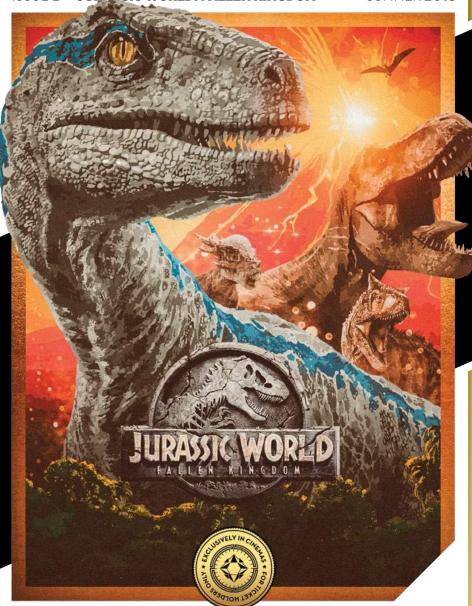
MOVIEBILL



ISSUE 2 — JURASSIC WORLD: FALLEN KINGDOM

SUMMER 2018





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SENTS



Q&A WITH BRYCE DALLAS HOWARD

The Jurassic World star on working with Chris Pratt and playing nice with a T-Rex



DINO MIGHT

See how Jurassic's creatures stack up. and scan the page for a closer look in alorious 3D



BASIC INSTINCTS

Director J.A. Bavona discusses bringing back suspense to the franchise's spectacle



SCARE TACTICS

VFX expert Neal Scanlan talks about combining CGI and practical effects for "Fallen Kinadom"

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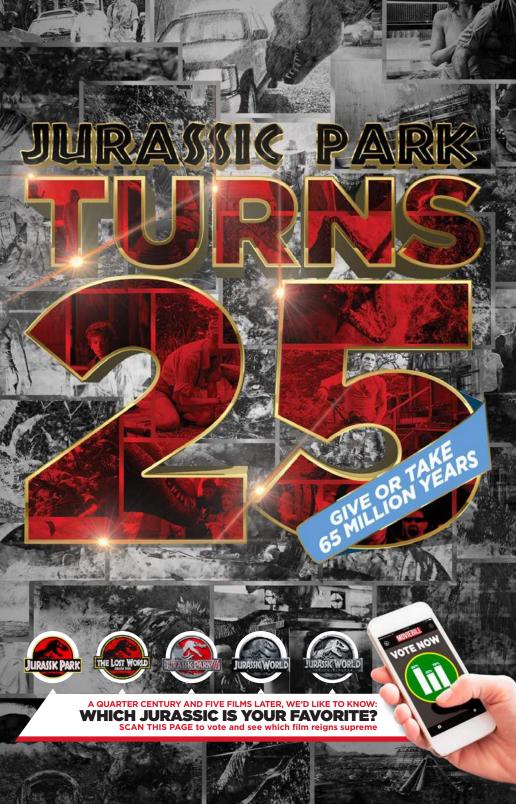
WATCH A SPECIAL WELCOME MESSAGE FROM CHRIS PRATT & **BRYCE DALLAS HOWARD**

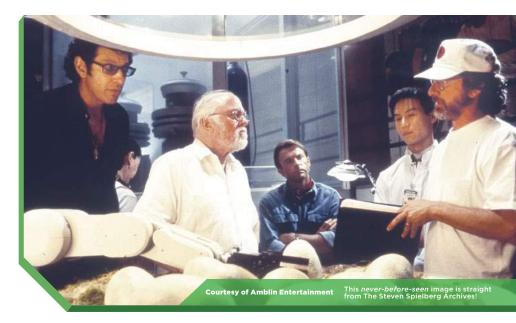




ON THE COVER

Scan to bring to life the iconic T-Rex from Jurassic World: Fallen Kingdom!





WHETHER YOU FIRST SAW IT ON THE

big screen or in your living room, it's safe to assume "Jurassic Park" left a sizable impact. Steven Spielberg's 1993 adaptation of Michael Crichton's ingenious best-seller is renowned for its perfect marriage of narrative and spectacle, setting a gold standard for summer blockbusters and inspiring a generation of filmmaking talent.

"I remember watching 'Jurassic Park' and feeling the theater shake as the dinosaurs started to walk," Dwayne "The Rock" Johnson told MOVIEBILL. "I remember being really blown away by that."

Marvel Cinematic Universe star Sebastian Stan, too, has a vivid recollection of the film, revealing that it was the first film he ever saw in theaters and that it helped him through a tough moment in his childhood. "I was living in Vienna, Austria, at the time," he said. "My grandmother had come to visit us. She stayed for a couple of weeks and then she was going back home to Romania. I was just devastated. I was extremely sad. My mom thought the only thing that could get me out of that funk was to take me to this movie, 'Jurassic Park.' And I remember I saw this movie and I just forgot everything."

"Jurassic World" stars Bryce
Dallas Howard and Chris Pratt
both remember seeing the film
on its opening weekend, albeit on
different sides of the country.

"It was a game changer," Howard recalled. "It made me realize that there's nothing better than the movies. It was an overwhelming, visceral experience watching that film in the theaters as a 12-year-old."

A quarter of a century later, the "Jurassic" franchise has seen a combined global box office in excess of \$3.6 billion. What's more, a sixth film has already been announced for 2021. It seems that, like life itself, the "Jurassic" legacy finds a way.—Silas Lesnick





THE "JURASSIC PARK" FRANCHISE

continues its history of strong, smart female characters with Zia Rodriguez, a paleo-veterinarian who joins Claire Dearing (Bryce Dallas Howard) and Owen Grady (Chris Pratt) on their fateful mission to save the dinosaurs from a volcanic eruption.

Playing Zia is "Jurassic" newcomer Daniella Pineda, who said the role in "Fallen Kingdom" required a lot of unusual creativity. "When you can't see a brachiosaurus, it's really difficult to figure out how it will live in space," Pineda told MOVIEBILL. "But 'Jurassic Park' fans have an incredible imagination, and I am one of them, so I brought my fandom to my work in that sense."

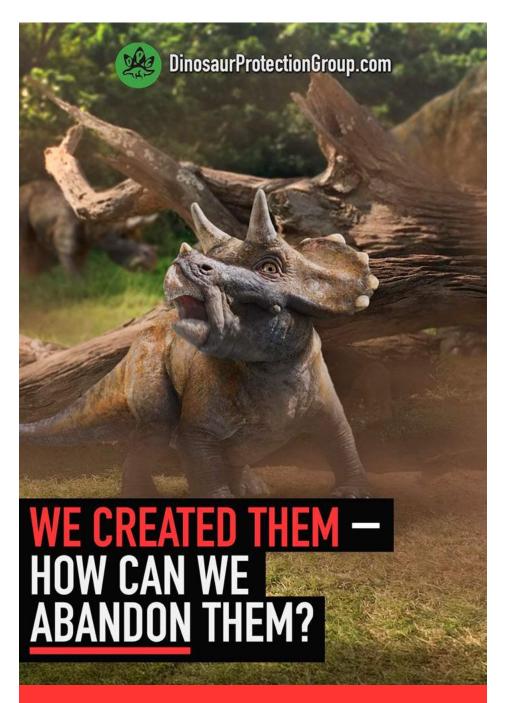
Pineda, who stars in the TV series "The Detour," said the benefits of working with Howard were twofold: not only did Howard help guide her through some of the film's real-life, on-set challenges, but her character also inspired Zia as she tried to take responsibility for the events of the previous film.

"I was so fortunate in that Bryce took me under her wing," she said. "She was able to help me figure out, from a very technical standpoint, how to work with different cameras and how to think about things differently. But also, Zia looks up to her ability to look in the face of something that she was a part of and think of a solution."

While her new companions wrestle with their characters' pasts and fight for a hopeful future, Pineda said Zia represents a capable — and exciting — present, especially for audiences. "She's one of the only people in the world who can operate on dinosaurs, which is very dangerous," Pineda said. "So this is the kind of moment that she's been waiting for her whole life.

"We're doing our best to re-create, in an original way, that same cinematic feeling that the very first one brought," she continues. "It's just a fun ride that I think will be exciting for people."—Todd Gilchrist







SCAN THIS PAGE TO LEARN MORE AND GET INVOLVED

MEET THE STARS























DID YOU KNOW?

- "Jurassic World: Fallen Kingdom" was shot in the United Kingdom and Hawaii under the code name Ancient Futures.
- This is the first film in the franchise to be shot digitally and in widescreen (2.39:1) format.
- The character Ian Malcolm has been referenced in all five Jurassic Park movies, but this is Jeff Goldblum's first speaking role as Malcolm since "The Lost World: Jurassic Park" in 1997.
- Of Get more "Jurassic World: Fallen Kingdom" trivia with the IMDb app.



The "Jurassic World" stars discuss their biggest fears in relation to their past projects.

WATCH THE FULL EPISODE



Claire has a pretty callous attitude toward dinosaurs in the beginning of "Jurassic World." How has she changed as a result of her experiences at the park? I always loved that she seems kind of antagonistic in the beginning and proving sort of wondering. "is she

I always loved that she seems kind of antagonistic in the beginning and you're sort of wondering, "is she one of the first people who is going to become a meal in this movie?" And then for it to come full circle and she ends up being the person who kind of saves the day at the end — it was definitely cool to play a character like that. And to go into this movie understanding that her mindset is completely different but her personality is the same, I think it's cool.

Talk about how that change plays itself out. Especially since her wardrobe

drew some controversy in the first film — is she still in heels this time?

In this movie, Claire is prepared to go into the jungle. Even in the beginning of "Jurassic World." although she's callous about the dinosaurs, and however out of touch she is, I do think that given the chance to prepare she would wear sneakers [laughs]. That costume in the first movie was very intentional — we wanted to show a woman completely out of her element. She has total command and total control over everything, and then put her in this white, pristine suit and high heels into a jungle and see what happens. That's why it was kind of fun, because it was like, "how is she going to survive that, let alone outrun a T-Rex?"

Talk about your ongoing collaboration with Chris Pratt, and also about what changes there are in your on-screen relationship.

Claire and Owen gave their relationship their all, it didn't work out - though they disagree as to who broke up with whom [laughs]. And there's a volcano on the island that's going to erupt and will bring total extinction again to the dinosaurs, and Claire's on a mission to get them off the island, and she says to Owen, "Blue is on that island, come with me." He does go to the island, and he is on a journey where he's led to insight on his relationship to Blue in particular, and also in taking responsibility - not just about moving forward in life and leaving the wreckage behind. So Claire's more of the constant, whereas Owen goes on this journey and has a change of heart, ultimately.

I see that there's a sequence in this film where you are, effectively, riding a T-Rex. Walk us through that experience — how challenging is it technically as an actor?

Doing these movies with [Chris], we love the fun of it, and we love the problem solving. [There's] a scene with a T-Rex in a shipping container that's [tranquilized], and I basically need to get on the back of this T-Rex. It was a very technical scene to shoot because it was an animatronic dinosaur, and there were certain elements to be filled in later with visual effects, and at some point very early on someone thought it was a great idea to put a lot of slime on the floor [laughs]. It becomes this semi-farcical situation, and there's no better person to be in that kind of situation with than Chris Pratt, because he can get focused when he needs to but he also just has a blast and is game for anything.

"Jurassic Park" plays on the feeling that so many of us have about the excitement of dinosaurs. Why do you think they continue to fascinate us so much?

I think that there's endless fun to be had with the fact that dinosaurs were on the planet for real, and then also human beings are on the planet for real, and if they were on the planet at the same time, what would happen? I mean, we know what happens: people get eaten. Repeatedly. [laughs] And thank god for Michael Crichton reanimating these dinosaurs, making it possible to think that something like this could happen. In every single movie, we're like, "the dinosaurs shouldn't have been brought back to life." \$\therefore\text{thank god}\$ the dinosaurs were brought back to life."





SCAN THIS PAGE FOR MORE BRYCE DALLAS HOWARD, IN HER OWN WORDS



On the evolution of her character Claire Dearing since "Jurassic World"



On the dynamic between Claire and Owen Grady (Chris Pratt)



On Claire's choice of more sensible footwear in "Fallen Kingdom"

"SCIENCE," MICHAEL CRICHTON

once said, "is the most exciting and sustained enterprise of discovery in the history of our species. It is the great adventure of our time."

Throughout his novels, Crichton made sure that science and fiction went hand in hand, and "Jurassic Park" was no exception. Cloning dinosaurs may not be something mankind can achieve at the moment, but part of what makes the story work is keeping one foot firmly grounded in reality. To that end, "Fallen Kingdom" asked dinosaur expert

John Hankla to help ensure everything in the film is as realistic as possible.

"The best science fiction should be so informed by actual science that the audience can imagine the story taking place in the world in which they live," Hankla told MOVIEBILL. "The field of genetic research, gene mapping and genetic engineering makes a great backdrop for science fiction because the rate of discovery has been so swift. I think the public already has a

sense that this field of science is advancing so quickly, that what may have been fiction a few years ago may very well become fact almost overnight."

Hankla's fascination with dinosaurs began at 9 years old, when he and his friends found an arm bone from an Edmontosaurus while exploring a ranch in Wyoming.

"The experience of searching along the hillside brought me face to face with this dinosaur and that is something that I'll never be able to shake," he said.

"Jurassic Park" itself also played a role in Hankla's career trajectory as, like many young moviegoers, he found a hero in Sam Neill's Dr. Alan Grant.

"I remember the first time watching the film, the scene where Dr. Alan Grant and his team are working in the field. I remember being immersed in his rant about the raptor claw and how it once belonged to a terrifying living animal — a dynamic creature living and breathing just like us. Watching that scene was probably the first time I really understood



"Paleontology
lets us bring the
ancient past back
to life in our
imaginations and
understand the
world we live in."

what was so cool about paleontology—
it lets us bring the ancient past back to
life in our imaginations and allows us to
understand the world we live in."

As big a fan of the film franchise as he is, Hankla couldn't resist sneaking in a nod to one of the movies' larger inaccuracies. Evidence suggests that reallife velociraptors were less than half the size of their cinematic counterparts.

"The fossil record does show us that animals as big and scary and smart as the movie version of the velociraptor did exist in the Mesozoic," he said. "But [because of] less catchy names, they were not chosen for the lead roles in the book. Dinosaur nerds like myself love to point this out to our non-paleontologist friends because it gives us the chance to go on a long rant about a group of very cool dinosaurs."

To that end, fans should pay very close attention to some of the set dressing in the background of the film's Lockwood Estate.

"I took the opportunity to bring in an actual sized cast skeleton of a velociraptor," Hankla said. "If you look closely during this scene you will be able to see the first accurately scaled velociraptor to appear in the franchise so far." \$\display\$



WANT MORE DINOSAUR TALK?

Scan this page to see one of the most intact T-Rex skeletons in the world and get more expert insight

DINO MIGHT

Stretching from roughly 250 million to 65 million years ago, the Mesozoic Era is the name given to the period when dinosaurs walked the Earth. While modern science isn't able to bring them back to life quite like in the "Jurassic Park" franchise, you can summon six different prehistoric species yourself by scanning these pages. Be careful, though - they bite!



HERBIVORE STEGOSAURUS

L: 33.1 FT H: 16.4 FT

CARNIVORE

L: 34.1 FT H: 9.5 FT

HERBIVORE L: 31.5 FT H: 11.8 FT

L: 55.4 FT H: 22 FT

L: 11.5 FT H: 4.6 FT

HERBIVORE

L: 88.6 FT H: 19.7 FT

BASIC INSTINCTS Director J.A. Bayona returns the terror to 'Jurassic World.' By Todd Gilchrist

ARRIVING IN THEATRES JUST A FEW

weeks after the 25th anniversary of the original "Jurassic Park," "Jurassic World: Fallen Kingdom" celebrates the franchise's legacy while pushing its current story in a bold new direction.

Picking up where Colin Trevorrow left off with "Jurassic World," director J.A. Bayona combines grand spectacle and intimate terror in a way the films haven't since Steven Spielberg first rattled audiences in 1993. The new adventure starts with a volcanic eruption that forces the series' heroes to rescue the deadly, awe-inspiring beasts — including Owen Grady's beloved velociraptor Blue — from certain destruction.

For the filmmaker, whose previous credits include "The Orphanage," "The Impossible" and "A Monster Calls," the opportunity to helm "Fallen Kingdom" allowed him to merge his unique artistic sensibilities with the established hallmarks of its blockbuster predecessors.

"Colin did an amazing job with 'Jurassic World' in re-creating the amazement of what it was to be in front of a dinosaur, the sense of wonder, but I think that [he didn't focus on the idea of terror and fear," Bayona told MOVIEBILL. "We all remember

the scene in the kitchen in the very first 'Jurassic Park.' There's a second half to this movie that takes you to a very unexpected place, a kind of gothic flavor that I feel very comfortable with. That's very exciting when you're dealing with dinosaurs."

The prospect of rescuing genetically engineered dinosaurs from naturally occurring destruction inspires many questions about whether or not scientists should have brought them back to life in the first place. Bayona looked at the series as an ongoing narrative that asks important questions about humanity's relationship with nature, with each installment reflecting an aspect of the conversation unfolding around that topic at the time of its release.

"I think what is very exciting about 'Fallen Kingdom' is that dinosaurs become a metaphor for our relationship with nature," he said. "I think that the first movie was about how we create new dinosaurs. This movie is about what we are going to do with them.

"It's about [our attitude] toward the creatures. There's a sense of responsibility about them," he continued. "I think we live in a very complex moment right now, and 'Jurassic World' is a reflection of that."

Bayona said he was thrilled about the chance to explore the dual nature of these creatures - fascinating and beautiful on one hand, deadly on the other — using the building blocks Trevorrow provided him with "Jurassic World."

"From the moment there's a volcano about to erupt there's a moral debate about what we're going to do: are we going to save the dinosaurs or are we going to let them die? [The characters] need to make a decision," Bayona said. "The relationship becomes much more complex because these are creatures you can have very sweet, tender moments with, [like] Owen with baby Blue. But this same animal can kill you - and that makes it very interesting."

Though the scale of his earlier films has varied, Bayona suggested that there are a lot of similarities between "The first movie was about his other works and "Fallen Kingdom," but more importantly, he was able to apply a lot of the lessons learned on them to his latest.

"I think that there's a lot of 'The

Orphanage' and 'The Impossible' in 'Fallen Kingdom'," Bayona said. "And 'A Monster Calls' was a big learning experience in working with visual effects and animatronics. For that, I had to learn a lot, which was very helpful by the time I started to work on this."

But even with the collective resources of effects titan Industrial Light and Magic at his disposal for "Fallen Kingdom,"

Bayona indicated that it's technique, and not technology, that makes these films such indelible experiences for audiences. "With visual effects, you can do everything. Sometimes, I had to stop myself and not go that way.

"Instead of going bigger, we go smaller," he continued. "You have the biggest scene in the center but then you focus on the suspense and in the claustrophobic context of the mansion with the dinosaurs. For me, I really enjoy filmmaking when it's all about building up slowly, shot by shot, building the best experience to keep audiences on the edge of their seats."

Months before its release, Universal

announced plans for a sequel to "Fallen Kingdom," a sure sign of confidence in Bayona's work as a filmmaker and storyteller. But the director humbly

> suggests he's merely doing his best to service a bigger narrative that will continue to intrigue audiences even after his chapter is complete.

"This is the

second chapter of a trilogy," he said. "The second chapter is when things get more complicated, more tangled. Things get more dangerous and more complex than ever in the 'Jurassic' world.

how we create new

dinosaurs. This movie is

about what we are going

to do with them."

- J.A. Bavona

"Hopefully, by the time you get to the end of this story, you're dying to get to the next 'Jurassic.'" \diamondsuit



- 1 On important themes of the Jurassic franchise
- On the film's biggest action sequence
- On the evolution of the "Jurassic World" trilogy





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Effects guru NEAL SCANLAN on the blend of effects needed for the perfect dinosaur. By Todd Gilchrist

When "Jurassic Park" debuted in

1993 it changed the face of moviemaking forever. Seamlessly combining practical and computer-generated effects, Steven Spielberg created the most lifelike dinosaurs audiences had ever seen, and in the process turned his adaptation of Michael Crichton's novel of the same name into not only a record-breaking box office phenomenon but a landmark example of the medium's creative possibilities.

Twenty-five years later, technicians like Neal Scanlan continue to push Spielberg's breakthroughs forward, as "Jurassic World: Fallen Kingdom" explores the responsibility scientists have after bringing these majestic, extinct creatures back to life.

"What 'Jurassic' has done, I think, for dinosaurs is make them movie stars," said Scanlan, the film's creature and special makeup supervisor. "It is our responsibility emotionally with them."

For "Fallen Kingdom," director J.A. Bayona wanted to once again use a combination of real and digital effects to create his dinosaurs. Scanlan, whose previous credits run the gamut from "Babe" to the last four "Star Wars" films, said that creating a sense of tangibility gives the animals, and eventually the story they're in, an essential emotional reality.

"It's interesting because as digital effects become more and more sophisticated, the possibilities become almost endless," he said. "There seems to be a feeling in our soul that there is this sort of need or desire to hold on to



something that is more ground-bound. Our challenge is finding that harmony of the visuals of CGI and the reality of puppetry."

The Tyrannosaurus built for "Jurassic Park" was, at the time, the biggest animatronic creature ever designed. Though the creature lives on in the sequels, including an appearance in "Fallen Kingdom," Scanlan said that they were unable to take anything more than just inspiration from those original designs. "It's always difficult to reuse something because these things are made with materials that degrade over time," he said. "But one does look back at the designs that have come before us, and everybody, I think, pays attention to that and builds on that."

Though he complimented the ingenuity of the original T-Rex's creators, Scanlan admitted that the industry has since found better ways to combine both kinds of effects to create the best results.

"I do not honestly believe that anything has ever been that sophisticated, that large, that encompassing since that point," he said. "[But] there is a scale of economics where one can't spend too long on a film set bringing in a five-ton creature and setting it up and taking 25 to 30 minutes to move it. So we said, 'how can we continue to push this forward but in many ways take a more simplistic approach, and use the advantages that CG offers to us?' That liberated visual effects in a way that the audience has never seen and continues to do now."

Centerpieces like the volcanic eruption shown in the film's trailers must, by necessity, be done with computers. But Scanlan said that a key scene in which Owen, Claire and their colleagues fight to save Blue the Raptor offered a wonderful

opportunity for the actors to interact directly with the technicians, working in concert to create drama by making the ailing animal seem as believable as possible.

"When Blue is on what we call the 'operating table,' that is an animatronic character that is sitting on top of a hollow box on a platform 6 feet high, and below that were 14 puppeteers connected to Blue through rods or cable or radio control. It's a sort of ensemble piece of theater, really, as the hands twitch or as the claws do anything."

As complicated as all of that sounds, Scanlan indicated that the efficacy of much of their work relies on simple techniques that have existed for decades - long before the original "Jurassic Park."

"Like the moment we tried to give Blue the blood transfusion and you see the vein lift up, J.A. was very keen that we do that for real," Scanlan revealed. "That's a little

> bladder that's laid underneath the skin and it slowly inflated to show the blood. There's a lot of things that may come across in the

movie as being done by CG, but actually that was done with a simple, practical effect."

Looking at the end results, Scanlan said he doesn't see the time and effort that went into it, but rather the emotional connection he feels the audiences will have with the animals on screen. "Often in films, there's a distance between the actors and the

dinosaurs, and I think this time around we begin to see them in the same way we might our pets or any other animal," he said. "They actually have a heart and soul without belittling the majestic quality of a dinosaur, and you can actually be close to it... not as a special effect, but as a real, living creature." &

FAVORITE DINOSAUR?



SCAN TO WATCH!



DANIELLA PINEDA

The actress who plays paleoveterinarian Zia Rodriguez picked her favorite for its intelligence.



J.A. BAYONA

The "Jurassic World: Fallen Kingdom" director appreciates the majesty of his favorite dinosaur.



NEAL SCANLAN

The "Fallen Kingdom" makeup and effects maven recalls the early depiction of his favorite by Ray Harryhausen.



JURASSIC MEMORIES

Hear the stars recall their memories of the film that started it all, and find out who told Jeff Goldblum to go shirtless.



Share your favorite dinosaur! Just use the hashtag:

#MyFavoriteDino



FAN SPOTLIGHT

UNIVERSAL STUDIOS HOLLYWOOD'S 25TH ANNIVERSAY CELEBRATION

Cast members, filmmakers and fans come together to commemorate a quartercentury of Jurassic.





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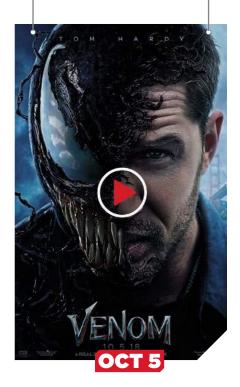
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SCAN TO WATCH TRAILERS

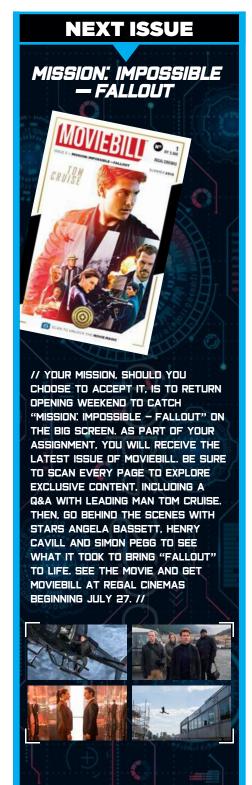


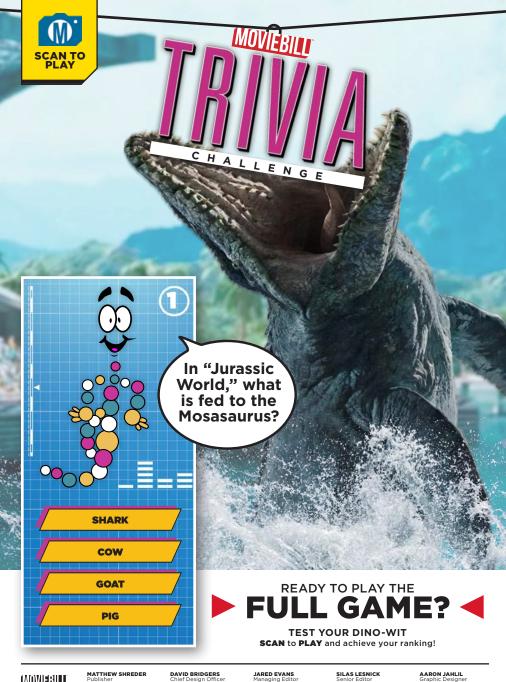














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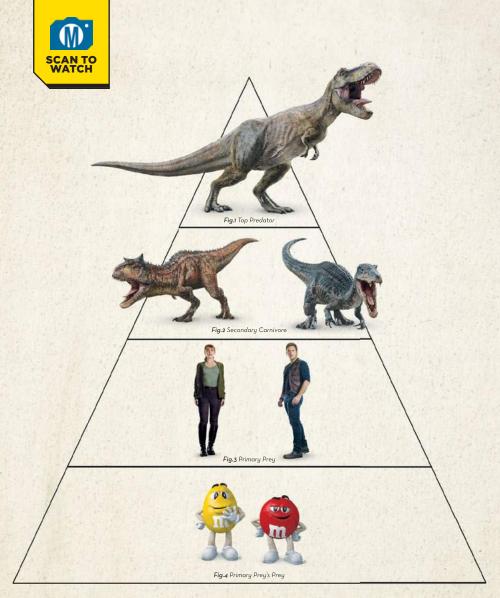
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