

IL FILM

(Fonte : varie pagine su Internet)

"It has taken 45 years for filmmaking technology to finally catch up with Tolkien's imagination," Jackson said. "We are fortunate down here in New Zealand to have both the computer technology and the natural landscapes to bring the unique world of Middle Earth to life. It's very exciting to be making The Lord of the Rings as a trilogy. Shooting three feature films back-to-back has never been done before, and it shows tremendous vision on the part of Bob Shaye and New Line Cinema. Not only will we create a unique cinematic event, but we will be treating Tolkien's work with the respect and integrity it deserves."

Regarding **extras**, the current numbers under scrutiny involve some 300 members of the principal cast, plus over 15,000 extras. If this turns out to be the case, The Lord of the Rings will be the largest production outside of Hollywood. These extras will, for the most part, be New Zealanders, though you can expect their tourism trade to increase when filming begins.

Regarding **height**, the complication that arises from 6'5" men, 3'5" hobbits, and 4' dwarves is going to be solved by computer-induced shrinking applied to Hobbits and other characters in the post-production phase.

MOVIES

Three movies are being filmed in New Zealand by New Zealand director Peter Jackson with his production company WingNut films and his digital special-effects company WETA. Release dates are tentatively set at Summer 2001, Winter 2001, and Summer 2002.

They are being made with the backing of the US film company New Line, which has provided a US\$130million budget. This translates into double that amount in NZ dollars, which is why they are viable to be made here on a grand scale. The other factor is that PJ's company WETA has been able to produce groundbreaking digital imaging technology that will make the massive scale and fantastic nature of some of the scenes possible for the first time.

For instance, the main actors playing dwarves and hobbits will be normal-sized actors who will be digitally shrunk in order to achieve the correct size. Gollum will be an entirely computer graphic imaging construct, and it will be possible to create awesome and convincing Nazgul figures and so on.

*The huge battle scenes will use 15,000 extras. The **New Zealand army** is being used for some of this, we've heard, though the NZ army isn't actually that big. *whoops! Revealing state secrets!*. But to bump up the numbers to look like **250.000 warriors**, a digital imaging technology called 'MASSIVE' will enhance some of the battle scenes by creating figures that recognize, respond to and fight each other, while also interacting with obstacles in the landscape. Imagine chaos theory meets Playstation. (And you thought mathematicians were nerds?)*

The set for Hobbiton is being built in the country south of Auckland, Rohan and some battles are being filmed in Central Otago (we think), Mordor will be on the volcanic plateau, central North Island, if it isn't on tiny inaccessible and poisonous White Island. Everything else is invisible due to conditions of utmost secrecy, which is why we have more speculative locations that dead certs. Rivendell? Gondor? At this stage, mid-June 1999) who knows?

CAST

ARAGORN: -VIGGO MORTENSEN

ARWEN: -LIV TYLER

BEREGOND: NICK NOLTE*

BOROMIR: SEAN BEAN

BILBO: SIR IAN HOLM

DENETHOR: DONALD
SUTHERLAND*

EOWYN: UMA THURMAN*

FARAMIR: ETHAN HAWKE*

FRODO: -ELLJAH WOOD

GALADRIEL: CATE BLANCHETT

GANDALF: -SIR IAN MCKELLEN

GIMLI: -JOHN RHYS-DAVIES

GOLLUM: -CG (ANDY SERKIS)

LEGOLAS: ORLANDO BLOOM

MERRY: -DOMINIC MONAGHAN

PIPPIN: BILLY BOYD

SAM: SEAN ASTIN

SARUMAN: CHRISTOPHER LEE

TED SANDYMAN: -BRIAN
SERGENT

THEODEN: KEVIN CONWAY

WORMTONGUE: BRAD DOURIF

CREW

STUDIO: -NEW LINE CINEMA

PRODUCTION COMPANY: -WINGNUT
FILMS

DIRECTOR: PETER JACKSON

ASSISTANT DIRECTORS: -CAROLYNNE
CUNNINGHAM, DAVE NORRIS

WRITERS: PETER JACKSON, FRAN WALSH,
STEPHEN SINCLAIR, PHILIPPA BOYENS

ART DEPARTMENT: DAN HENNAH,
GRANT MAJOR

CONCEPTUAL ARTISTS: -JOHN HOWE,
ALAN LEE

MUSIC: -WOJCIECH KILAR*

SPECIAL EFFECTS: -WETA DIGITAL

EFFECTS PRODUCER: CHARLIE
MCCLELLAN (WETA DIGITAL)

VISUAL EFFECTS SUPERVISOR: -
MARK STETSON

PHYSICAL EFFECTS: -STEVEN INGRAM

CREATURE & MINIATURE DESIGN:
RICHARD TAYLOR (WETA PHYSICAL)

COSTUME DESIGNER: -NGILA DICKSON

STUNT COORDINATOR: BRUCE BROWN

** THESE CAST AND CREW MEMBERS HAVE NOT
BEEN CONFIRMED*

"I've been a fan of the books since I first read them when I was an 18-year-old apprentice photo engraver on a 14-hour train ride to Auckland," recalls Jackson, who has been working on the project's script and visual design for the past two years. "It's a commercial spectacle, full of wonderful visual excitement. But what makes the books special is the language and the great characters. The challenge is to capture the vividness of it all—to take our cameras into Tolkien's world and make it feel as real as the world he describes in the books."

"This is really the first time you could visualize Tolkien's imagination on film," says Jackson. "The technology has really only existed in the past two or three years. We're writing our own software codes that will allow us to animate creatures in a realistic way and show battles on an incredible scale. The technological boundaries of film are expanding at a faster rate than any time since the pioneer days of cinema."

However, in recent weeks, it became evident that Miramax, while enthusiastic, was not willing to make three separate films. "They wanted to stick with one movie, and I wasn't comfortable with that," explains Jackson, who says their parting was amicable. Miramax co-heads Harvey and Bob Weinstein retain an executive producer credit.