

Don Bluth Quotes

*Artist, Games, Dragons, Trying, Able, Character, Thinking, Film, Animation,
Mean, Joy, Enormous, Creating, Memories, Philosophy, Sharks, Travel, Hero,
Enthusiasm, Heart*

Once you work with a studio on a film, the studio is sort of like this enormous clam that just opens, takes everything and then closes, and no one enters again. They own it all.

~Don Bluth

The studios will go wherever they smell money. It's like sharks to the blood.

~Don Bluth

We're waiting for the pendulum to swing back again, which I am absolutely confident it will.

~Don Bluth

We'd love to do Space Ace 3D. It has a lot of potential. But, it is really up to the publishers.

~Don Bluth

You've got to be able to make animation for much less... Less is not the studio's way.

~Don Bluth

I prefer that animation reach into places where live action doesn't go, and it seems like all of animation nowadays is trying to go where live action is.

~Don Bluth

The only one that seems to be able to hold the business is Disney. They do it is because they have a fabulous philosophy about marketing- but even they wavered.

~Don Bluth

You just can't keep pouring money down an endless hole and never recoup any of it. It's got to be a business.

~Don Bluth

The heart of Dragon's Lair has always been its compelling story. With Dragon's Lair 3D, we think the team has really created an interactive animated movie.

~Don Bluth

How can you have a director that doesn't go to work with the crew every day and talk to them?

~Don Bluth

When business executives are making the artistic decisions and don't understand animation, things can go awry.

~Don Bluth

If the machines can take the drudgery out of it and just leave us with the joy of drawing, then that's the best of both worlds - and I'll use those computers!

~Don Bluth

There's about 260 rooms in the new castle which you go through, but it's all about the game play.

~Don Bluth

It just seems like the whole, overall animation world is trying to go where maybe animation doesn't belong.

~Don Bluth

With movies, you are always in search is a good story, one that everyone will relate to and love. I love finding those stories and creating a visual world to tell the story.

~Don Bluth

But I've been surprised over the years. I mean, someone told me the other day that maybe 360 million people have played this game in the world. That's a lot of people.

~Don Bluth

Dragon's Lair 3D is about as close as you can come to controlling an animated feature film.

~Don Bluth

I cannot explain why they made that sequel to Secret of NIMH. Because they claim that it the original didn't make money, so what was the enthusiasm to make a sequel?

~Don Bluth

Shelf-life for a regular video game usually is about three to five years, and that's it.

~Don Bluth

Reese Witherspoon. She's sophisticated enough that you just like her. You like her and she's smart.

~Don Bluth

Basically the children who watch it just see the little characters they love, and so they're not discerning about whether it looks great or it's a great story or anything.

~Don Bluth

I think we have to bottom out. When the studios jump out of the ring, perhaps the artist can get back in.

~Don Bluth

It's whatever sells; it's the business of it.

~Don Bluth

Usually with things, you go where you can find the financing to do it.

~Don Bluth

Related Links:

- Artist Quotes
- Games Quotes
- Dragons Quotes
- Trying Quotes
- Able Quotes
- Character Quotes
- Thinking Quotes
- Film Quotes
- Animation Quotes
- Mean Quotes
- Joy Quotes
- Enormous Quotes
- Creating Quotes
- Memories Quotes
- Philosophy Quotes
- Sharks Quotes
- Travel Quotes
- Hero Quotes
- Enthusiasm Quotes
- Heart Quotes