

THE UNITED STATES ARMY MOTION PICTURE SERVICE

A SYMPOSIUM PRESENTED AT A MEETING OF THE ATLANTIC COAST SECTION OF THE SOCIETY OF MOTION PICTURE ENGINEERS NOVEMBER 19, 1942

At a meeting of the Atlantic Coast Section of the Society, held at the Hotel Pennsylvania, New York, N. Y., on November 19th, a group of presentations by members of the Army Motion Picture Service described the growth of the Service since its inception and the details of its operation and contributions to the prosecution of the war.

The U. S. Army Motion Picture Service, as part of the War Department, was well organized and had a considerable number of theaters throughout the country showing pictures at Army posts prior to the war, but since the declaration of war in December, 1941, it has been necessary to expand the activities of the Service tremendously. How the emergency has been met, its method of financing, and its relation to civilian theaters are described in this symposium. Details of the management of what, in effect, is the world's largest theater circuit are fully discussed.

The Symposium consists of the following presentations:

- (1) Construction of War Department Theaters: By Charles Welpley, Architect, U. S. Army Motion Picture Service.
- (2) Heating, Ventilating, and Air-Conditioning War Department Theaters: by M. D. Kiczales, Mechanical Engineer, U. S. Army Motion Picture Service.
- (3) Sound and Projection Equipment in War Department Theaters: by George L. Bub, Chief Sound Engineer, U. S. Army Motion Picture Service.
- (4) Administration of the U. S. Army Motion Picture Service: by R. B. Murray, Director.

The U. S. Army Motion Picture Service, a self-supporting, non-profit making organization, operating directly under the Director, Special Service Division, Services of Supply, is concerned with all phases incident to establishing and operating War Department Theaters at United States Army posts, camps, and stations.

To convey completely the various functions of this Service the symposium has been arranged, first, for the architect to cover the phase involving design, erection, and adaption of buildings to be known as War Department Theaters; second, for the mechanical engineer to cover the design, equipment, and systems of heating, ventilating, and air-conditioning these War Department Theaters; third, for the chief sound engineer to cover installing and maintaining sound and projection equipment in these theaters; and fourth, the director will cover regulations, policies, and administrative operations of the Service.