

WEDNESDAY, SEP 17, 2014

ENTERTAINMENT POWERED BY SCREEN

Follow Like 2m



Home &gt; Entertainment &gt; Screen &gt;

# 'The 'creature' in Creature 3D has mythological roots

Like 0 Tweet 0 Google + 0

0 Comments Email Print

## 3d graphics animation

VFX career in Hollywood awaits you! Get 1 year intensive VFX training [schoolofmediadesign.com/VFX](http://schoolofmediadesign.com/VFX)

Ads by Google



Bipasha Basu, Vikram Bhatt and Bhushan Kumar

Written by Priya Adivarekar | Mumbai | Posted: July 25, 2014 1:00 am

The trailer of director Vikram Bhatt's ambitious project, *Creature 3D*, finally released last week. The film's release date got pushed by a few months, thanks to the process of creating the

dreaded creature from scratch, which according to Bhatt alone took six months.

Created by animators at the Prasad EFX Labs, the creature was made using CGI animation (a process used for generating animated images by using computer graphics). "This is the first Indian film to show and use an indigenous CGI animation creature in 3D, without using any help from international studios or animators. My reference for the creature was the dinosaur in *Jurassic Park*. We wanted our creature to look better than that and when I met one of the animators working on our film, he said 'That was 1993! *Ab toh animation aur bhi advanced ho gaya hain*. Don't worry.' Also, our producer Bhushan Kumar gave us full support to go ahead with the idea, but only at the assurance that creature doesn't look tacky," mentioned Bhatt further adding that he now finds himself at home with 3D and is more comfortable with the format, as compared to 2D.

Bhatt also rubbished rumours about the creature being an alien or ghost. "We have seen how most of the Hollywood animated creations are born out of scientific experiments that have gone wrong. But our creature has mythological roots. He is a character taken from the old fables that we have heard as children. Neither a human nor an animal, yet he is extremely intelligent and powerful," the director said.

Bipasha Basu, who will be seen playing an ambitious hotel owner in the film, mentioned that imagination played a big role during the making of the film, as she had to visualise her co-star (the creature) throughout the shoot. "Our creature looks very fit and athletic (*Laughs*). But, it was a technically exhaustive film with each day bringing in new challenges. We didn't know what to expect from the end result, but it definitely looks amazing now," stated Basu.

Produced by T-Series and BVG Films, *Creature 3D* has been entirely shot in Ooty. It marks the debut of Pakistani actor Imran Abbas and also stars Mukul Dev in a pivotal role. The film will hit the screens on September 12.