Lauren Young

I will be examining different technologies in the film industry – how they have adapted, changed the industry, how I’ve used them, and where they are going in the future. My capstone will include sections about cameras, editing software, 2D and 3D animation, live streaming technologies, and show management technologies. Each section will have three parts; the history of the technology, how I’ve used the technology, and where I believe the technology is heading within the film industry. In the coming weeks I will be doing a lot of research about the history of the industry. I will also be reflecting on everything I’ve learned over the years to connect my experiences to the technology in the industry.

Introduction:

* How technology fits in the film and television industry.
* STEAM (Science, Technology, Engineering, Arts, and Math) — President Byerly is really into talking about STEAM at Lafayette and I am hoping to get feedback from her on this section.
* Why I use technology in film.

Section 1: Camera

* History of the camera, from silent and black and white cameras, to multi-million dollar digital cameras and drones.
* What cameras I’ve used, Cannons, RED cameras, DJI Phantom drones.
* The future of the camera and how it will change the industry.

Section 2: Editing

* History of editing software, non-linear editing systems and flatbeds to Avid, Final Cut, and Premier. I’ve also read a few articles about women working in the early years of editing, mostly because they couldn’t get the “creative” jobs, so I definitely want to look into this.
* How I’ve used different editing software, Final Cut, Avid, and Premier.
* Where editing is going in the future and how it’s changing jobs and changing the industry.

Section 3: 2D and 3D Animation

* The History of animation, from hand drawing every frame, the crazy realistic CGI. Pictures drawn in sequence also dates back to as early at 5,000 years ago.
* I would like to talk about my time working at Hasbro Animation on the TV show *Transformers: Robots In Disguise*. I will also talk about the process of making an animated TV show, including script, storyboards, animatics, animation, and editing.
* I will also talk about my use of different animation technologies, including After Effects, and Maya.
* And finally I will talk about how animation is improving and changing the industry.

Section 4: Live Streaming Technologies

* The history of live streaming events. I really don’t know much about this but am curious to learn more. My guess is they couldn’t live stream anything until digital cameras came along.
* I will talk about the different types of live streaming technology, from small online streaming events, like the sports games at GoLeopards.com, to the VMAs or the Academy Awards.
* I have working closely with the Tri-caster, which is the software GoLeopards.com uses and will talk about how this works.
* I will also talk about how live streaming is changing the way we watch TV and use social media, as well as how jobs are conforming to it and it is changing the industry.

Section 5: Show Management

* The history behind show management might be a little harder to find, but I’m hoping to look into what jobs would do this is the past and how they would do it — on paper by hand, or something else?
* For the past 8 months I worked at *The Price Is Right*, and I became very familiar with their show management software, PilotWare, created by Pilot Peppler. PilotWare is used on many shows including, *The Price Is Right, Let’s Make A Deal, Who Wants To Be A Millionaire, The Talk, ect.*
  + PilotWare is known for being the only software that was not compromised in the Sony hack a few years ago.
  + Pilot Peppler has been in the industry for over 25 years working on many different shows. I will be interviewing Pilot at a future date to hear directly from him about his work in the industry, why he created PilotWare and where he thinks show management is heading.

Conclusion:

* I will talk about how technology is changing the industry as a whole in this section. How technology is forcing jobs to change and people to learn many new skills that they have to quickly adapt to. I will be tying this all back to the experiences I’ve had working on campus at Lafayette and my experiences working at Hasbro Animation and *The Price Is Right* while in Los Angeles.

I will also be pairing this paper with different videos/clips/software I’ve created, including:

* Camera — RED footage and drone footage I have taken/ will be taking
* Editing — Videos I editing using Final Cut, Avid, and After Effects while working for *The Price Is Right*
* Animation — Short clip I will create using Maya Animation Software
* Live Steaming — Videos I’ve filmed while working with GoLeopards.com
* Show Management — Software I wrote with Pilot Pepper for PilotWare (I have to double check with *TPIR* to make sure I can show this to everyone)

One of the goals of Lafayette College is to offer students an opportunity for a combined education in STEM and liberal arts. This was one of the reasons that I chose Lafayette. My Lafayette experience has followed this path with my studies combining film and computer science. In addition to a B.A. in Film and Media Studies, I will graduate with a B.A. in Computer Science. Lafayette has provided me with the experiences and tools to integrate these fields. As a FAMS and Computer Science double major at Lafayette, the intersection of creativity and technology is really interesting and important to me.

For the history of the technology sections, I will be focusing only on the major milestones that show how and why the technology changed and how it affected the industry. I will only be talking about how it relates to the film and television industry. I will not be talking about the people that contributed to it (unless it is necessary) and I will not be going into details on how it actually works. For the sections on how I’ve used the technologies, this will be more informal. I will talk about different technologies I have and have used, where I’ve used them and how they have contributed to all the work I’ve done so far. I will also talk about why it is important for my career as a whole. I will be doing more research on where technology in the industry is going and will also be using my opinions on where I think it is heading. I will be including a lot of clips and videos to demonstrate how I’ve used the different technologies in a sort of portfolio. If I don’t actually have to post a blog online (or can password protect it), I think that would be an interesting way to showcase my research and work, otherwise I will be writing it as a paper. If I am making a website/blog I will probably code it from scratch too.

My audience will be anyone who is interested in learning more about technologies. Most of the technologies are easily accessible and I hope to show different ways they can be used.

5 Ways To Help Someone Else

1. I have a car so I can drive to other locations.
2. My family has a long history in Greek Life at Lafayette so they can help Matt with his documentary.
3. I am really good at editing if anyone needs help.
4. I have a drone, if someone making short films need an aerial shot.

Timeline:

September 11 – Finish research for history of each section

September 19 – Rough draft due (I will hope to have at least 5 pages for each section done)

September ? – Interview Pilot Peppler?

September 26 – 10 pages of each section done

October 5 – Website complete and put roughs on each page

October 26 – All pages written and first edits done and all videos complete

November 9 – Second round of edits done

November 30 – Final touches

December 9 – Capstone DUE