



Special Effects in Movies

Use the words given in capital letters to form a word that fits into the gap.

George Lucas's *Star Wars* transformed 20th century **entertainment** and raised audience **expectations** to alarming heights for film producers. Since *Star Wars* was made in 1977 special effects have become **increasingly** important in selling a film.

The script of *Jurassic Park*, for example, was rather **disappointing** but the film was a box office success because the dinosaurs were **amazingly** realistic. However, special effects do not always guarantee **success**. **Interestingly**, when *Lost World* came out the technology was far superior, but people had become tired of dinosaurs and were simply not **motivated** enough to want to go and see them any more. The film was not **nearly** as successful as its predecessor.

But who is not impressed when they see Jar Jar Binks in *The Phantom Menace*, the first ever 3D interactive **digital** character seen on film? Computer-generated **actors** are certainly the way ahead, but you may be **surprised** to discover that the most expensive special effect was filmed in 1956. The **parting** of the Red Sea in Cecille DeMille's *The Ten Commandments* cost an **astonishing** £ 2 million.

But what does the future hold? It is **fascinating** to think that with computer-generated **imagery** filmmakers may be able to **recreate** deceased movie stars, such as James Dean and Marilyn Monroe.