FROM GAME DEVELOPMENT TO FILM PRODUCTION

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ICVR

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Amazon Studios

GAME DEVELOPMENT MEETS FILM DEVELOPMENT?

STUDIO TECHNOLOGY

PRODUCTIONS &
MEDIA TECHNOLOGY

STUDIOS AND DIGITAL MEDIA
TECHNOLOGY AND BUSINESS
TECHNOLOGY

GAMETECH “BRUNO”

STUDIO TECHNOLOGY

PRODUCTIONS &
MEDIA TECHNOLOGY

STUDIOS AND DIGITAL MEDIA
TECHNOLOGY AND BUSINESS
TECHNOLOGY

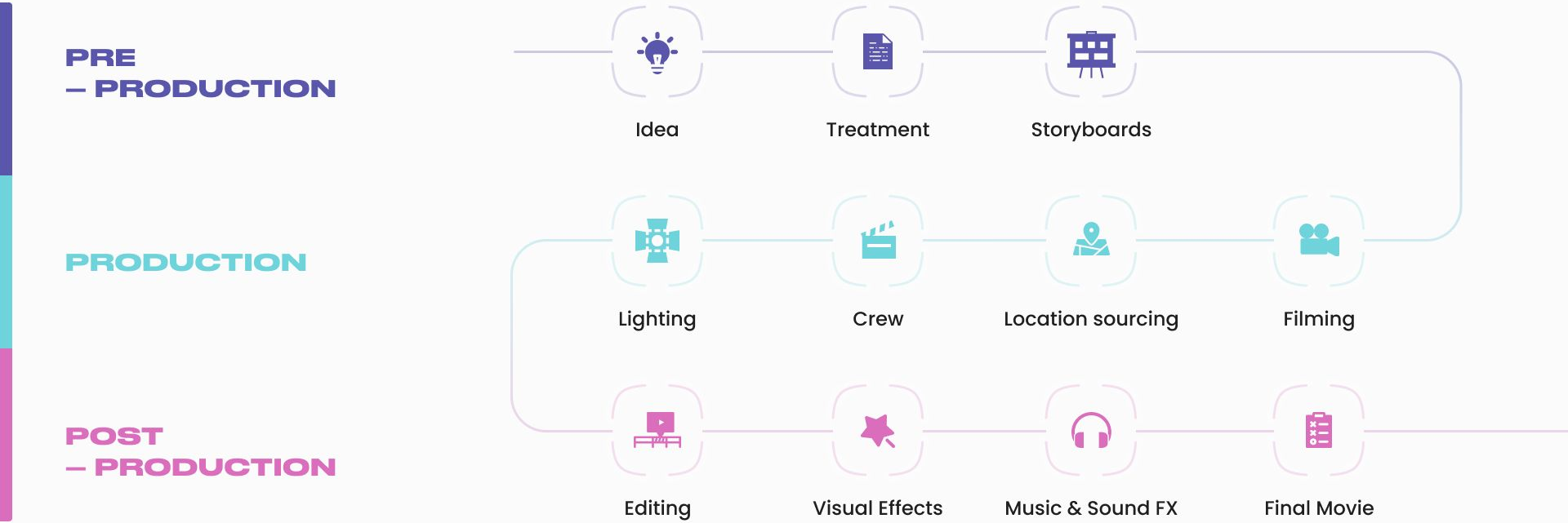
GAMETECH “BRUNO”

STUDIO TECHNOLOGY

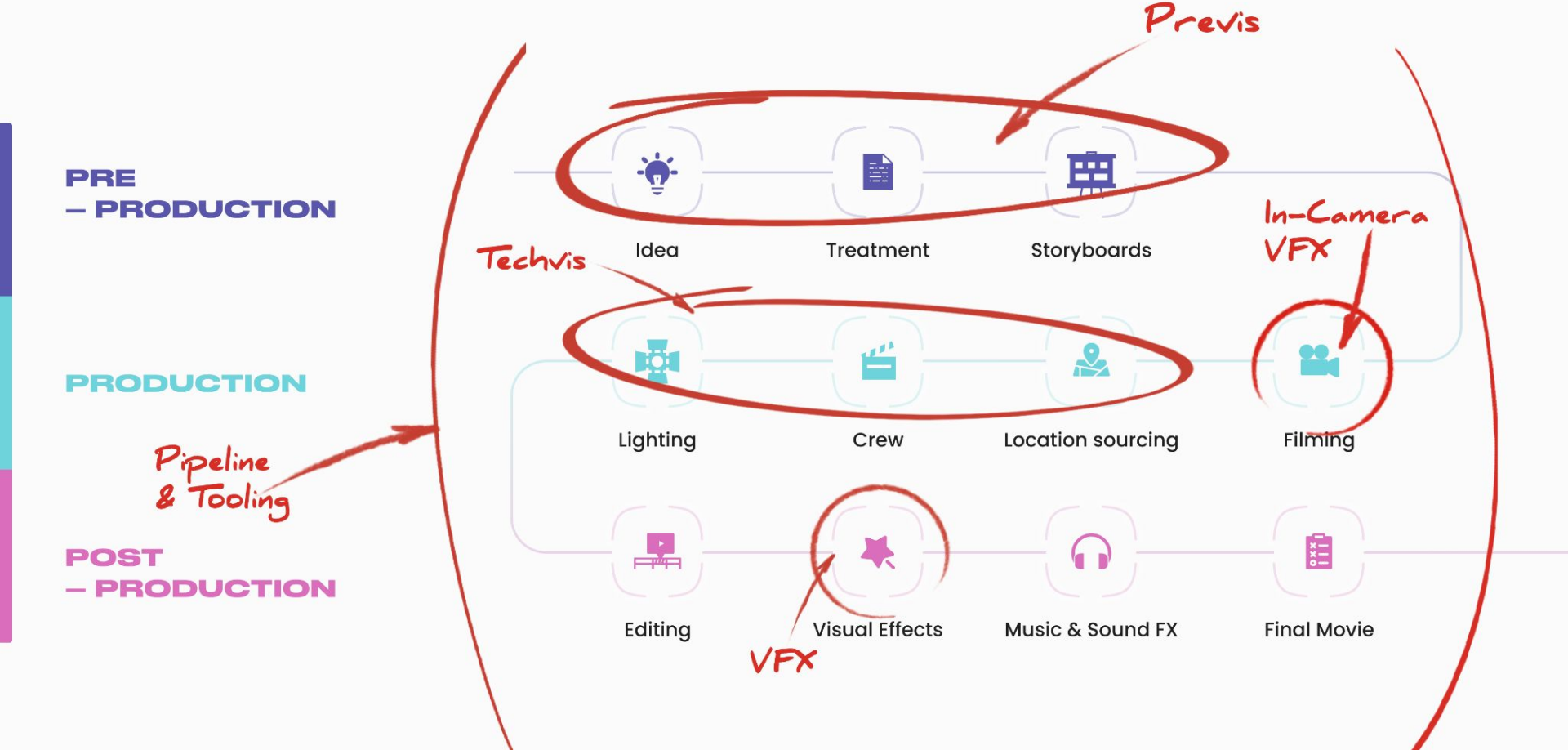
WE DON'T TALK ABOUT BRUNO

PRODUCTION PIPELINE

Traditional Film Development

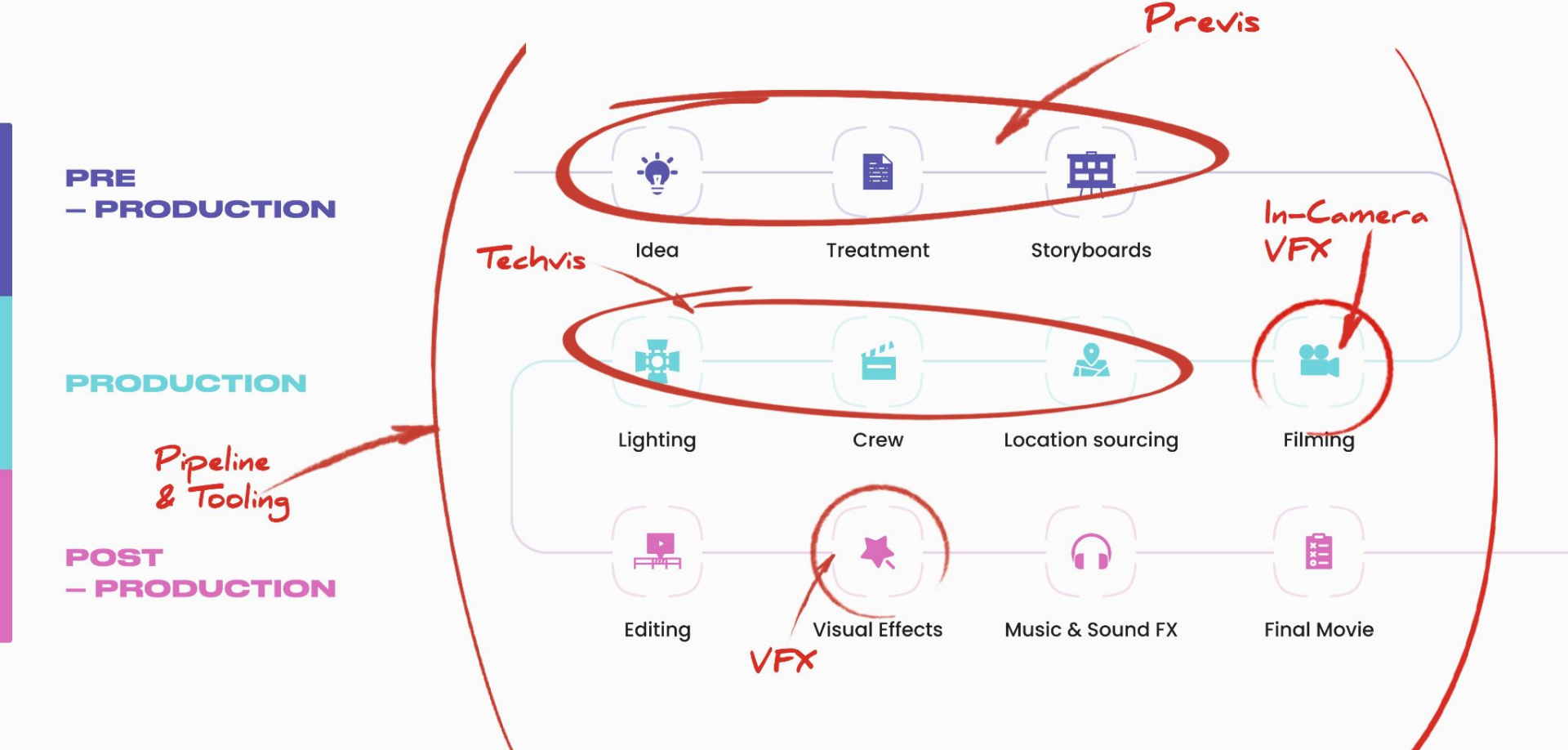


PRODUCTION PIPELINE



AWAY

PRODUCTION PIPELINE



PREVIS

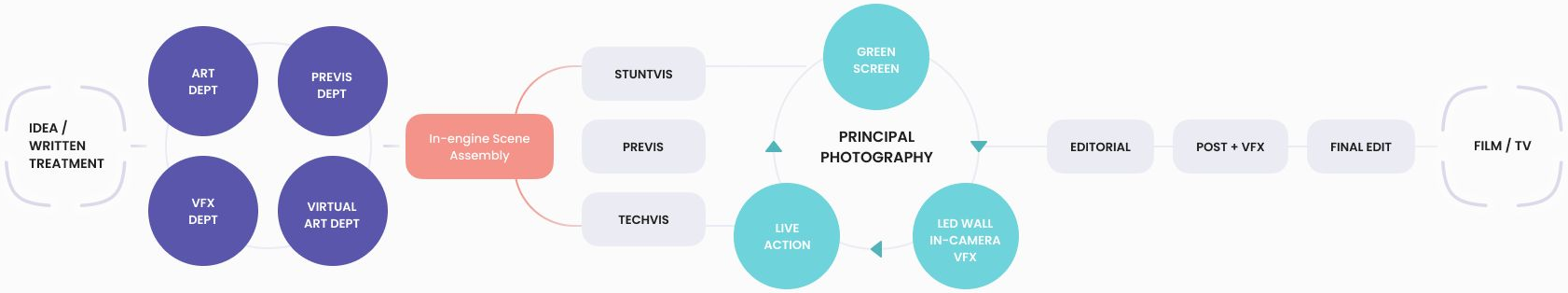
TECHVIS

IN CAM VFX

VFX
AWAY

LET’S TALK
ABOUT
PIPELINES?

PRODUCTION

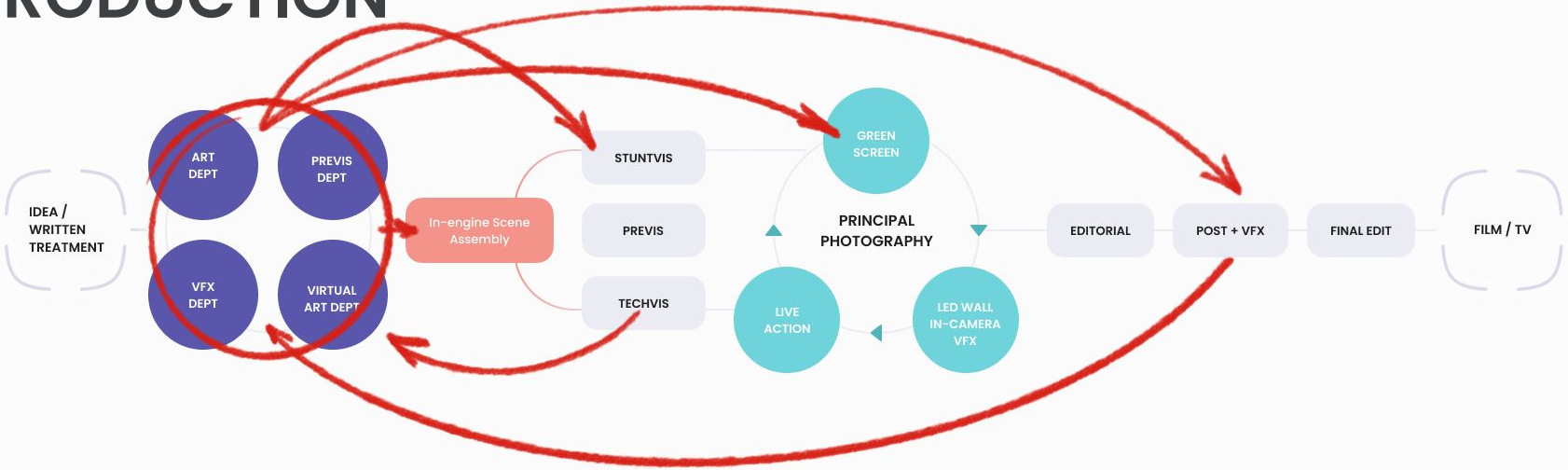


DEVELOPMENT / PRE–PRODUCTION

PRODUCTION

POST – PRODUCTION

VIRTUAL PRODUCTION

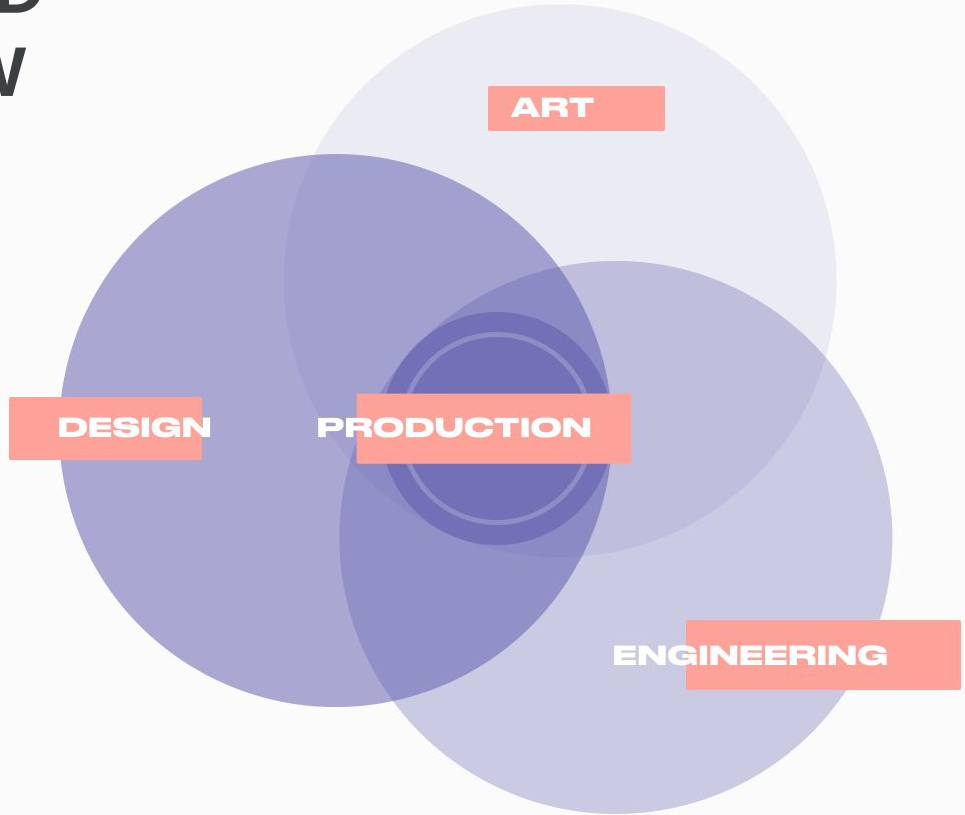


DEVELOPMENT / PRE–PRODUCTION

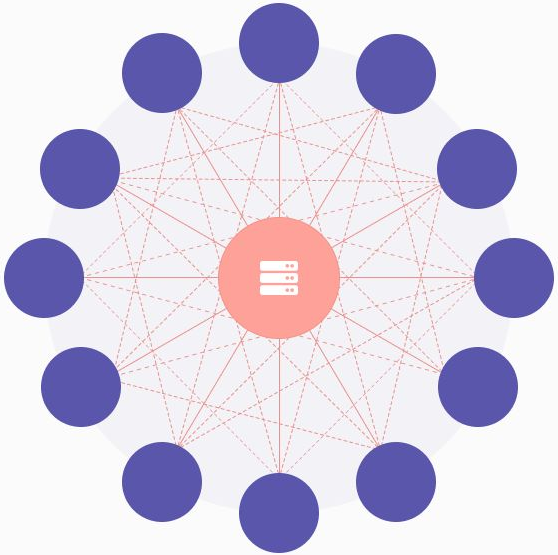
PRODUCTION

POST – PRODUCTION

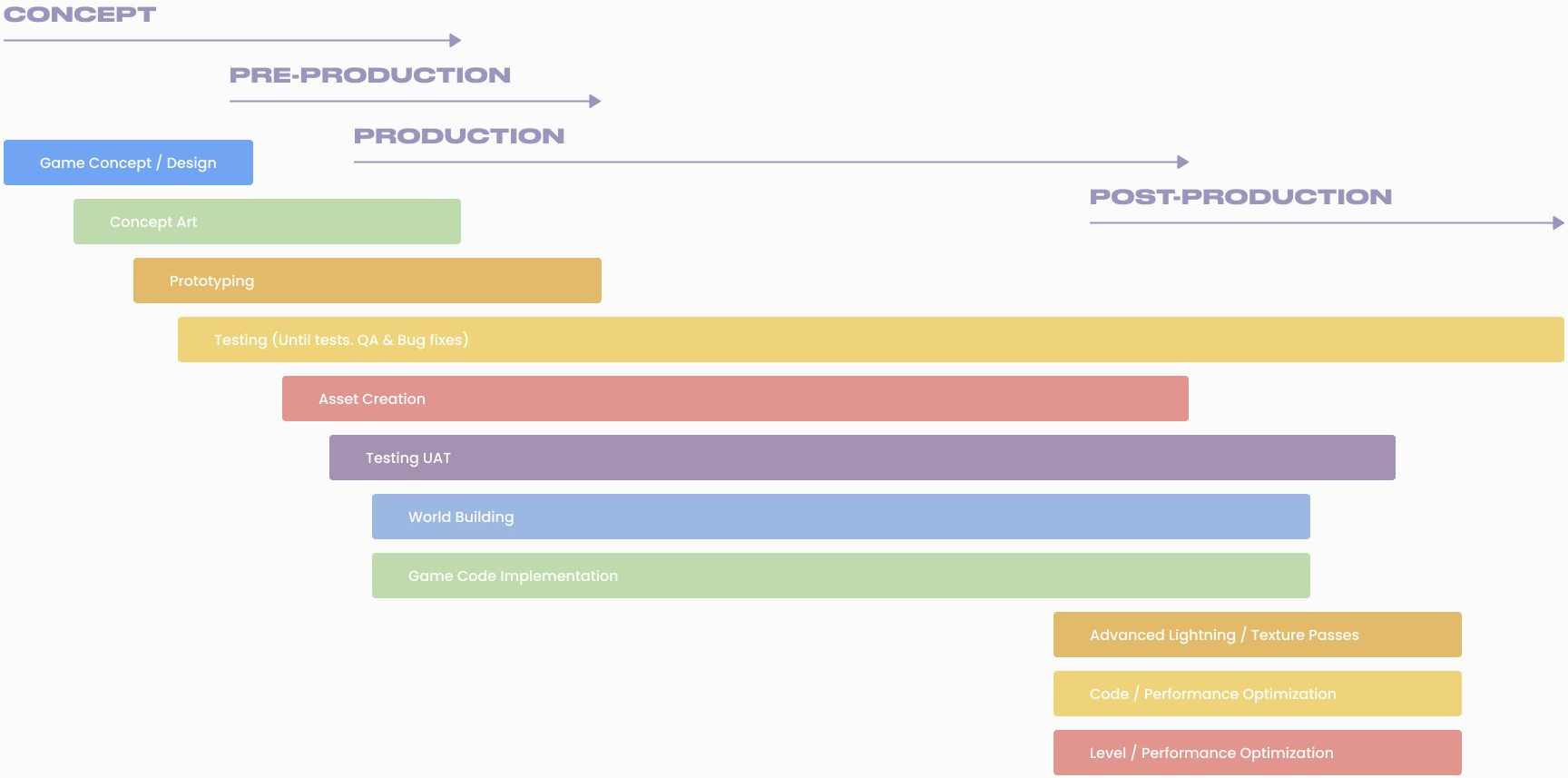
MODERN CONNECTED WORKFLOW



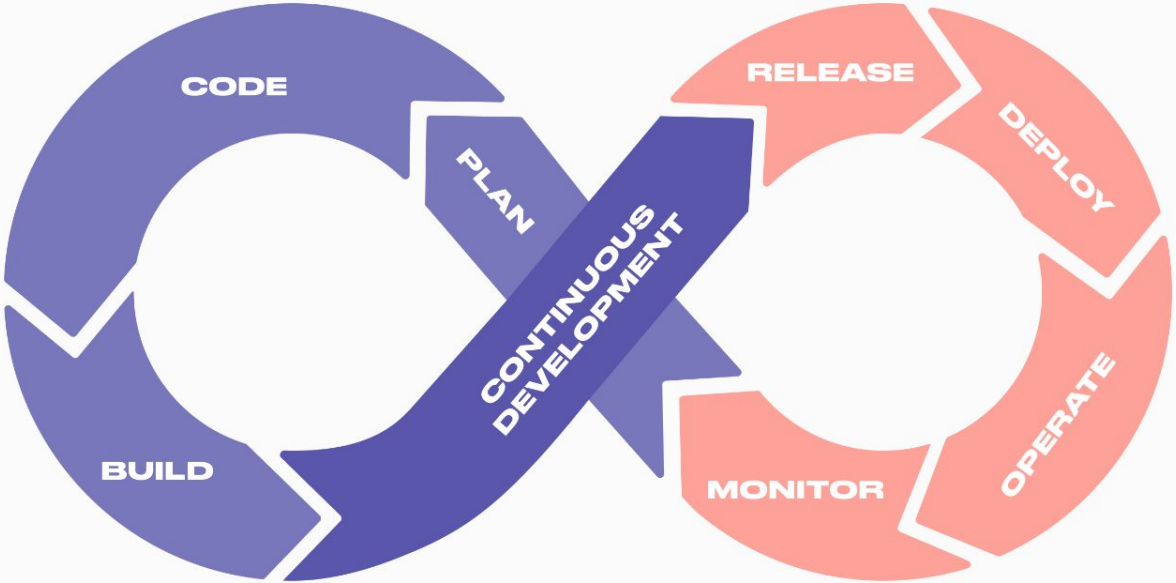
CONNECTED WORKFLOW



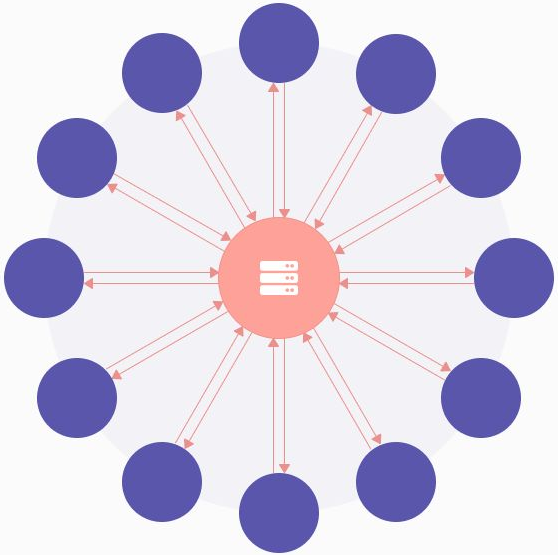
GAME DEVELOPMENT PRODUCTION



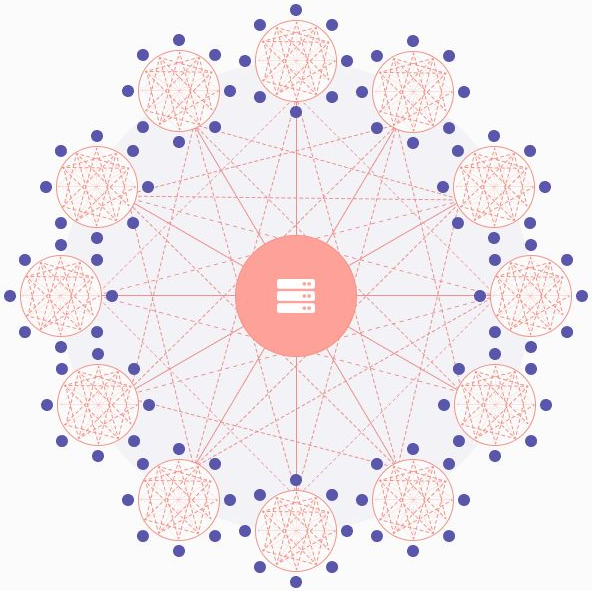
CONTINUOUS DEVELOPMENT



CENTRALIZED REPOSITORY

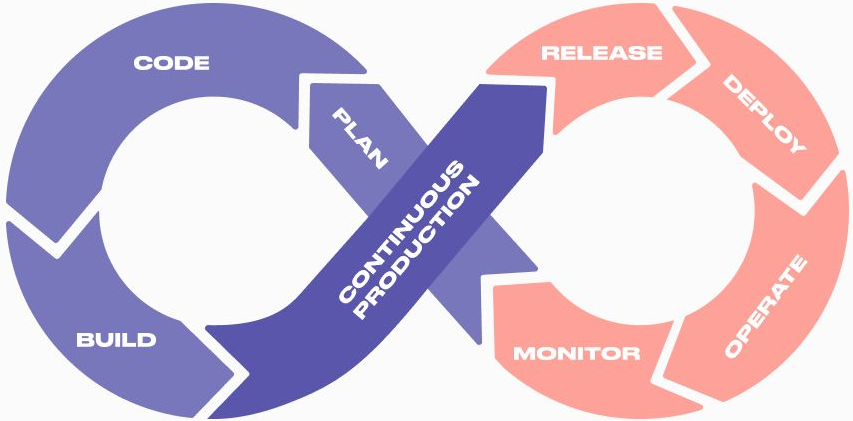


ASSET ECOSYSTEM

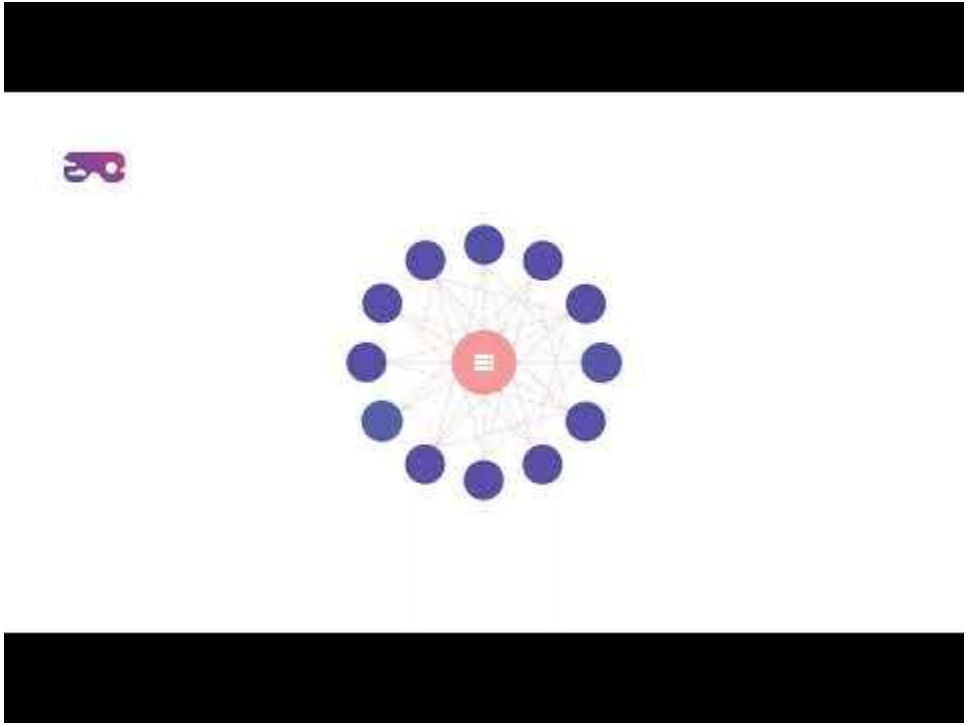


SOFTWARE STACK

aws PERFORCE JIRA PARSEC NVIDIA



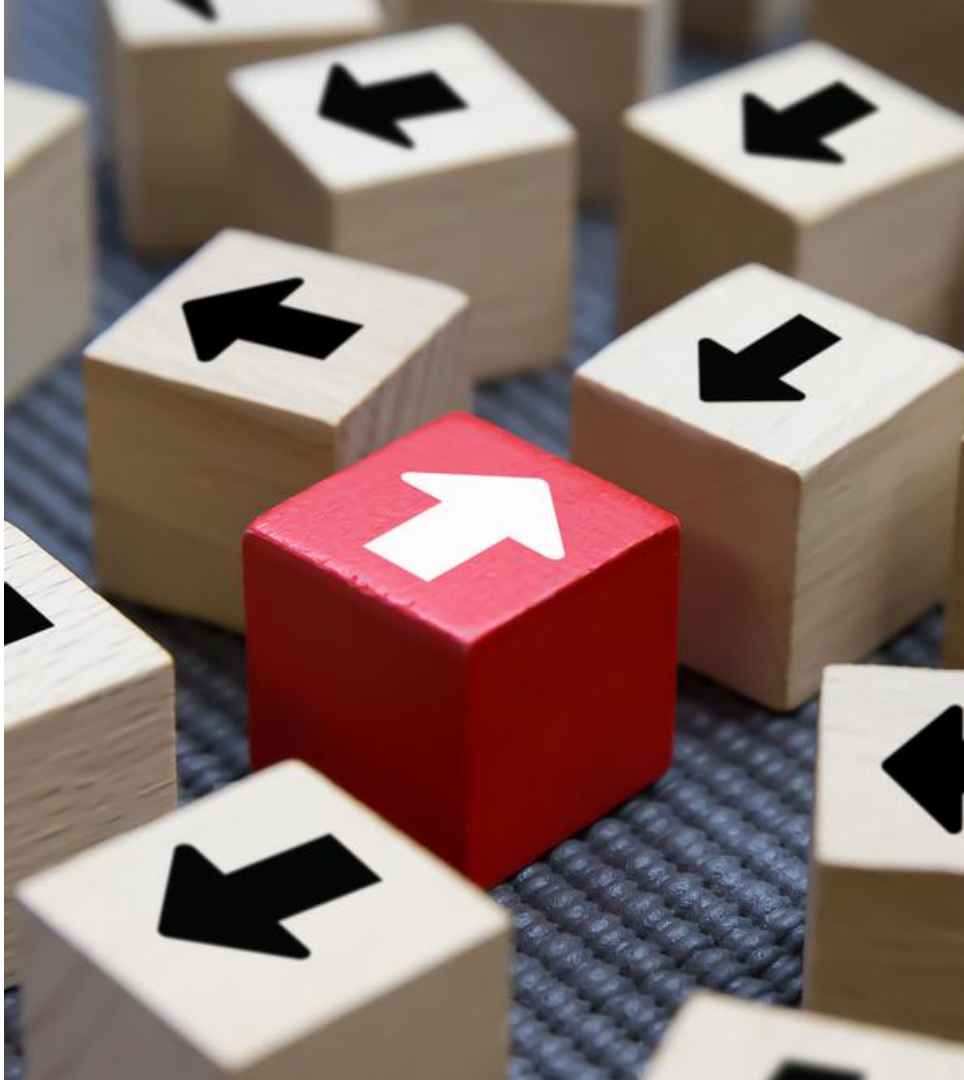
PIPELINES



ALL PRODUCTION WILL START USING GAME DEVELOPMENT TECHNIQUES?

HOW DO STUDIOS DECIDE TO ADAPT TO NEW TECHNOLOGIES LIKE GAME ENGINES OR LED WALLS?

HOW DO YOU PREVENT BEING STUCK IN LEGACY PIPELINES?



HOW DO YOU APPROACH DRIVING SOMETHING LIKE THE MOVIELABS 2030 VISION?

HOW CAN LARGER STUDIOS DRIVE THE 2030 VISION?

WHAT ARE THE BLOCKERS?

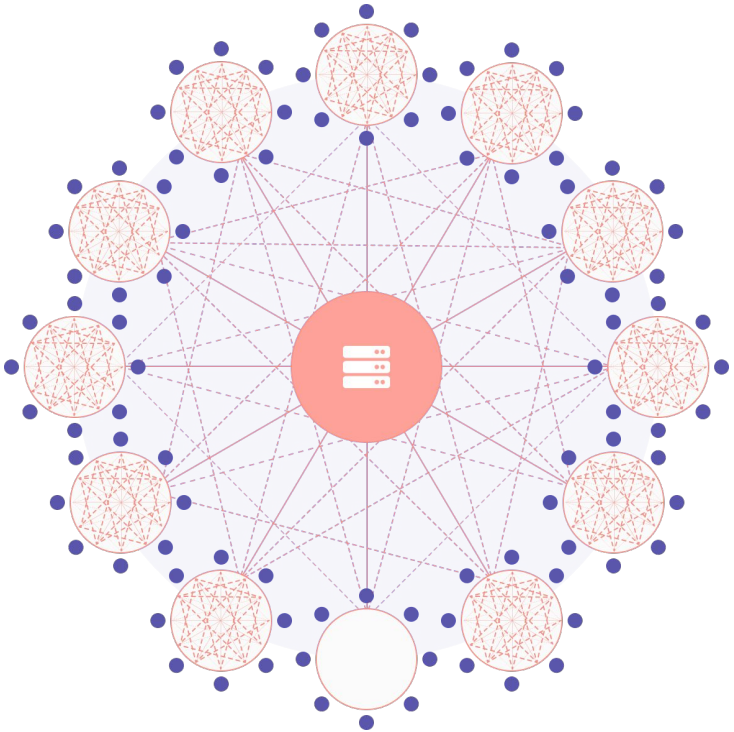
WHAT IS THE CURRENT STATE OF PAM?

WHAT'S WORKING

NOT WORKING

THE FUTURE

ARE DECENTRALIZED WORKFLOWS CREATING SECURITY CHALLENGES?



HOW ARE WE DOING IN PREPARING OUR CREATIVE ASSETS

WHAT ELSE ARE WE NOT TALKING TO BRUNO ABOUT?

ADVICE?

and ...

I THINK IT'S ABOUT TIME THAT WE ...

TALK ABOUT BRUNO ...

THANK YOU