



Barbara H. Lange

SMPTE Brings Ang Lee to Las Vegas

After attending and participating in the annual NAB Show, I am reflecting on another great week for SMPTE. It was a busy time with many activities in and around the Las Vegas Convention Center. It all started with the weekend event that SMPTE produces for the NAB Show. Over the years, the cinema-oriented conference has evolved. It first started as the Digital Cinema Summit to address the new digital cinema work that was taking hold in the market place about 15 years ago. More recently, it has been rebranded as the Technology Summit on Cinema as digital cinema became mainstream in productions around the world. This year, under the leadership of Richard Welsh (CEO of Sundog Media Toolkit), the two-day conference evolved to take a deeper look toward the future, and so it was again rebranded as the Future of Cinema Conference (FoCC). All of the sessions dealt with the changing nature of cinema technology, presenting aspects on how higher dynamic range (HDR), wide color gamut, and higher frame rates (HFR) will impact what consumers will be seeing in theaters in the coming months and years.

We were thrilled to have Oscar-winning director Ang Lee participate and talk about his latest film, *Billy Lynn's Long Halftime Walk*. This movie incorporates the very latest technology to deliver on Lee's artistic


intent. The film tells the story of a young army soldier and his struggle with being treated as a war hero after returning from Iraq. An emotional story with heavy combat scenes, Lee took advantage of HFR (120 frames/sec), 4K resolution, and 3D to bring the viewer deeper into the story. As I watched the 11 min movie clip, I was instantly immersed in the story. It was dramatic; I felt as if I was dropped into the scene, totally unprepared to appreciate the intensity

of the moment. The technical aspects of this film are amazing. Not only must the technology hold the story together for the viewer, it introduces a variety of complications that need to be considered. For example, the sheer volume of content that is captured, by itself, creates editing and storage challenges. Lee and his team—Ben Gervais and Tim Squyres—discussed the project and its challenges together with *Variety's* David Cohen during the FoCC keynote session. Lee describes himself as a nontechnologist, yet he has a reputation for taking full advantage of

technology to enhance his story. I was deeply impressed with how he works with his team to realize his artistic vision. It is a careful back-and-forth as Lee is presented with these technical attributes and translates them into a story that envelops the viewer, almost as if we are in the action along with the actors. It takes a team of visionaries to bring it all together, and Lee surrounds himself with talented technical and creative people who together use the latest techniques to

bring such a story to life.

The film is due to release in November and will surely generate a great deal of buzz. I look forward to seeing it.

I would like to thank Richard and the members of his program committee for bringing together a fantastic program that included not only Ang Lee but may interesting sessions, including virtual reality, case studies of effective uses of HDR, and a spectacular presentation on light fields. We look forward to doing it all over again next year as we examine the latest in cinema techniques. 

Billy Lynn's Long Halftime Walk
 Director: Ang Lee
 Writers: Jean-Christophe Castelli (screenplay), Ben Fountain (novel)
 Stars: Kristen Stewart, Garrett Hedlund, Vin Diesel
 Genres: Comedy, drama, history
 Scheduled Release Date: 11 November 2016
 Production: Sony Pictures, TriStar, Bona Film Group Ltd.