

Can Hollywood Survive in the Digital Age?

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Communications Capital of the World







USC's "Arsenal" in Media Research and Education

Schools

USC Annenberg School for Communication

USC School of Cinema and Television

USC Thornton School of Music

USC Viterbi School of Engineering

Research Centers: More than \$100 million per yr.

Annenberg Center for Communication (ACC)

Entertainment Technology Center (ETC)

Norman Lear Center for Entertainment

Integrated Media Systems Center (NSF ERC)

Information Sciences Institute (ISI)

Institute for Creative Technologies (ICT)





USC Institute for Creative Technologies

Funded by U.S. Army

Unique in all of academia

Combines Hollywood storytelling skills and advanced technologies

Creates realistic, interactive training scenarios for U.S. combat troops





USC Institute for Creative Technologies

Mission Simulation (Virtual Humans)

Our goal: Virtual humans to simulate the human element

Behaviors not pre-scripted

Behave by understanding situation and reasoning about possibilities

Communicate in natural language

Can explain actions & coach

Coordinated gestures and non-verbal communication

Understand social situation

Respond emotionally to situation







USC Institute for Creative Technologies



FULL SPECTRUM WARRIOR

Focus of FSW is to develop critical thinking, decision making, and leadership skills FSW forces students to make rapid decisions in complex ambiguous situations FSW allows TDs to modify scenarios and create various levels of difficulty FSW leverages cutting edge research in Al to create enhanced AAR capability

FSW is a First Person Thinker game - not a First Person Shooter





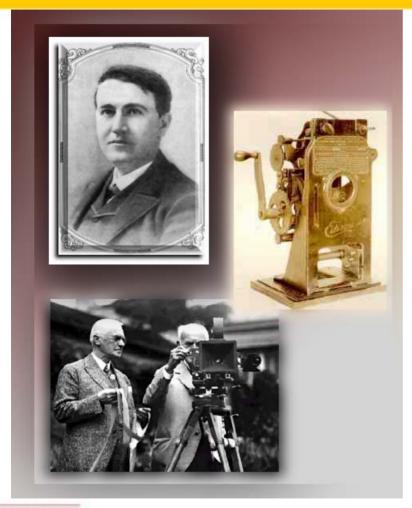








A New Technology and a New Industry









Roaring 20's - Hollywood & Sound







Hollywood's Golden Age





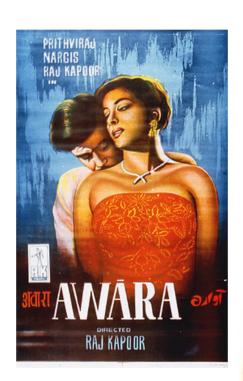




Hollywood Goes Worldwide



Rome 1949



Bollywood (Bombay, India) 1951

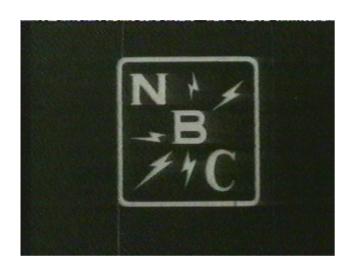


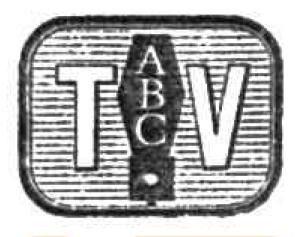
Tokyo 1954





A New Challenge







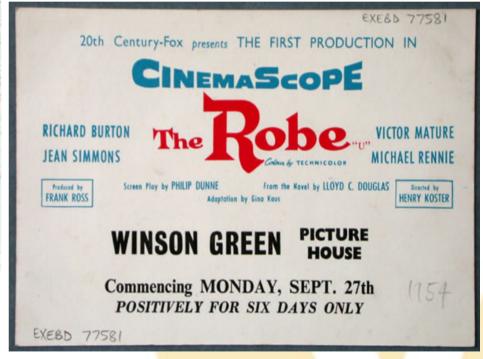




1950's CinemaScope:

Hollywood's Response to the New Competitor - TV





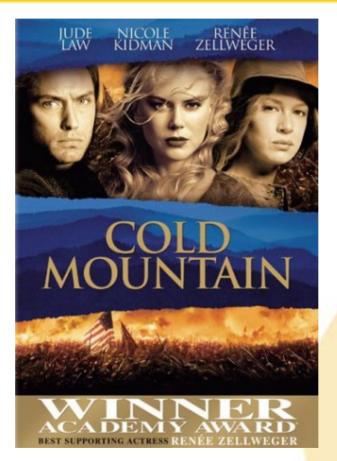




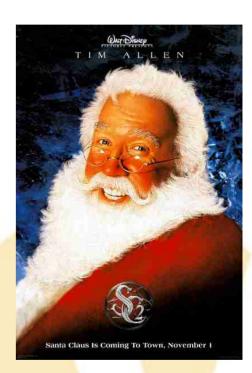
Runaway Productions



Filmed in Canada



Filmed in Romania!
Southern Life During
the Civil War



Filmed in Canada





The Old Technology: Excellent But Expensive

Large Studios









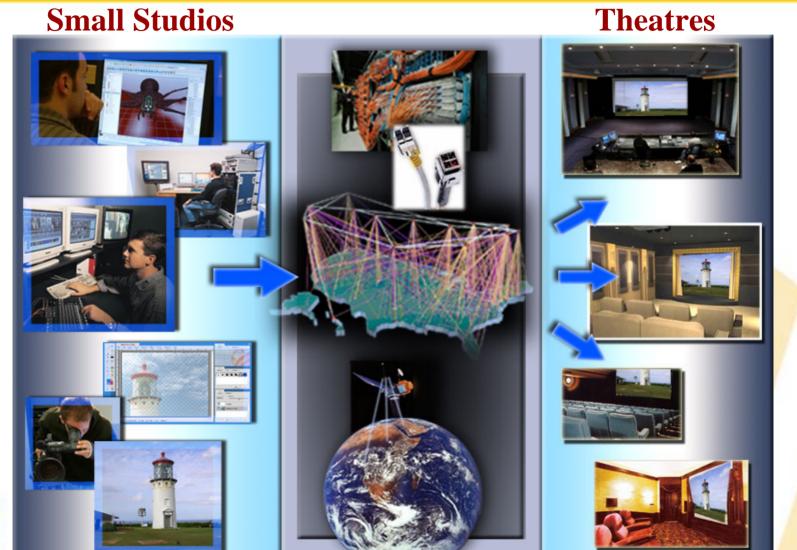
Technology Revolution Film -> Digital







The New Technology: Faster, Cheaper, Better







Digital Production

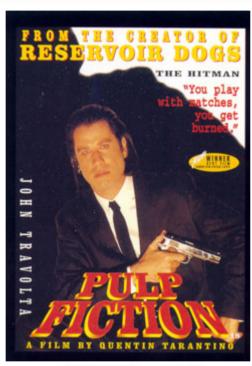






Independent Film Makers









Video

Photography



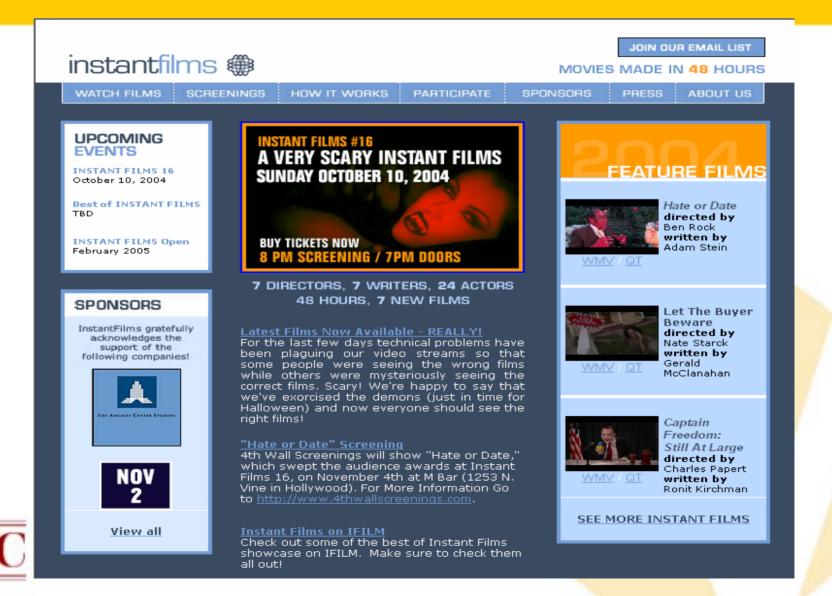








Instantfilms.com





Emerging Pictures

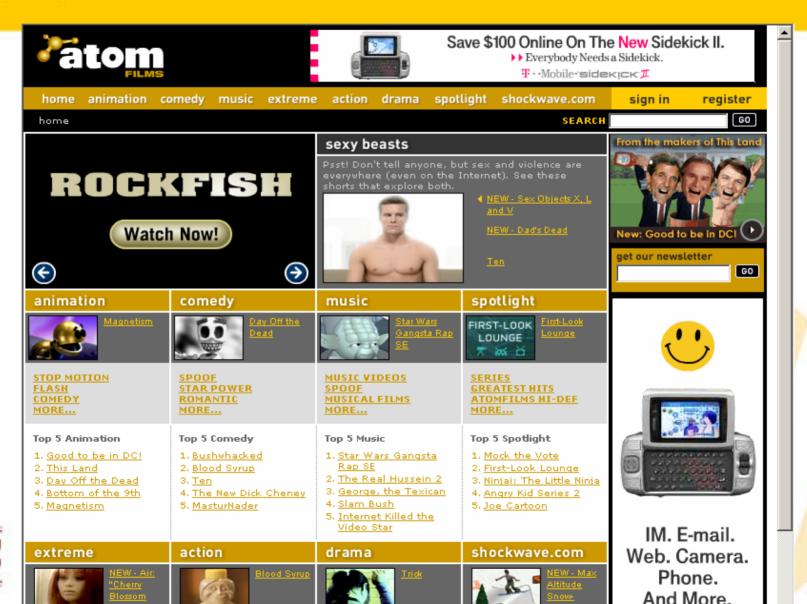




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atomfilms.com





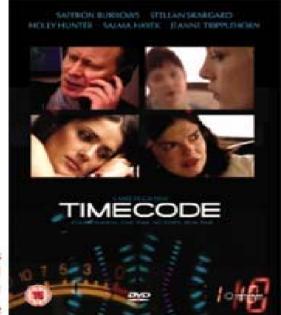
Academy Awards





Time Code











DVD, Video Stacks Will Disappear







Movies from Internet















The Competition Multiplies







































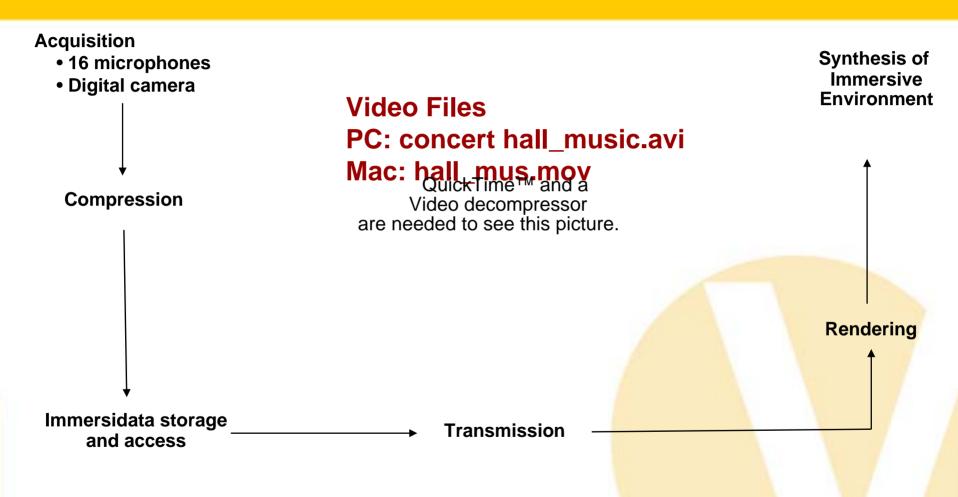
IMSC--NSF ERC: Home Theater







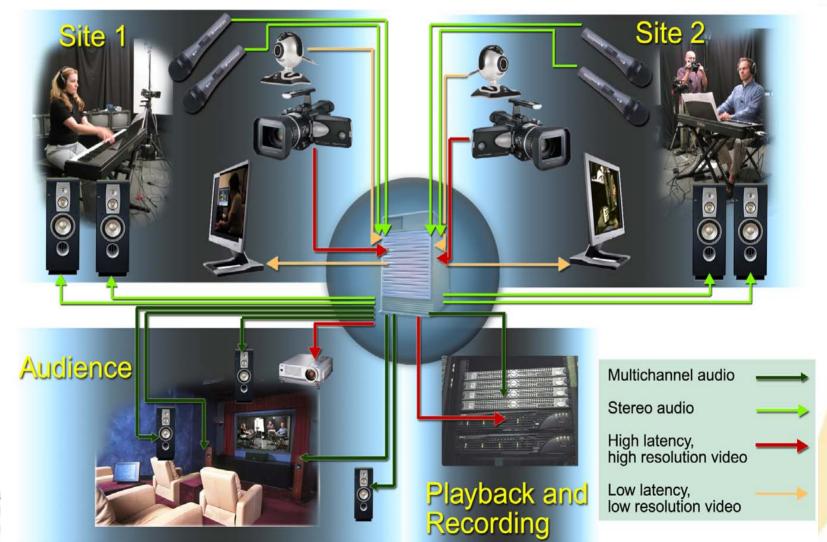
Remote Media Immersion







IMSC: RMI Architecture







IMSC: Remote Media Immersion

Immersive Audio

QuickTime™ and a MPEG-4 Video decompressor are needed to see this picture.

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First RMI Demo: 2002



New World Symphony, Miami Beach

Audio: 10.2 channel, immersive

sound system

Video: HDTV 1920x1080i

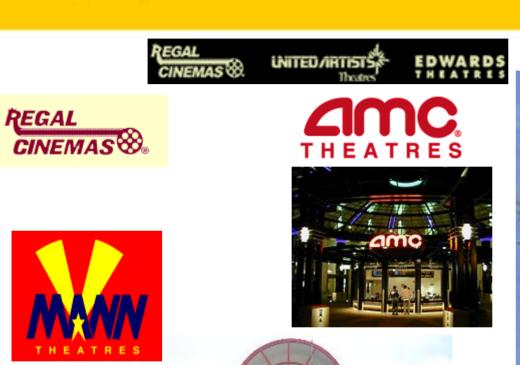








Movie Theaters Not Going Away











Does Hollywood Have Vision and Will?



