

IML 365 Future Cinema

Spring 2021 | Section 37429 | 4 units

Tuesdays | 6-8:50 pm | No D-clearance Required



What happens when you can actually step through a screen and interact with a story world and all its characters, or viscerally become a character yourself? How can we create and present stories that respond and change in response to your input and actions?

Cinema was the defining art form of the 20th century, but as large screen spectacles have given way to personalized interactions on multiple and compact screens, the very nature of storytelling is being reimagined. Here at the beginning of the 21st century, screen-based media continues to be rapidly transformed by new digital technologies and consumer expectations. Envisioning and shaping the future of 21st century entertainment presents numerous stimuli for research on technology and application development, new forms of storytelling and creative expression, and new structures for collaborative and distributed creativity.

This course surveys the future of digital cinema and the development of new forms of screen-based entertainment such as interactivity, immersive storytelling, mixed reality, volumetric cinema, transmedia, computational cinema, distributed mobile media and the technologies that underpin them. It will also consider how media technologies do not emerge from a vacuum, but from deep collaboration among designers, technologists and artists who bring both real-world experience and theoretical vision to the table enabling new technologies and new modes of storytelling that evolve in parallel, mutually shaping and challenging the other.

Media Arts + Practice

USC Cinematic Arts

Instructor:

Scott Fisher - Former SCA Dean of Research, and Director of USC's Mobile & Environmental Media Lab which explores mixed reality, location-specific mobile experiences, and ambient storytelling.