

FROM GAME DEVELOPMENT TO FILM PRODUCTION



Ihar Heneralau
ICVR



Eric Iverson
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

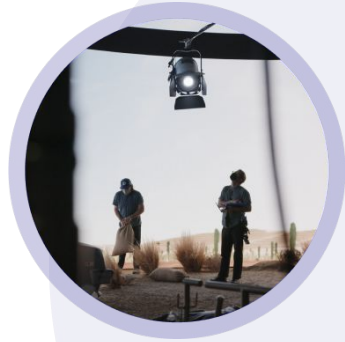


STUDIOS AND DIGITAL MEDIA
TECHNOLOGY AND BUSINESS
TECHNOLOGY



GAMETECH "BRUNO"

STUDIO TECHNOLOGY





**WE DON'T TALK
ABOUT BRUNO**

PRODUCTION PIPELINE

Traditional Film Development

PRE - PRODUCTION



Idea



Treatment



Storyboards

PRODUCTION



Lighting



Crew



Location sourcing



Filming

POST - PRODUCTION



Editing



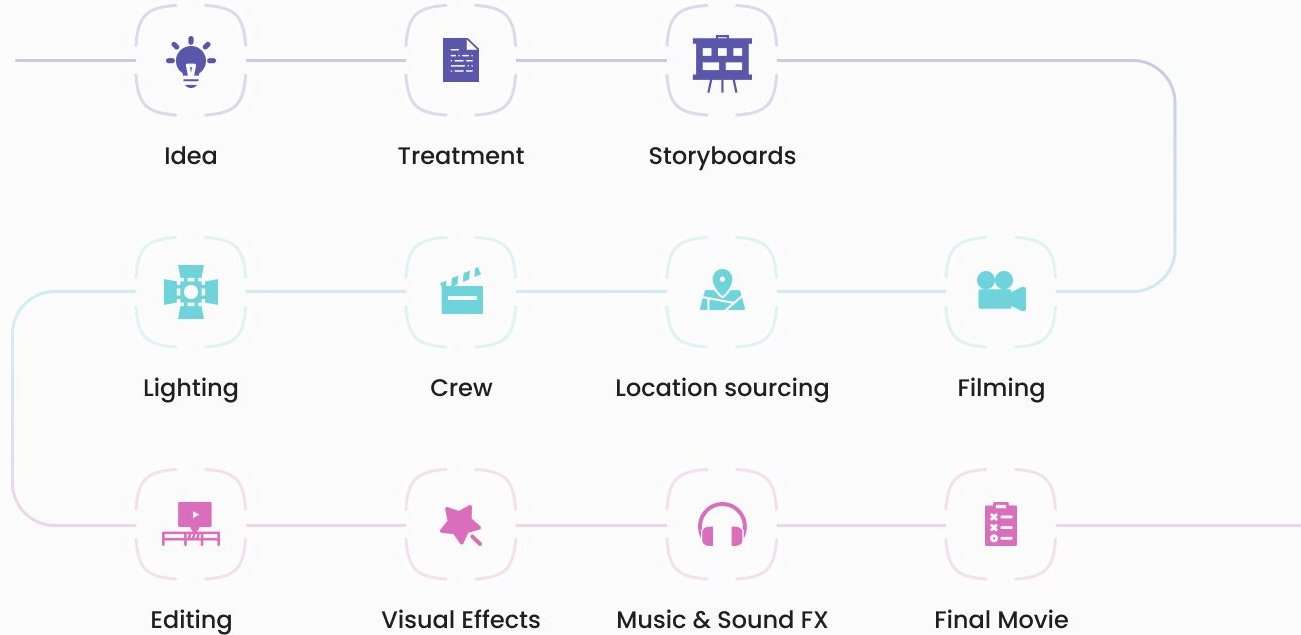
Visual Effects



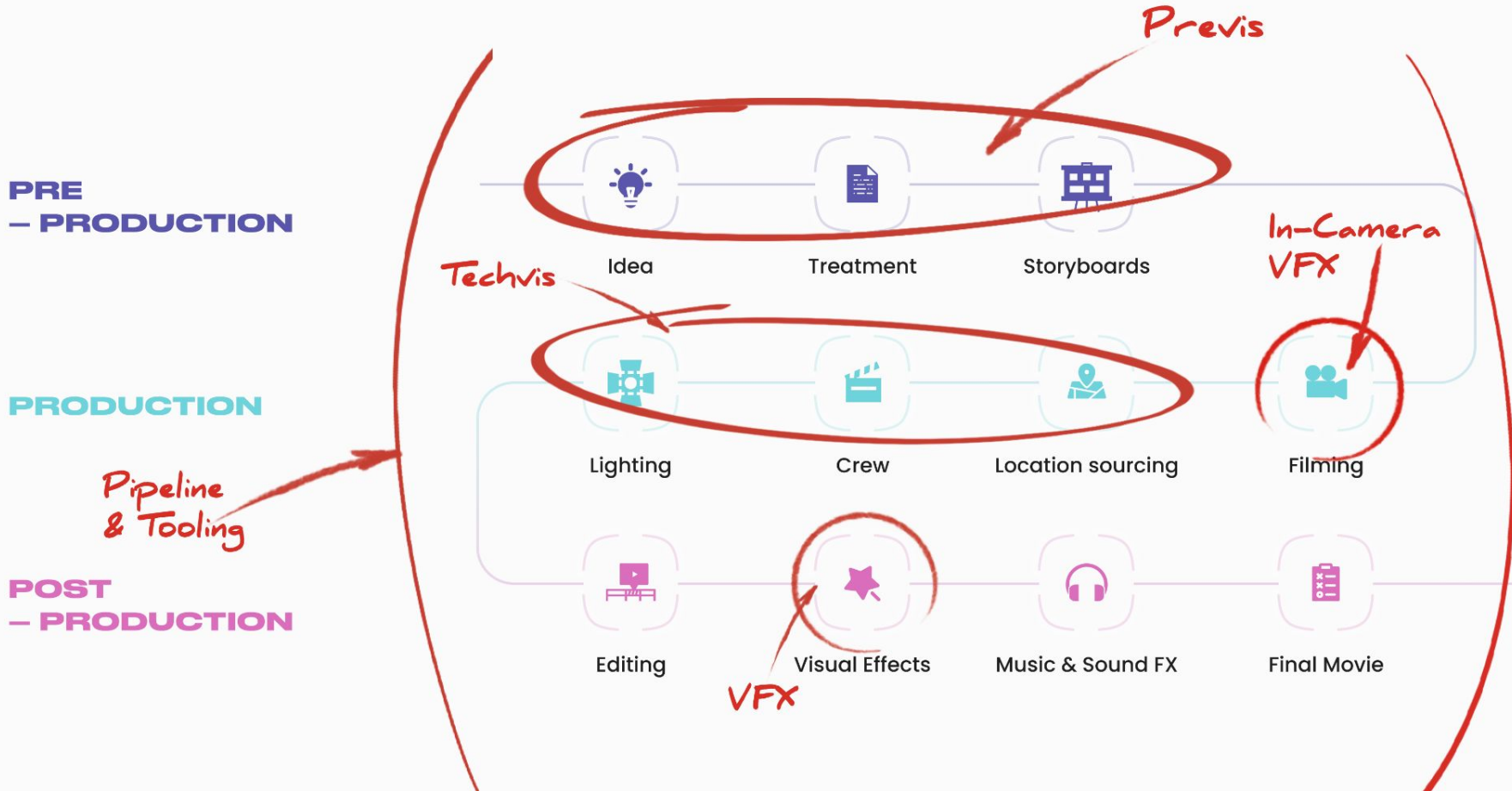
Music & Sound FX



Final Movie



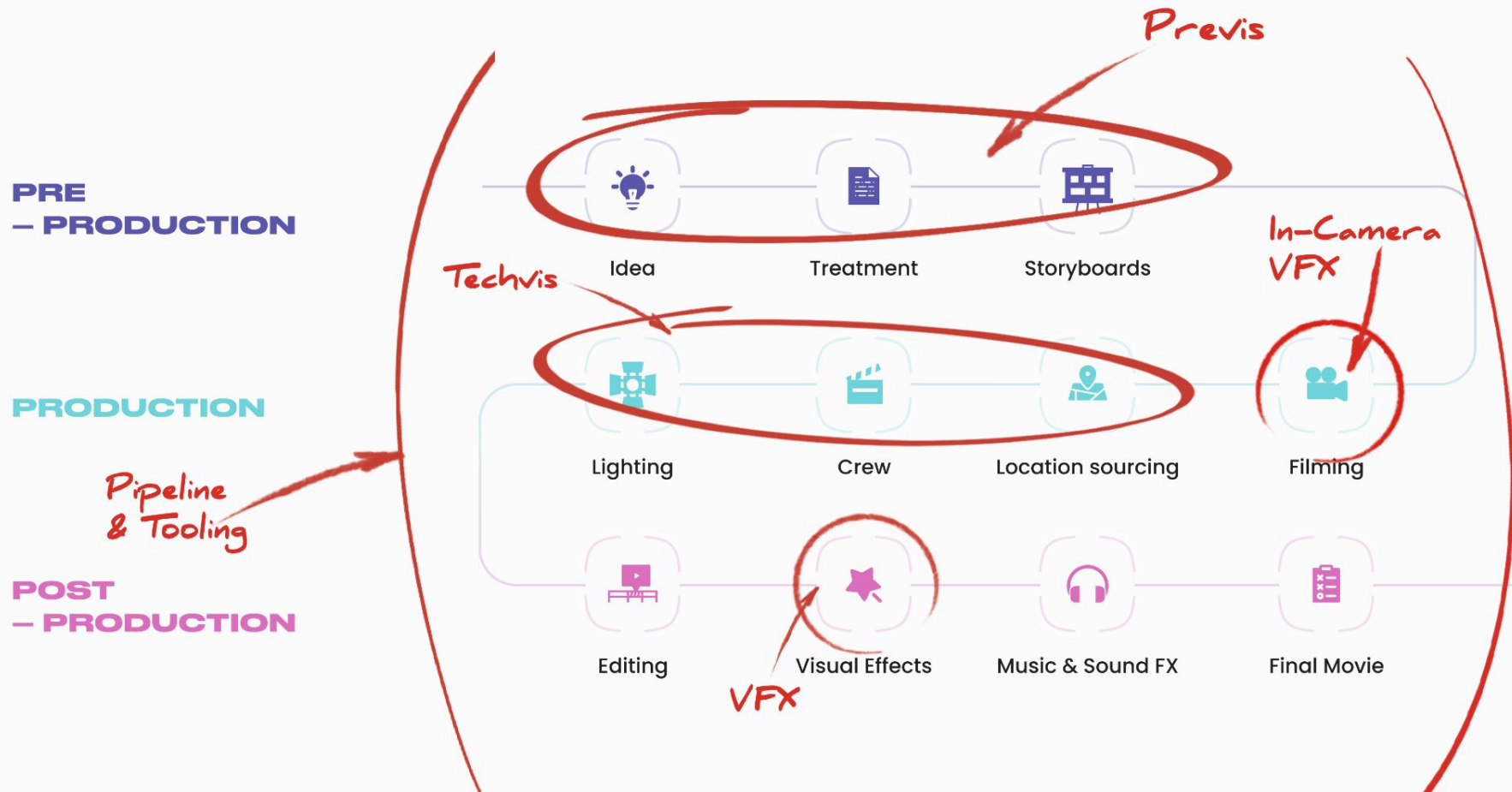
PRODUCTION PIPELINE



AWAY



PRODUCTION PIPELINE



PREVIS



TECHVIS



IN CAM VFX



VFX

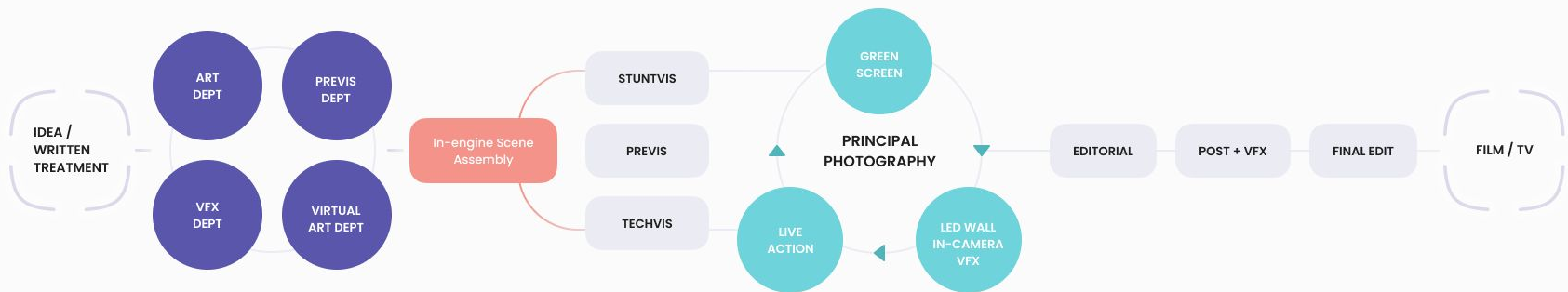
AWAY





**LET'S TALK
ABOUT
PIPELINES?**

PRODUCTION

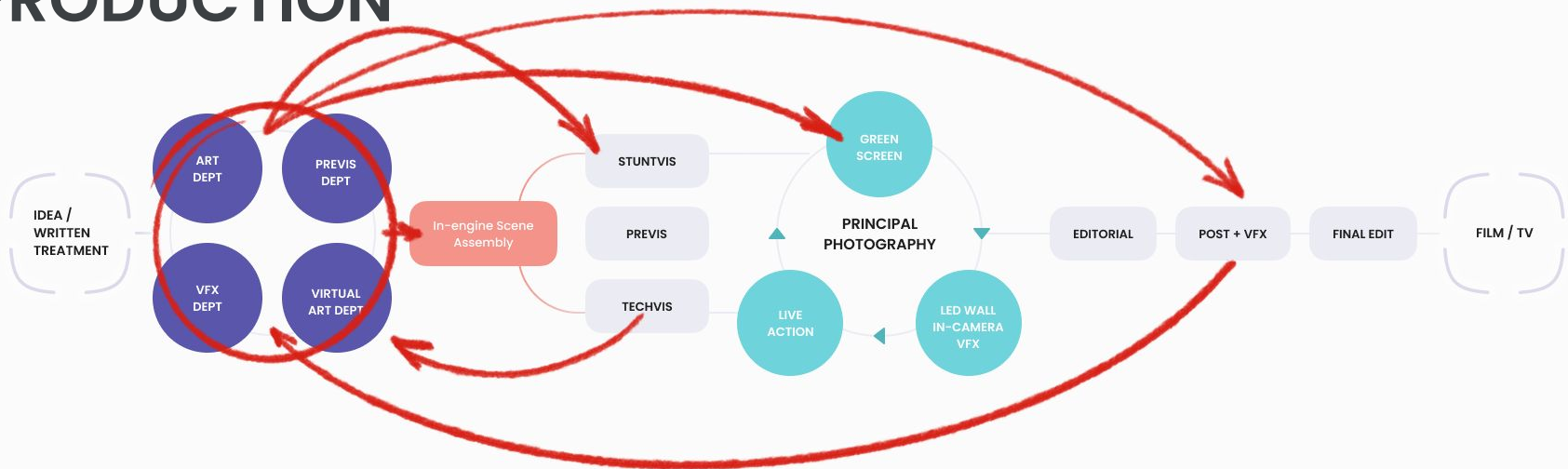


**DEVELOPMENT /
PRE-PRODUCTION**

PRODUCTION

**POST
- PRODUCTION**

VIRTUAL PRODUCTION

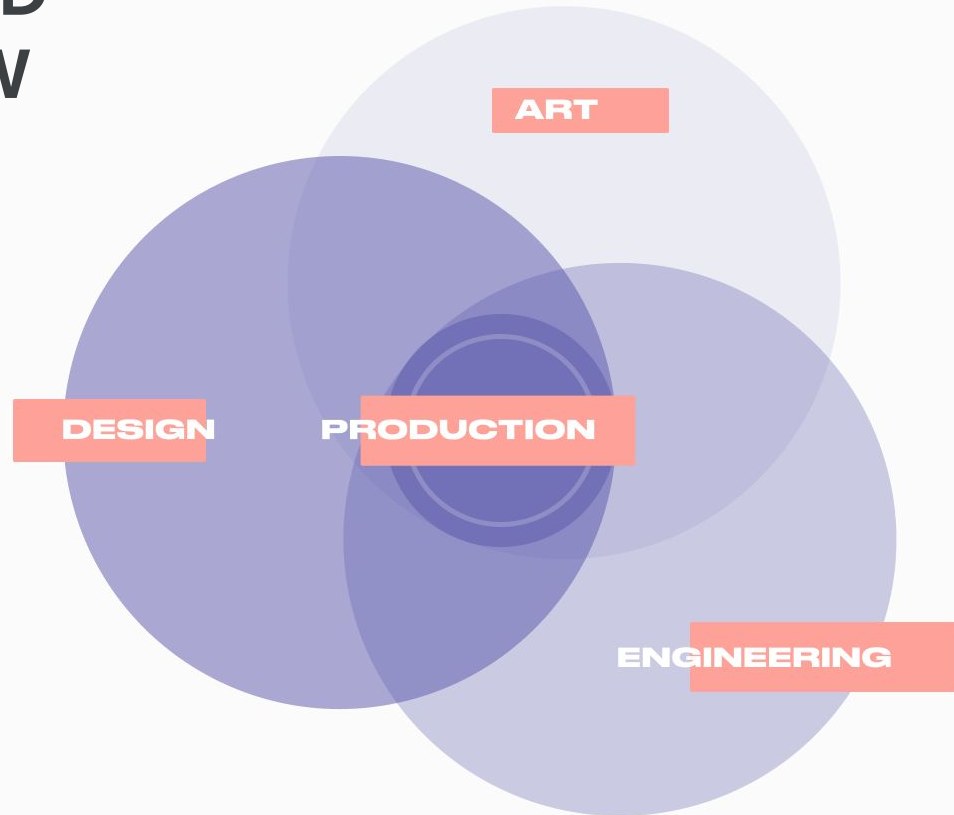


**DEVELOPMENT /
PRE-PRODUCTION**

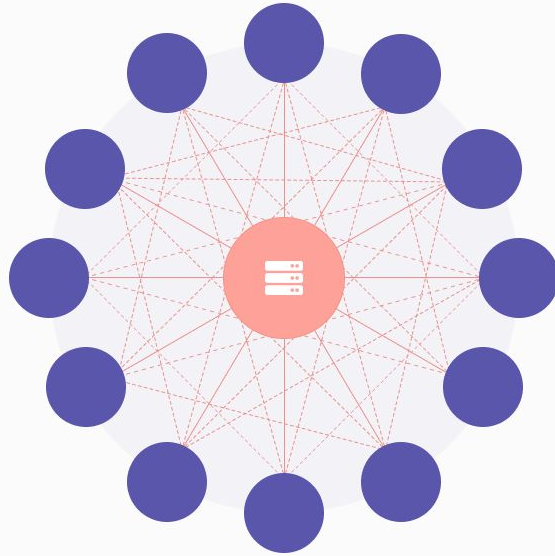
PRODUCTION

**POST
- PRODUCTION**

MODERN CONNECTED WORKFLOW



CONNECTED WORKFLOW



GAME DEVELOPMENT PRODUCTION

CONCEPT

PRE-PRODUCTION

PRODUCTION

POST-PRODUCTION

Game Concept / Design

Concept Art

Prototyping

Testing (Until tests, QA & Bug fixes)

Asset Creation

Testing UAT

World Building

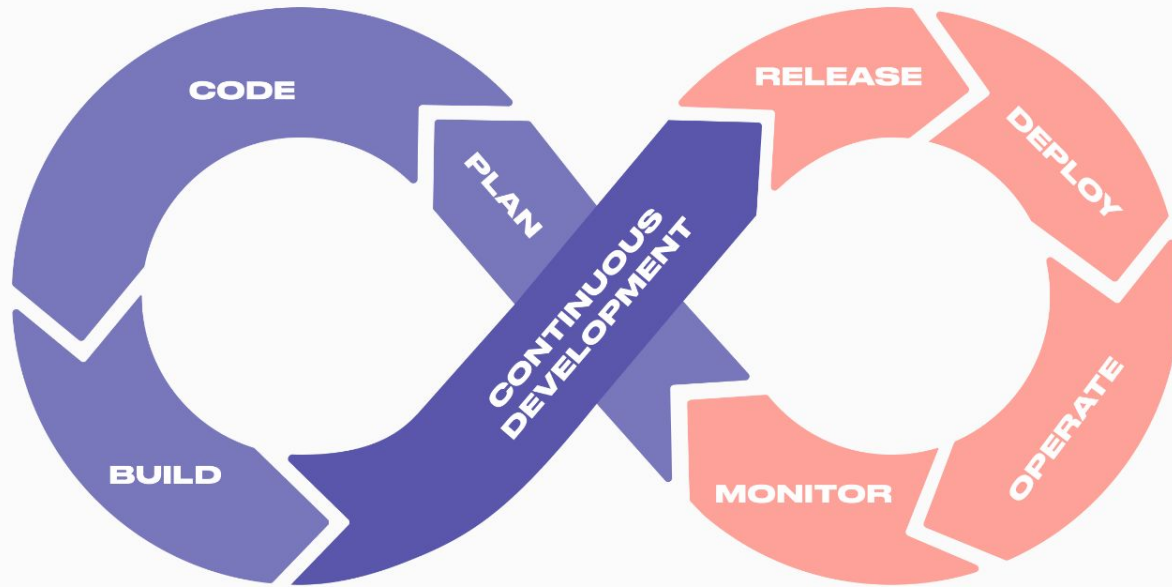
Game Code Implementation

Advanced Lightning / Texture Passes

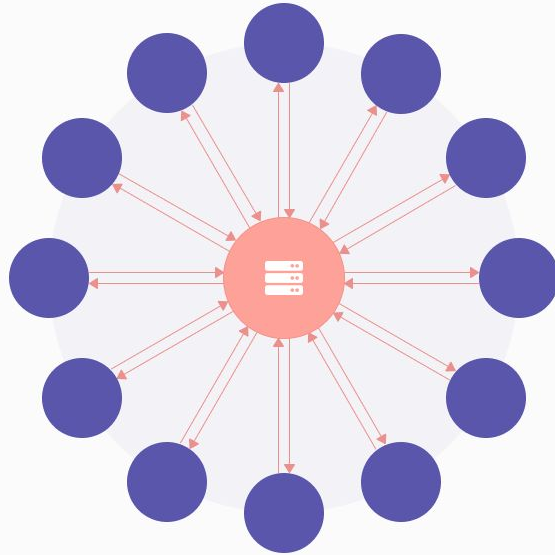
Code / Performance Optimization

Level / Performance Optimization

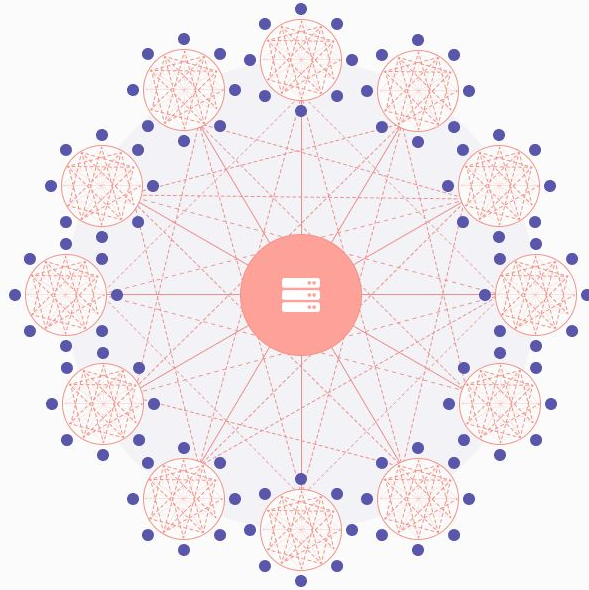
CONTINUOUS DEVELOPMENT



CENTRALIZED REPOSITORY



ASSET ECOSYSTEM



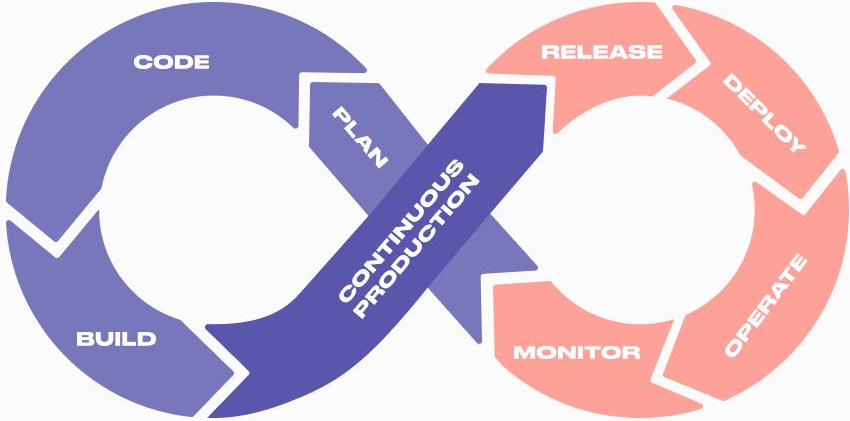
SOFTWARE STACK



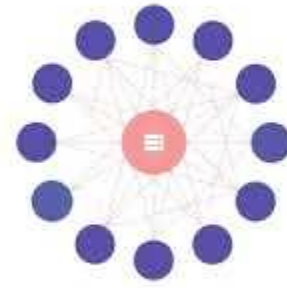
PERFORCE

JIRA

PARSEC



PIPELINES



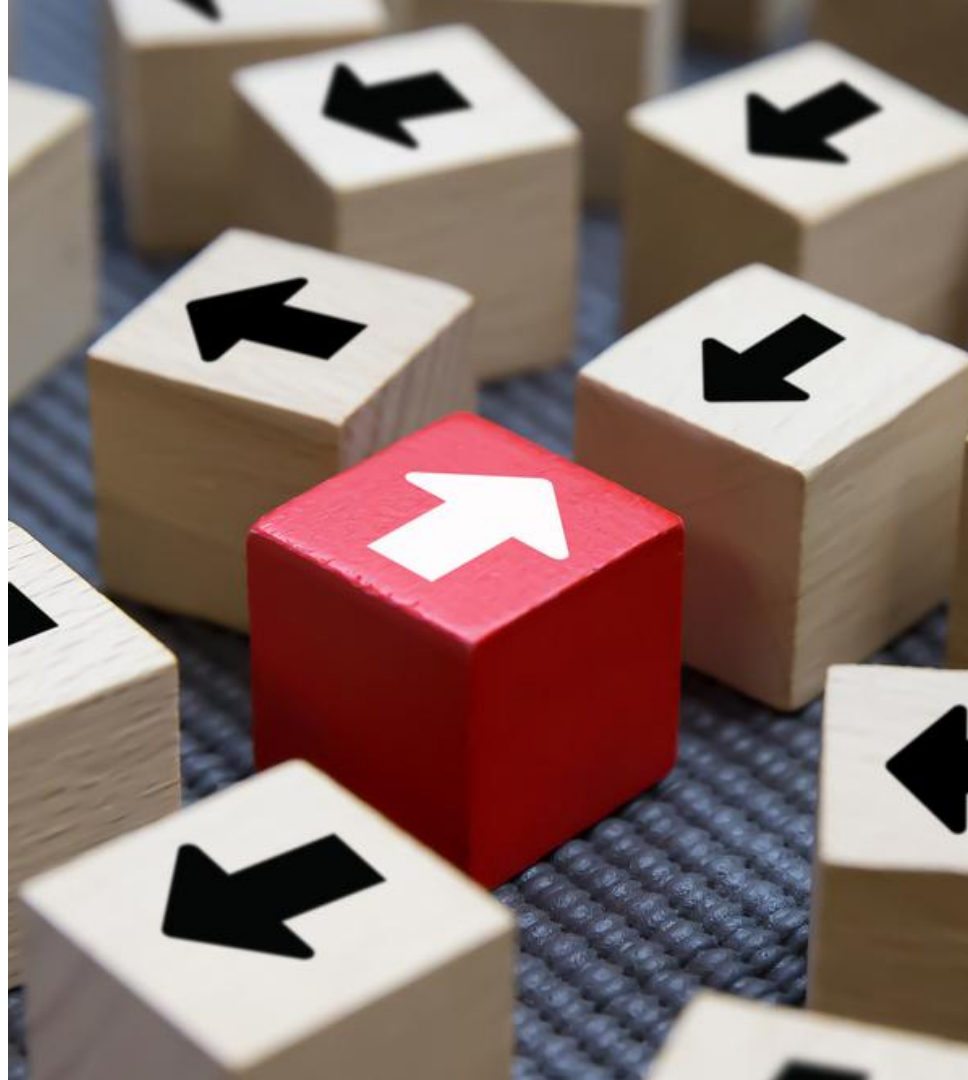
**ALL PRODUCTION
WILL START USING
GAME DEVELOPMENT
TECHNIQUES?**



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



**HOW DO YOU
PREVENT BEING
STUCK IN LEGACY
PIPELINES?**



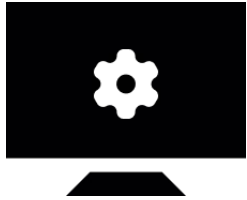
**HOW DO YOU
APPROACH DRIVING
SOMETHING LIKE THE
MOVIELABS 2030
VISION?**



**HOW CAN LARGER
STUDIOS DRIVE THE
2030 VISION?
WHAT ARE THE
BLOCKERS?**



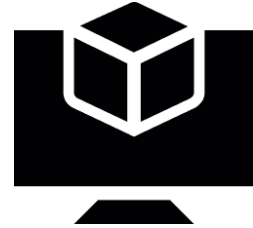
WHAT IS THE CURRENT STATE OF PAM?



WHAT'S WORKING

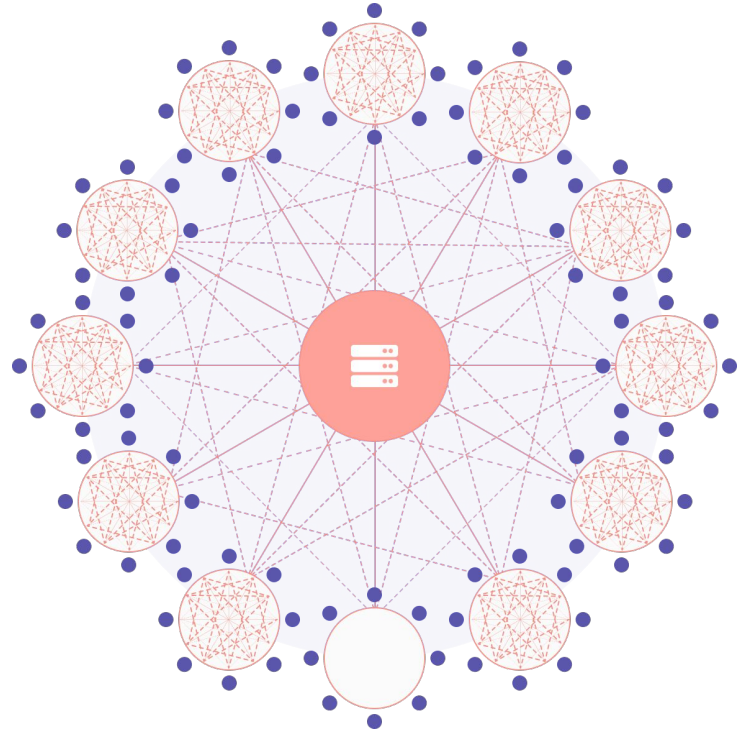


NOT
WORKING



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