**A logo for a movie

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**PRESS RELEASE**

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**RECORD-BREAKING JESUS FILM PROJECT UNVEILS NEW INNOVATIVE ANIMATED FILM, *JESUS* (2025), IN SEOUL**

On 28 November in Seoul, Jesus Film Project, a leading initiative dedicated to engaging the watching world with Jesus, announced the launch of their latest cinematic undertaking, *JESUS* (2025). This ground-breaking film, set to hit theatres worldwide in December 2025, brings the story of Jesus to life as depicted in the Christian Gospels, introducing His story to a new generation through cutting-edge film technology.

*JESUS* (2025) serves as a spectacular remake of the iconic 1979 JESUS film, which holds a Guinness World Record as the most translated film of all time. Fusing unparalleled visual effects and computer graphics, the film benefits from the expertise and talent of a stellar technical and production team, whose credits include Pixar, Disney, and Star Wars.

Armand Serrano, who has worked on notable films such as, *Big Hero 6* (2014), *Lilo & Stitch* (2002), and *Raya and the Last Dragon* (2021), is the production designer of *JESUS* (2025). Serrano said, "We are united in our faith and excited by the opportunity to present the story of Jesus to both new and familiar audiences. The film has an exceptional artistic vision, it’s being crafted with unparalleled quality and boundless creativity – which is what drew us all to this monumental project in the first place."

Among the ground-breaking digital innovations being employed in the creation of this film is Unreal Engine, the foremost real-time 3D creation tool for immersive experiences. Leveraging the capabilities of Unreal Engine, the filmmakers are poised to deliver a visually stunning and emotionally resonant portrayal of Jesus' life like never before.

The telling of the story of Jesus has evolved throughout history, from the Roman Road to the Gutenberg Press, and right up to the present day through the medium of animated film. *JESUS* (2025) will be accessible on various platforms, including virtual reality (VR), augmented reality (AR), and the emerging Metaverse. Just like its predecessor, this animated experiential film will ultimately touch lives in over 2,000 languages, spreading the hope of Jesus to people around the globe.

Kyungsoo Oh, the East Asia Regional Leader at Jesus Film Project, said, "Animated storytelling is revolutionizing the way young minds perceive and embrace our culture worldwide. We are extremely thrilled to reach a new generation with the story of Jesus, presented in the highest quality and across various mediums like VR and AR, which are rapidly becoming commonplace."

*Get connected by visiting <jesus.film>or by downloading our free Insider App to receive regular updates, behind-the-scenes images and ways to pray with us, as the global momentum grows.*

**Ends**

**Notes to Editors**

Armand Serrano and Kyungsoo Oh are available for interviews.

1. **Contact:**

For photos, behind the scenes footage, first looks at the new film, interviews (additional spokespeople are available on request,) and further information please contact:

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1. **About *JESUS* (2025)**

*JESUS* (2025) is a new, animated family film about the life of Jesus designed to reach families, new generations, and people of all ages with the story of Jesus. Anchored in the Christian Gospels, the film re-imagines the JESUS film, using much of its dialogue in a refreshed script. The film is slated to release Christmas 2025 and will eventually be in 2,000+ heart languages!

*JESUS* (2025) builds on the global impact of JESUS and more than 40 years of Bible translation work, language production, and strong relationships with ministry partners – helping to reach everyone, everywhere.

1. **About Jesus Film Project**

Jesus Film Project is passionate about sharing Jesus with the world because they believe everyone, everywhere should have access to His life-changing love and forgiveness. That’s why, by God’s grace and through the help of their partners, their [Christian films are available in over 2,000 different languages](https://www.jesusfilm.org/watch). They are designed to break language and literacy barriers so anyone can watch—no matter where they are in the world.

They have placed their sights on reaching everyone, everywhere, with a special focus on the areas of the world that have the [least access to the gospel](https://www.jesusfilm.org/partners/mission-865/). And as the world changes, they innovate, adapt, and [use new technologies to reach it with the story of Jesus](https://www.jesusfilm.org/tools/).