

## San Francisco January 2023

**O**n 26 January, the San Francisco Section partnered with Advanced Systems Groups (ASG) and Sports Video Group (SVG) to create the inaugural Silicon Valley Video Summit. The summit brought together members of Silicon Valley, and engineers from the world of film and television, for a day of presentations, roundtables, and even a private event for students seeking to join the industry.

Focusing on the video production and broadcast infrastructures sprouting from tech companies, the summit was an exercise in cooperation and education. Using many of SMPTE's standards, these organizations have produced content in innovative and inspiring ways. Industry leaders like John Shike, key accounts manager at ASG, and Pat Griffis, VP of technology at Dolby and former SMPTE President, spoke to students and professionals about the benefits of connection with one another, as well as the importance of continued education.

Specific technology and standards also made their appearances. The day started off with a presentation of the SMPTE ST 2110's multi-site video-production infrastructures, and how they are used on a global scale. The SMPTE ST 2110 received even more love later in the day with a panel discussion on how it's being used in corporate environments. SMPTE members Kent Terry, senior manager at Dolby, John Mailhot, systems architect at Image Communications, and Wes Simpson, founder of LearnIPvideo.com, all spoke about the future of the 2110, and how this

technology has a plethora of uses that have yet to be discovered.

Other tech and media contributions were also discussed. A panel discussed how ChatGPT was changing the field of content creation through AI image and video generation, another panel discussed the ongoing use of remote video workforces, and there was even a panel/debate on corporate content creation in the Metaverse.

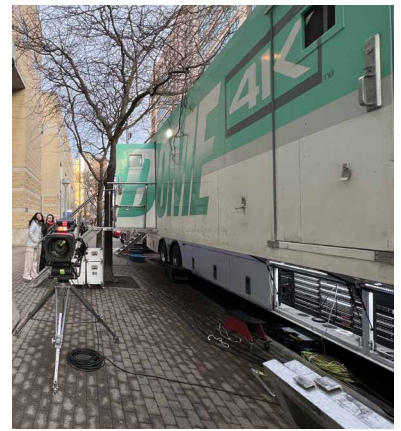
The highlight for many at the summit was keynote speaker and Apple co-founder, Steve Wozniak, who discussed the importance of standards, detailing how SMPTE standards were vital in the creation of the Apple II. He also hosted a private student event with aspiring film and television engineers from City College of San Francisco, De Anza College and their SMPTE Student Chapter, San Francisco State University, San Jose State University, and Sonoma State University. Wozniak stressed the importance of networking, diligent and hard work, and continued education. He gave a special shoutout to the educators who inspire students to reach new heights and encouraged the youth in the room to become members of SMPTE, a point that was perfectly punctuated by the SMPTE hat on his head.

The summit was an immense success, with professionals from many fields and corporate backgrounds encouraging students to think outside the box. SMPTE was proud to be part of the event and would like to thank ASG and SVG for all the hard work and collaboration that went into this amazing event.

—Russell Poole  
SMPTE Staff Writer

## Toronto February 2023

In February, the Toronto Section held its fourth annual meeting, bringing



Dome Productions' 4K mobile production facility, Pioneer.

together student-focused topics. This event was geared toward students and others interested in innovative technologies. Dome Productions kicked off the day, showcasing their 4K mobile production facility, Pioneer. Attendees were able to learn about all aspects of mobile production.

Richard Grunberg of Toronto Metropolitan University began the presentations by outlining technologies around virtual productions. Grunberg used Unreal Engine to compare old and new technologies, focusing on greenscreen versus LED volumes technologies.

Ian MacInnis of LetsGoGaming Inc. announced the company's involvement in virtual hockey arena technologies. They were able to bring parents together in a virtual environment by using LiveU Studio because in-person attendance during the COVID-19 pandemic was not possible.

Salil Gupta, Waveform Entertainment, shared examples of their involvement in an eSport application, Final Kombat 2020. Gupta was in charge of staffing, integration, signal flow consulting, and creative directions. They also created a machine-vision-based application programming interface system that allows for

realtime statistics and live integration of the scenic graphics.

Dome Productions' Mary Ellen Carlyle shared examples of the company's experiences with mobile productions during the pandemic. Carlyle discussed crews working in bubbles, the costs of doing so within the production workflow, and the impact it had on individual crew members. As a result, remote productions emerged. Mobile phones were present at the venue, and various crew members joined remotely. REMCO, REMI, Cloud Control, and RAPS are some of the company names for this technology.

The event concluded with networking over pizza and drinks.

—Tony Meerakker  
Section Chair

### United Kingdom February 2023

The Biggest Virtual Production Show took place in London on 22 February. The SMPTE U.K. Section, along with several



PHOTO CREDIT: DAN HOUNSLOW

A set from the U.K. Section's Biggest Virtual Production Show.

corporate partners, introduced the world to Garden Studios, a film studio with two traditional sounds stages and an LED wall that's changing the way films are made.

Hosted by SMPTE board member Christina Nowak, the evening was all about the power and versatility of virtual production studios. The LED wall was the backdrop to

the entire event, and created stunning visuals with the help of Unreal Engine, which is typically used for video games. These combined technologies create photorealistic images, and practical lighting brings the effect home. Thanks to the magic of this virtual production studio, filmmakers can film on location without traveling to that location.



# NOMINATIONS

## Important dates:

Award deadline - April 1

Fellow deadline - May 1

## Awards and Fellow Nominations Now Open!

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SMPTE U.K. demonstrated these capabilities with the help of some talented students from LAMDA, the legendary theater acting and tech school. The actors from LAMDA performed two scenes: one in the middle of a forest during an intergalactic war, and the other in a small village during a time of war. Both scenes were extremely convincing, making it look like the actors were actually outdoors. These amazing performances showed how actors, directors, and technologists can use these LED walls to tell brilliant stories in vibrant environments.

Next, Ace Ruele, the founding director of Creature Bionics, demonstrated how the LED wall could transform motion capture technology. Creature Bionics creates fantasy and horror creatures for film and television, working with actors and engineers to innovate the field of motion capture technology. With

the LED wall, Ruele was able to perform a live monologue as a humanoid goat-man. Traditional filming techniques require similar effects in post-production. Once again, virtual production studios prove they can save a lot of time when making a film.

Last, but not least, there was a Q & A session about the virtual production studio and the technology required to make it all possible. Panelists included Ace Ruele, still in his motion capture suit, Mark Pillborough-Skinner, the virtual production supervisor for Garden Studios, Michael McKenna, CEO of Final Pixel, Matt Cowles, field project co-coordinator at ETC, Conner Ling, virtual production lead at Framestore, Sam Munro, virtual production specialist at Epic Games, Dan Munslow, executive producer at Target3D, James Uren, technical director at Mo-Sys, and Cesar Caceres, product lead at Brompton.

Each member of the panel provided some technical support for the show and the studio, meaning they were specially qualified to answer questions and lead technical discussions. During the Q & A, the panelists discussed the future of this technology, how it can be applied to creative pursuits beyond film, and even demonstrated a landscape's day-night cycle on the LED wall.

Overall, the Biggest Virtual Production Show was a massive success. Over 400 people attended in-person, and over 1,000 people tuned in to a livestream of the event. This show was the perfect demonstration of virtual production studios, their capabilities, and how they can be used in the future. To watch the event, visit:

[https://www.youtube.com/watch?v=d\\_KhJNoqlss&t=442s](https://www.youtube.com/watch?v=d_KhJNoqlss&t=442s)

—Russell Poole

SMPTE Staff Writer



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