

# Treasure Planet

Critical Analysis

Alex Murray

November 8, 2017

## Contents

<b>1</b>	<b>Introduction</b>	<b>2</b>
<b>2</b>	<b>Background</b>	<b>2</b>
<b>3</b>	<b>Plot</b>	<b>2</b>
<b>4</b>	<b>Camera Work, Sound, and Editing</b>	<b>2</b>
<b>5</b>	<b>Mise en Scène</b>	<b>2</b>
<b>6</b>	<b>Theme</b>	<b>2</b>
<b>7</b>	<b>Conclusion</b>	<b>2</b>

## 1 Introduction

*Treasure Planet* represents the peak in traditional hand-drawn animation featuring some of the most advanced techniques to date and heavily utilised Disney's *Deep Canvas* technology to emulate moving shots in 3D space.

It also represents the nail in the coffin for traditional hand-drawn animation, as it was single handedly responsible for shutting down Disney's "Happiest Studio" due to its massive failure.

There is much controversy surrounding the circumstances of the movie's failure, because as this critique will reveal, objectively, *Treasure Planet* has everything required to be a successful movie.

## 2 Background

*Treasure Planet* is a reimagination of the series *Treasure Island*

## 3 Plot

## 4 Camera Work, Sound, and Editing

## 5 Mise en Scène

## 6 Theme

## 7 Conclusion