



### **Magical Mischief Trail: Questions and Answers**

**1) How did filmmakers create the effect of fireworks in the Great Hall? *Listen to the speech in the Great Hall***

During post-production, the fireworks were added with visual effects (VFX) to make it look like fireworks were exploding in the Great Hall.

**2) Professor Umbridge wears a lot of pink clothing even though she is a very unlikeable character. Why did filmmakers do this? *Listen to the speech in the Great Hall***

When we first see Professor Umbridge, she wears light pink, however, as the films progress, we see her clothes become darker shades of pink. This is because she gains more power and becomes more evil, so filmmakers reflected her power in her clothing.

**3) How did filmmakers create the illusion of Fred and George Weasley flying? *Ask an Interactor***

The Special Effects, Stunts and Visual Effects Departments worked together to develop a set of one-of-a-kind motion rigs that were used to make broomsticks fly. Then with the use of a green screen, filmmakers were able to create the illusion of Fred and George Weasley flying in the Great Hall by replacing the green screen background with footage of the Great Hall.

**4) Who are the four Marauders?**

Moony, Wormtail, Padfoot and Prongs.

**5) Who does Harry receive the Marauder's Map from?**

Fred and George Weasley.

**6) How did filmmakers create the Marauder's Map? *Ask an Interactor***

Graphic Designers, Miraphora Mina and Eduardo Lima (MinaLima), created the initial design for the Marauder's Map. During filming the Special Effects Department came up with inventive ways to open and close the map live on set. Then in post-production, the Visual Effects Department created the moving footprints moving on the map to give the illusion of people walking around Hogwarts.

**7) The Monster Book of Monsters causes mischief in Harry's room at the Leaky Cauldron. How did filmmakers create the Monster Book of Monsters?**

The Special Effects Department added animatronics inside the book and crew off-screen controlled the movements and brought it to life on-screen.

**8) How did filmmakers create the invisibility cloak that allows Harry to follow the footsteps on the Marauder's Map? *Watch the demonstration***

The Invisibility Cloak was created with a chroma green lining on one side, which in post-production was used to make Harry appear invisible to others using visual effects.

**9) How did filmmakers create the effect of Harry's Hogwarts Acceptance Letters coming through the letter box at Number 4, Privet Drive? *Watch the demonstration***

The Special Effects Department created a machine that could be controlled off-screen that shot hundreds of letters through the letter box at a high speed.

**10) Dobby causes mischief for Harry when he turns up at Number 4, Privet Drive. How did filmmakers create the effect of the flying cake which he drops on Mrs. Mason? *Watch the demonstration***

A prop version of the cake, mostly made of shaving foam, was hung using see-through fishing wire and controlled off-screen by a rig, this made it look like the cake was flying.

**11) In *Harry Potter and the Chamber of Secrets*, Harry and Ron are too late to get on the train to Hogwarts, so they use Ron's father's magical flying car. How did filmmakers create the effect of the flying car?**

Filmmakers used many different versions of the Ford Anglia car. One of the cars was attached to a moving rig created by the Special Effects Department that was controlled off-screen to make the car move. It was filmed in front of a green screen and then the Visual Effects Department could make it look like it was flying.

**12) How did filmmakers create the Cornish pixies that lift Neville up in the *Defence Against the Dark Arts* classroom? Ask an Interactor**

Concept art was originally created for the pixies which was used by the Visual Effects Department to create the pixies digitally.

**13) Who receives a Howler in the Great Hall?**

Ron Weasley

**14) How did filmmakers create the effect of the Howler moving? Ask an Interactor**

Graphic Designers, MinaLima, created two versions of the Howler, a closed envelope and a shouting Howler. The Visual Effects Department were able to bring the prop to life using red ribbon as the tongue and the edges of the letter as teeth to embody a very angry Mrs Weasley.

**Activity 1: Make sure you visit Platform 9  $\frac{3}{4}$  and create your own Howler!**

**15) How did filmmakers create the effect of Aunt Marge floating away after Harry casts the inflating charm on her? Ask an Interactor**

Filmmakers created multiple versions of Aunt Marge's costume, each time making them slightly bigger. Pam Ferris, who played Aunt Marge, was fitted with an inflatable suit which was gradually filled with air as the costumes were swapped out. Then, using a mixture of visual effects and special effects, the teams created the illusion that Aunt Marge was floating away.

**16) How many versions of Aunt Marge's costumes were created for this scene? Ask an Interactor**

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**17) How was Dobby the house-elf created?**

Dobby was created entirely by visual effects. To give the young Actors a reference for where Dobby should have been standing in a scene, filmmakers used a tennis ball on a stick!

**18) In Gringotts Wizarding Bank, a dragon crashes through from the vaults and flies out through the ceiling. How was the dragon created? Ask an Interactor**

The dragon was created through a mix of special effects by creating the head of the dragon. Then using visual effects, filmmakers could create the rest of the dragon body as well as making the dragon fly through Gringotts.

**19) In Diagon Alley, Fred and George Weasley's shop, Weasleys' Wizard Wheezes stands tall. It was only seen on screen for 90 seconds. How many products were created to fill the shop? Ask an Interactor**

Over 40,000 products were created to fill the shop to make it look like a realistic joke shop.

**20) You can see a variety of different products on display at the Weasleys' Wizard Wheezes shop. What is your favourite product that you can see? Why not ask an Interactor for more information about the products on display?**

**Activity 2: Imagine that you own your own joke shop. Create one product that you would include in your own shop!**