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Tom and Jerry Reimagined: Inside the New AI-Powered Version

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A freshly released, entirely AI-generated take on the world's best-loved cat-and-mouse duo has taken the internet by storm, turning two classic hand-drawn characters into fully artificial-intelligence-driven creations while keeping their timeless slapstick spirit intact.

Tom and Jerry, arguably the most instantly recognisable double act in the history of animation, have just been given an extraordinary new lease of life. A brand-new, wholly artificial-intelligence-generated version of the pair has surfaced online in recent days, and it is unlike anything fans of the franchise have seen before. Rather than being hand-animated in the traditional style, the cat and mouse have been rebuilt from the ground up as fully AI-driven characters, produced using generative technology and carefully crafted text prompts rather than pencils, cels or animators' desks.

The result is being described as a striking blend of old-fashioned comic charm and cutting-edge computer-generated craftsmanship. Viewers say the new clips manage to preserve the exaggerated chases, sight gags and comic timing that made the original series so beloved, while wrapping them in a strikingly modern visual style. Within a short space of time, the AI reinterpretation has spread rapidly across social media, with clips being shared and re-shared by users across multiple platforms and generating considerable excitement worldwide.

Commentators note that beyond simple novelty value, the project also carries an educational dimension. By showing children how far animation and artificial intelligence have progressed, the new version offers a playful introduction to generative technology, presenting it as entertaining rather than intimidating, and giving a fresh generation of young viewers a new way of encountering old favourites.

A Franchise Turning Eighty-Six

The AI reboot arrives at a symbolic moment: Tom and Jerry have just marked eighty-six years since their very first appearance on screen. The pair made their debut on 10 February 1940 in a short film titled *Puss Gets the Boot*, a production that introduced audiences to the wordless, chase-driven comic formula that would go on to define the series for decades to come.

The characters were the creation of the celebrated animation duo William Hanna and Joseph Barbera, whose partnership would go on to become one of the most influential in the history of American animation. Their original shorts, built almost entirely around physical comedy rather than dialogue, set a template that countless later productions would try to emulate.

From Classic Shorts to Modern Screens

In the decades since those early black-and-white shorts, the cat-and-mouse rivalry has never really left the public eye. The characters have gone on to headline live-action hybrid films and newer animated features, continually finding fresh ways to charm audiences around the world without losing the essential appeal of the original formula: a hapless cat, a resourceful mouse, and an endless, inventive chase.

That enduring appeal has been reflected in the franchise's remarkable awards record. Thanks to its distinctive humour and its reliance on visual, largely dialogue-free action, the original series collected seven Academy Awards, making it, to this day, the most decorated short-form cartoon series in the history of animation.

KEY FACTS

- Debut:** 10 February 1940, in the short film *Puss Gets the Boot*
- Creators:** William Hanna and Joseph Barbera
- Academy Awards won:** Seven — the most of any short cartoon series
- Anniversary:** The franchise has now completed 86 years
- New version:** A fully AI-generated reinterpretation created with generative technology and text prompts

Why the AI Version Has Struck a Chord

Part of what makes this reinterpretation so noteworthy is the sheer novelty of seeing such an iconic, hand-drawn pair rendered through generative artificial intelligence rather than traditional animation pipelines. For long-time fans, it offers a nostalgic reminder of the original shorts; for newer, internet-native audiences, it serves as an accessible entry point into the wider conversation about how AI is beginning to reshape entertainment and creative industries.

Whether this particular experiment becomes a lasting fixture or simply a viral moment, it underlines a broader trend: some of animation's oldest and most cherished properties are increasingly being revisited through the lens of new technology, offering audiences new ways to enjoy characters that have already delighted the world for the best part of a century.

This article is an original English-language feature prepared for general readership, drawing on publicly reported details about the new AI-generated Tom and Jerry reinterpretation and the franchise's history.