

“Wreck-It Ralph 2”: Visualizing the Internet

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In “Ralph Breaks the Internet: Wreck-It Ralph 2,” Vanellope von Shweetz and Wreck-It Ralph leave Litwak’s video arcade behind, venturing into the uncharted, expansive and thrilling world of the internet on a quest to save Vanellope’s video game. Building the metropolis of the internet was no small feat: its smallest buildings are the size of the Empire State Building, and tens of thousands of dynamic, digital signs can be seen in one city shot. The world then needed to be populated with characters, ranging from the everyday citizens of the internet – netizens – to service workers and algorithms who run the world wide web. Throughout the making of the film, the production team was challenged to push the boundaries both artistically and technically in visualizing a world that is ever-changing and seemingly endless – a concept as familiar as the internet executed in a way that has never been seen before.