

Data Analysis & Visualization Project: 'The Movie Industry' by Mohit Shukla

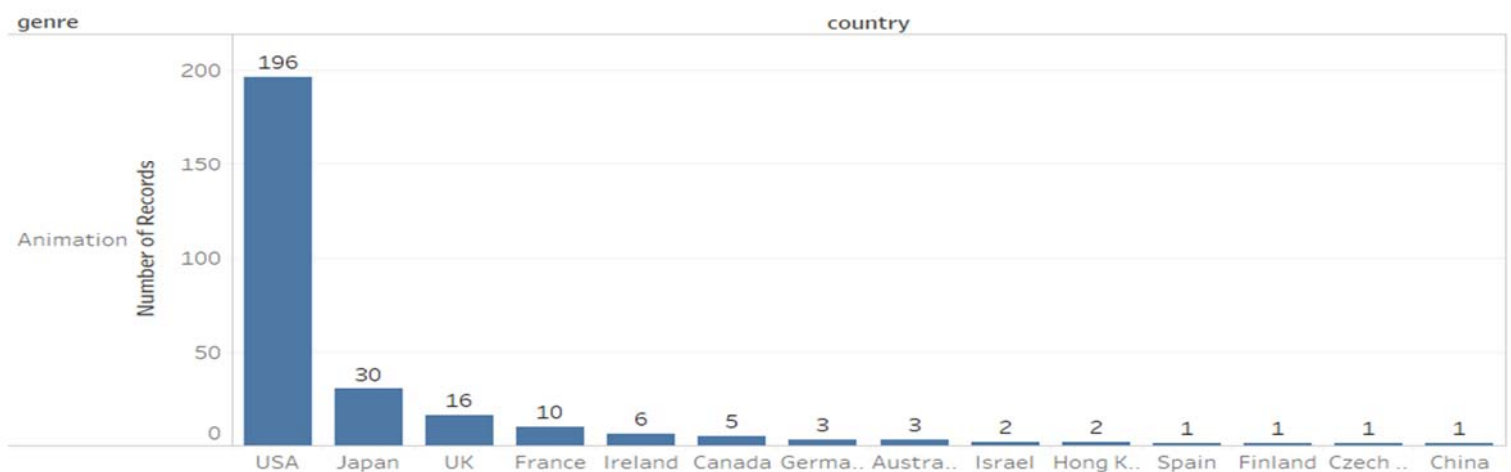
Will Animated (CGI) based movies ever replace reality movies?

In 2009 an Animated movie 'AVATAR' had a box office collection of 2.79 billion dollars worldwide. In the immediate future, we will see an increase in animated movies. There have always been such movies, and in them, it is the human animators who take the place of actors. New animated movies often use actors to voice the characters and to provide the movements via motion capture (mo-cap).

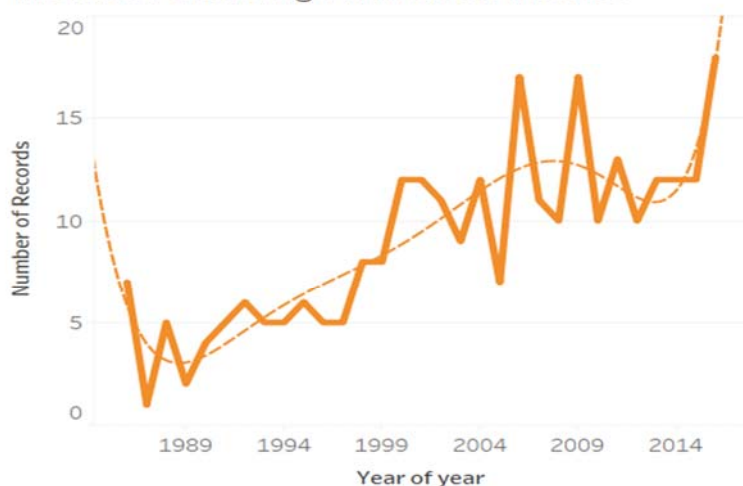
Will we see artificially intelligent computers take over all creative roles - writing, directing, and acting among them? It is indeed a possibility, and we must ask ourselves if that is a future we want for ourselves. Or is it something that will become a partnership - AI/human? I have few visualizations from the past three decades of the movie industry to prove that the animated genre-based movies are overgrowing.

1. Dashboard 1:

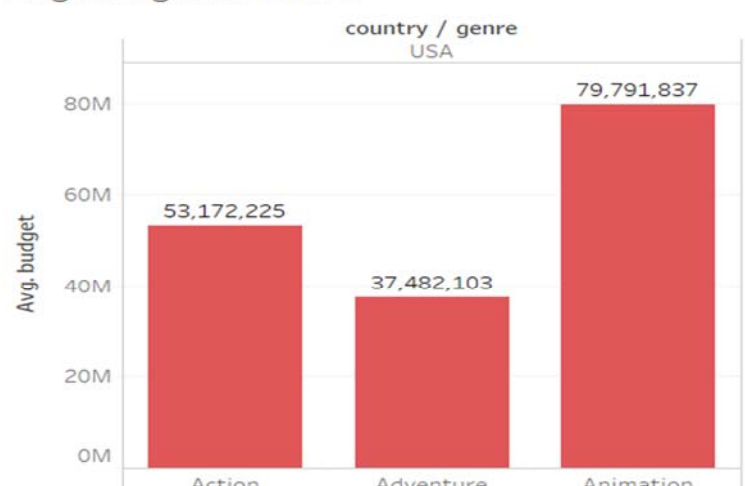
Top countries making Animated movies



Trend of creating Animated movies



Avg Budget & Genre



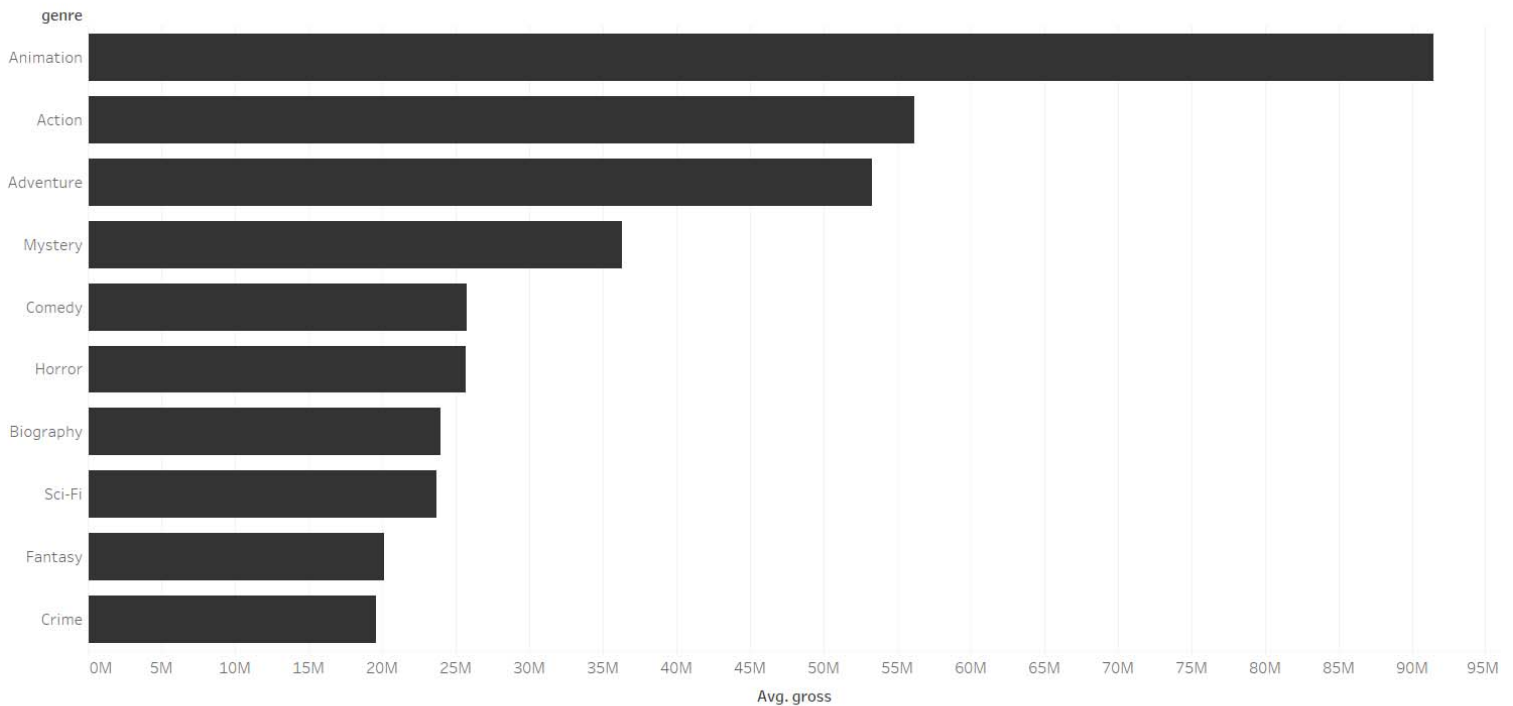
Top Countries making Animated Movies: USA(Hollywood), one of the best and largest movie industries in the world, has recorded a maximum number of animated movies in the world, followed by Japan.

The Trend of Animated movies: If we see the trend of animated movies made from the 1990s to 2010s, we can see that it is linearly increasing as we are going ahead of the timeline.

Avg Budget of the top 3 genres in the USA: Average Budget allotted to the Animated movie's genre is around 79 million dollars per movie compared to the action & adventure genre, which is the highest.

2. Visualization 1: Average Gross of all the top genres since 1986 – 2016

Genre & Gross

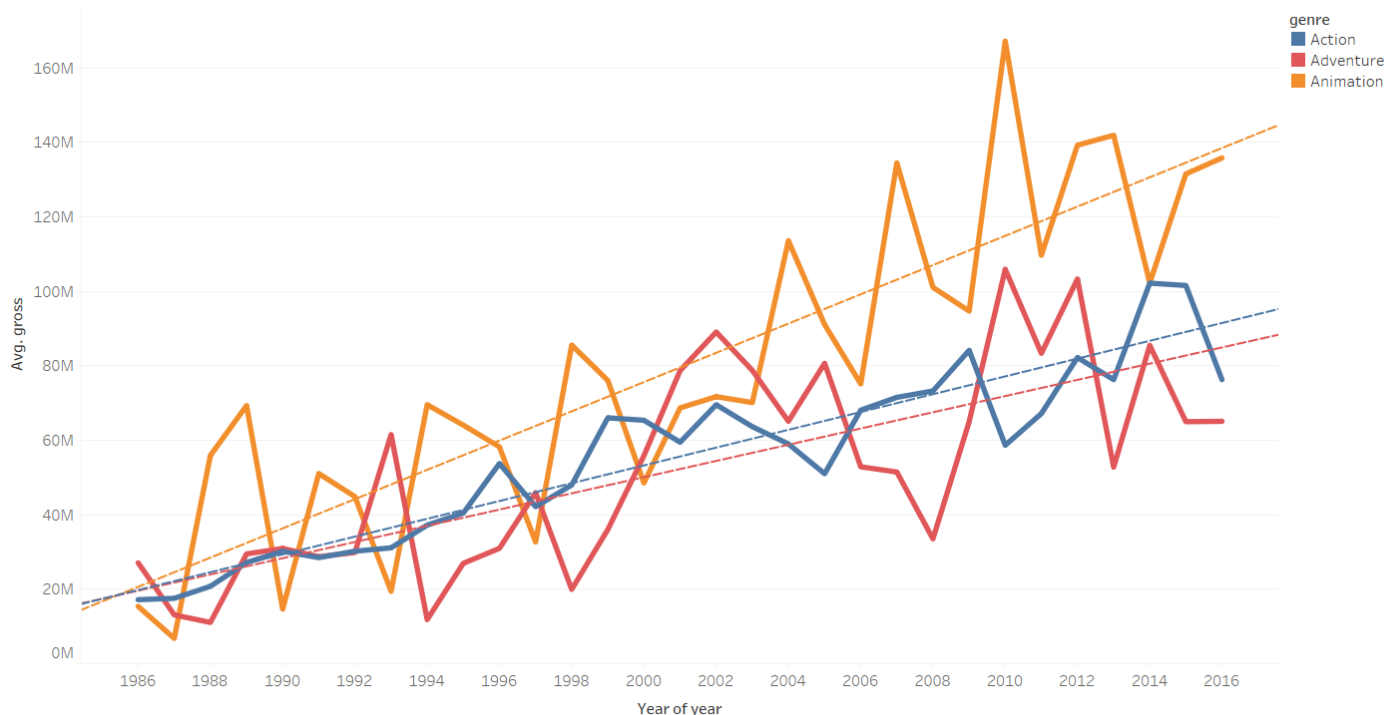


Average of gross for each genre. The view is filtered on genre, which keeps 10 of 17 members.

- Out of the top 10 highest-grossing movie genres in the world, the **Animation** genre has the Average maximum gross of around 92 million dollars.
- The lowest average minimum gross is for the **Crime** genre, which is around 20 million dollars.

3. Visualization 2: Timeline of top 3 highest-grossing genres in the world

Trend of gross of top 3 grossing genres

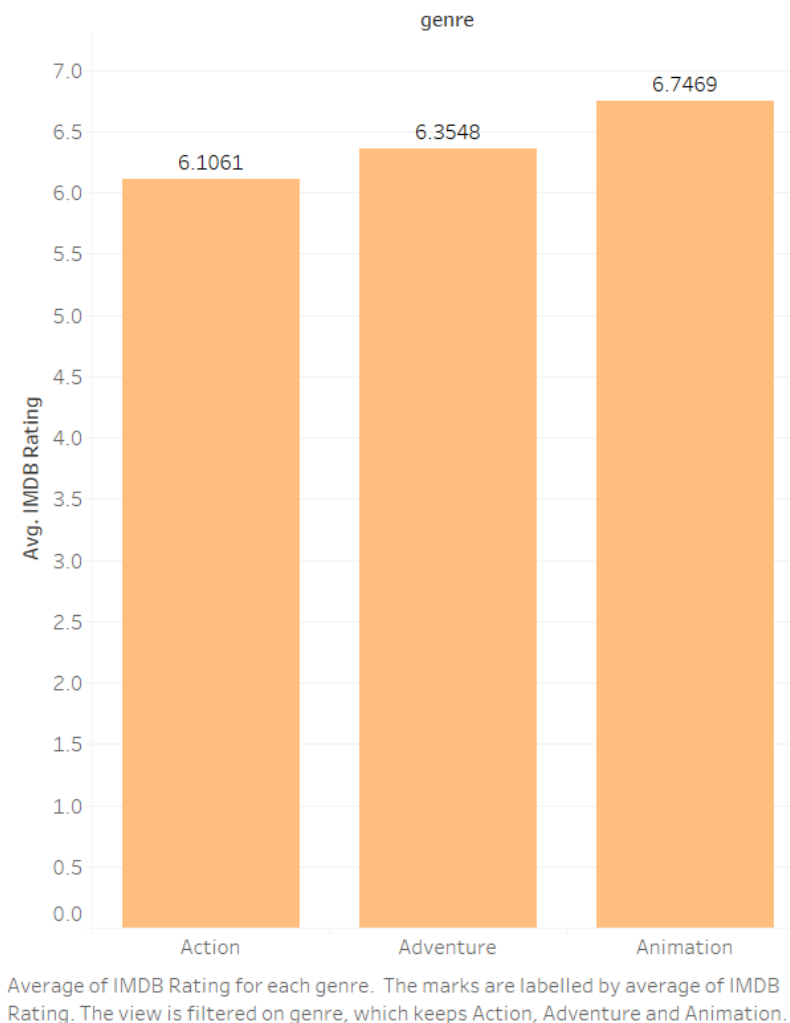


The trend of average of gross for year Year. Colour shows details about genre. The view is filtered on genre, which keeps Action, Adventure and Animation.

- We can see there is a linear increase in the gross of animated movies(orange) as compared to the action and adventure movies.
- We can predict that there will be a similar rise in the gross of Animated based movies in the future.

4. Visualization 3: IMDB Rating

Avg IMDB rating & Genre



- IMDB rating is one of the most crucial aspects when it comes to watching a movie or judging it. The average IMDB rating of animated movies over 30 years is 6.7, which is highest than the top 3 genres in the movie industry.

5. Conclusion:

- We have considered and analyzed data of the top movies around the world from a timeline of 1986 – 2016, which is three decades.
- All the essential aspects which make a movie either go big or not. The IMDB rating, the Budget allocated, and finally, the box office collection (gross) of the movie genre. Everything leads us to the fact that the Animation genre is growing big day by day.
- And there will be a day when the Animation(CGI) based movies will replace reality actors and stars, and everything will be digital.
- The technology will likely very soon be accepted as a viable performance method by the powers that will be present in the future.
- For a regular cinema-goer, it has already been accepted following successes of Avatar & Planet of the Apes movies.
- In Hollywood, it is becoming a more common practice to scan an actor's body to have a digital version to use for specific actions and to have the ability to manipulate them after production digitally.
- The film is the original realist form; CGI is not quite there yet, but it's making significant strides.