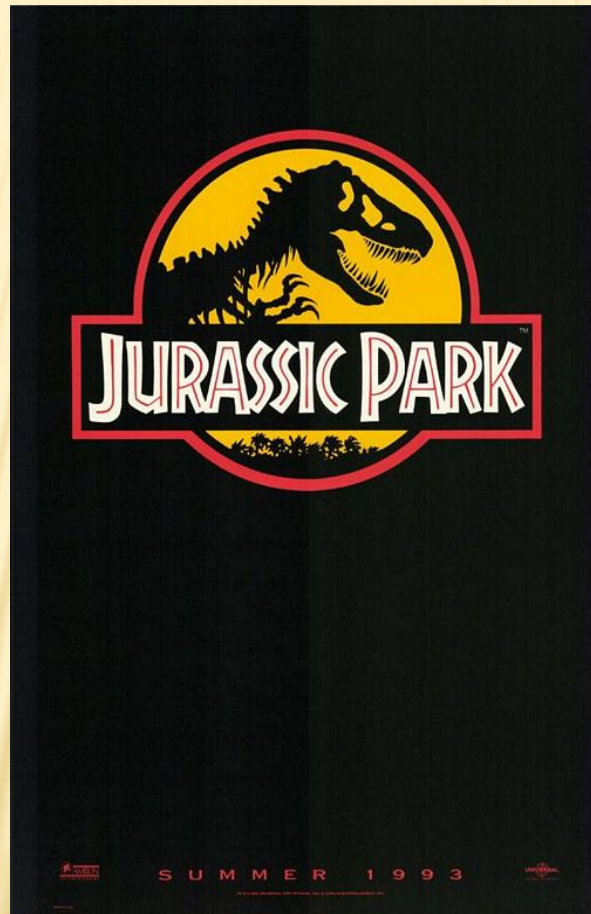
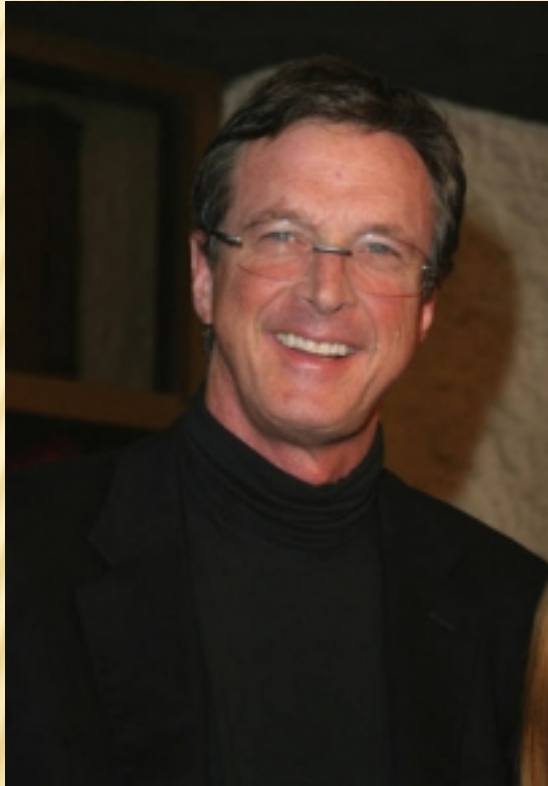


JURASSIC PARK (1993)



AUTHOR MICHAEL CRICHTON CAME UP WITH THE IDEA OF GENETICALLY RECREATING DINOSAURS IN HIS 1990 NOVEL.



DIRECTOR STEVEN SPIELBERG OPTIONED THE RIGHTS IMMEDIATELY.

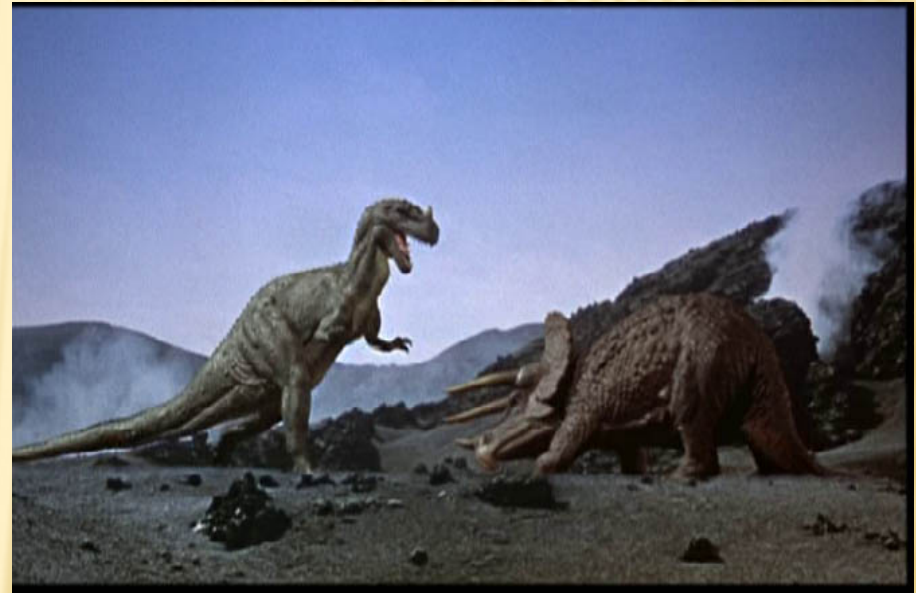


THE ORIGIN

KING KONG (1933) SERVED AS THE MODEL FOR JURASSIC PARK; INITIALLY, SPIELBERG INTENDED TO USE STOP MOTION TECHNOLOGY.



BUT 3D-ANIMATED DINOSAURS, NO MATTER HOW GOOD, STILL SEEMED “JERKY” AND FAKE.



SPECIAL EFFECTS TECHNOLOGY

THE CGI WORK IN JAMES CAMERON'S TERMINATOR 2 (1991) PUT A QUESTION IN SPIELBERG'S MIND....



COULD CGI BRING TO LIFE THE DINOSAURS IN JURASSIC PARK? (THE ANSWER, OF COURSE, WAS YES...)



**CGI (COMPUTER-GENERATED IMAGERY) SAVES
THE DAY**

WHILE CGI GOT THE PRESS, MOST OF THE DINOSAUR SCENES IN THE FILM WERE HANDLED BY FULL-SCALE ROBOTS (BUILT BY STAN WINSTON STUDIOS).



IN FACT, ONLY ABOUT 60 SHOTS IN THE ENTIRE FILM FEATURE CGI EFFECTS AT ALL.



FULL SCALE MODELS

WITH MOST OF THE BUDGET DEDICATED TO EFFECTS, SPIELBERG CAST THE FILM WITH GOOD ACTORS WHO WEREN'T BIG STARS (LOOK FOR SAMUEL L. JACKSON IN A SUPPORTING ROLE).

THE COMBINATION OF GOOD ACTING AND GREAT SPECIAL EFFECTS WORKS.



ACTORS

SIT BACK AND ENJOY THE TRIP!

