

## India, the next destination for animation: Brian M. Jennings

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**CHENNAI:** Very soon, India will be the most-preferred destination for animation and computer graphics, according to renowned visual effects artiste Brian M. Jennings.

After conducting a workshop on animation for participants of 'Kurukshetra 2009', the techno-management festival of the College of Engineering, Guindy, here on Thursday, he spoke to *The Hindu* on the scope for animation, particularly in India.

With several years of experience in some of Hollywood's productions, an Oscar nomination in 1989 and international acclaim, the animation wizard has now decided to make India his home.

Mr. Jennings is considering setting up a visual effects facility in Chennai very soon. While he proposes to offer advanced training in the field, he clearly states that there is



**EXPERT TALK:** Visual effects wizard Brian M. Jennings at 'Kurukshetra 2009' in Chennai on Thursday. — PHOTO: R.SHIVAJI RAO

no doing away with the basics. "There may be manuals on 'Learn Tamil in 30 days,' but it's not really possible. The same is true of Maya (software) also," he laughs.

Very soon, he would also make an announcement on a Hollywood production for which the entire visual effects will be done in India, by Indian artistes. Having worked with artistes here, he said: "I am able to get the same quality of work out of Indian ar-

tistes, too. It is just a matter of guidance."

About 10 years ago, India would have seemed to be lagging behind. "Then, it was about having sophisticated technology. Now there is hardly any gap. Put some artistes with curiosity in front a computer and they will, almost naturally, gravitate towards sophisticated technology," he added.

Mr. Jennings is no stranger to Indian cinema. One of his

most-recent projects here 'Dasaavatharam' was hailed by many. "It was fascinating to work with K.S. Ravikumar and Kamal Haasan."

"A film is a film. It does not matter if it's English, Hindi or Telugu. You can't have a condescending attitude to your product."

Reflecting on his journey, Mr. Jennings said he studied architecture. "I did not want to be an architect," he smiles.

Later, his acquaintance with professionals and his own curiosity about computer graphics drove him towards becoming one of the best in the field.

"I enrolled for a course, learnt the basics and started at a very nuts-and-bolts level. It has been a lot of learning since then."

"Computer graphics and animation itself have come a long way from letters spinning to offering viewers a computer-generated actor and almost making them believe it is real," he said.