

SUMMARY OF COMMITTEE FORMATION MEETINGS

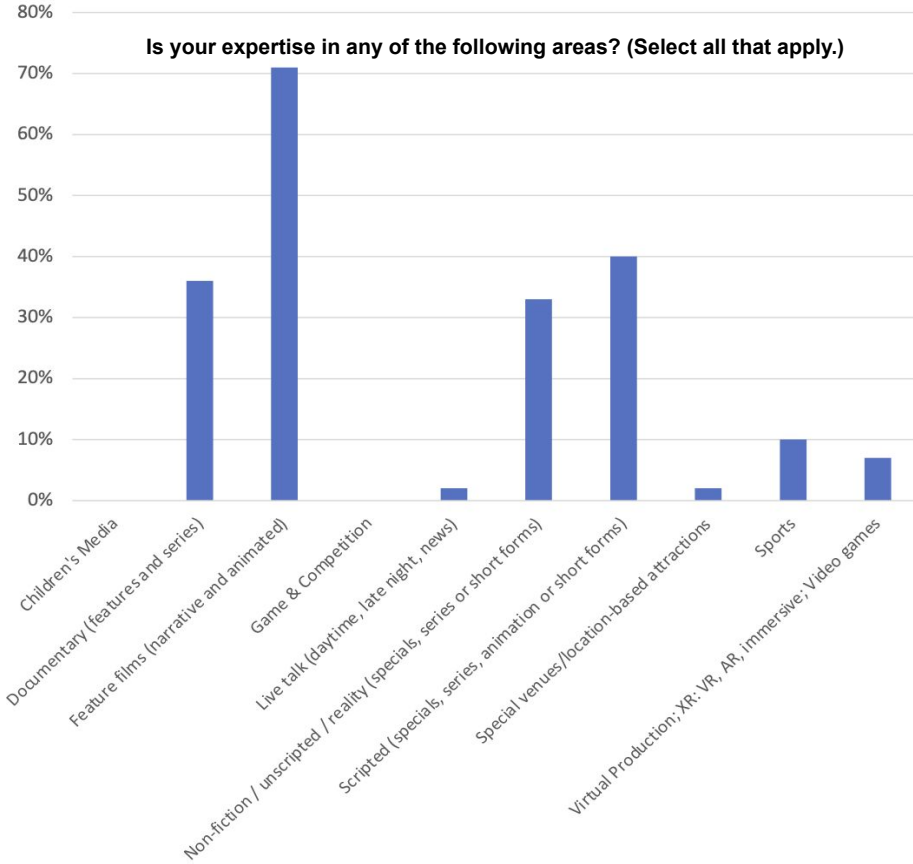
April – May 2023



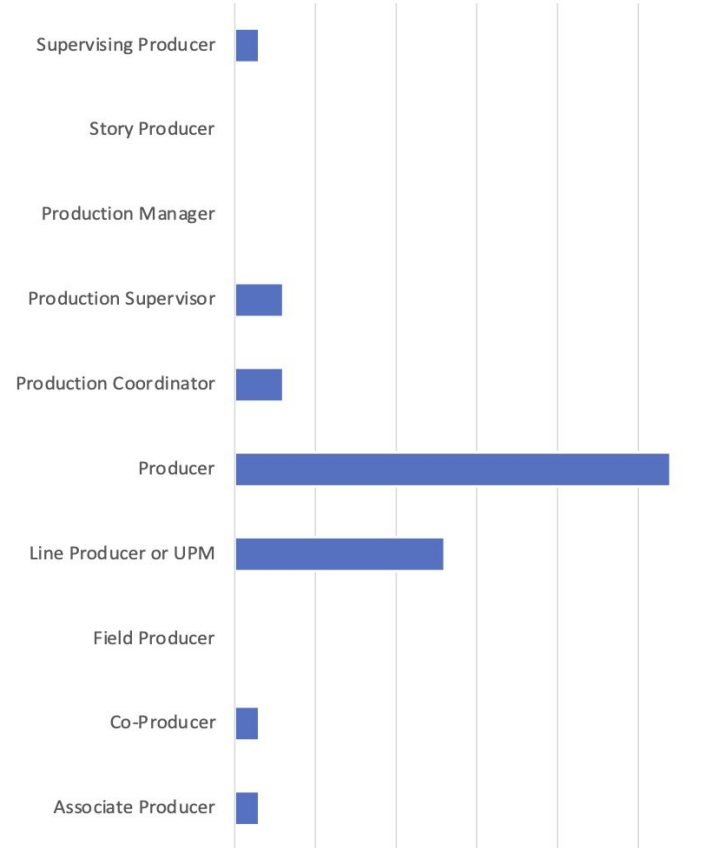
Physical Production Committee

Meeting 1: Wednesday, April 12, 2023 @ 6:00 PM PDT | 9:00 PM EDT

53 members participated. Expertise of participants on this meeting:



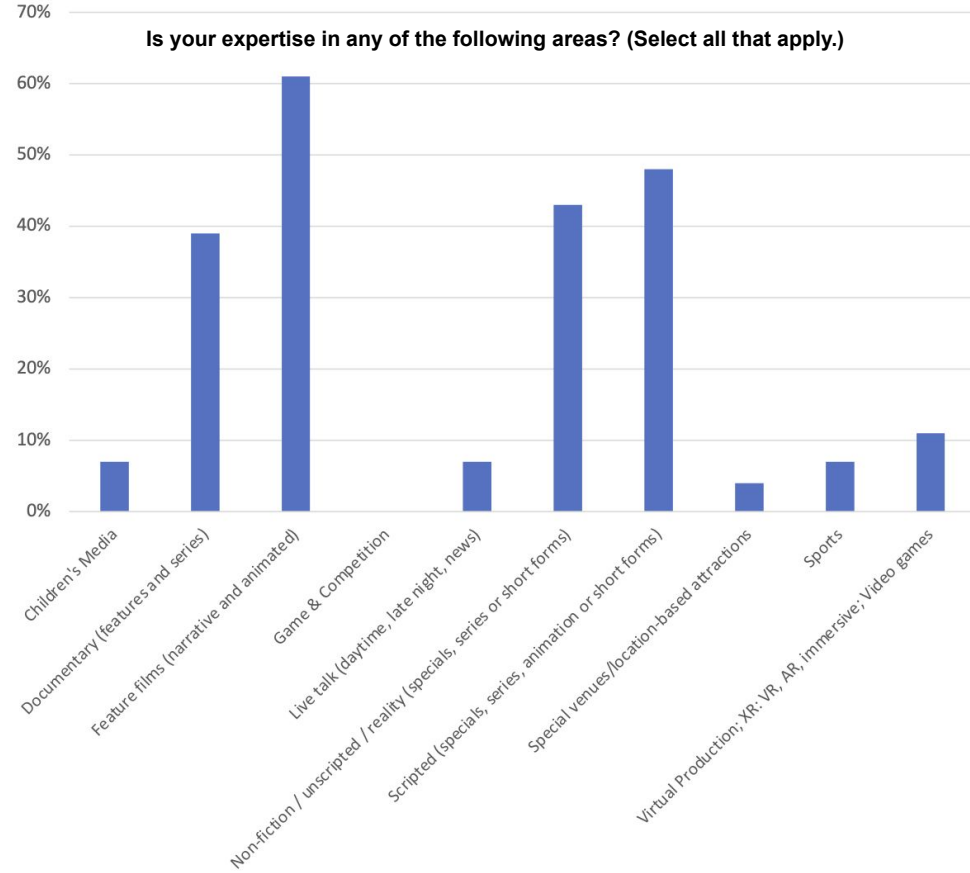
Which title most accurately reflects your credits of the past 3 years?



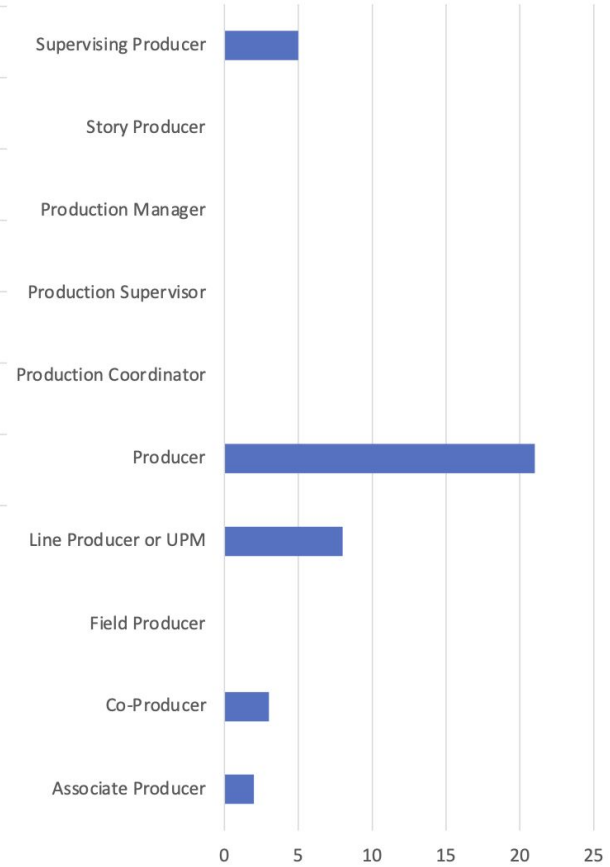
Physical Production Committee

Meeting 2: Wednesday, April 19, 2023 @ 3:00 PM PDT | 6:00 PM EDT

91 members participated. Expertise of participants on this meeting:



Which title most accurately reflects your credits of the past 3 years?



Physical Production Committee

Common themes of discussion:

- The committee should focus on specific physical production issues related to all things “on-the-ground” including: cameras & lens, tech, team management, unions & strikes, contacts, rate transparency, volume stages, new media, field trips to camera houses, budgeting concerns, general advice
- Producers within the group hope to gain a stronger network of producers they can rely on and trust. There is a strong desire to create a “safe space” so members are able to share recommendations. Similarly, many would look to this reliable network for immediate answers to questions when faced with a difficult situation in production.
- Members wish to organize without “lanes” so that members can learn from one another and break down the barriers to entry into new areas of production. The Guild can help to identify and connect members with “their peers,” but the group does not feel sub-groups focused around specific credits are necessary. Requests included opportunities to connect big budget television and feature line producers with one another.

Additional comments:

- Some members are hoping for a space that would include a focus on development and financing.
- Is there an opportunity to build bridges between the Independent Film Producers Task Force and other indie feature producers in the guild to share information, knowledge, resources re: issues such as addressing independent producers’ salaries/fees and deferrals, accelerating the return of performance bonds, etc.
- There should be more mentorship opportunities for those working in the physical production space.

Overall consensus:

- The Physical Production Committee will be a medium agnostic group of producers that primarily focuses on all aspects from greenlight up until post. The group views the mobility between mediums as a benefit in helping one another transition from one sector of the industry to another.

Post Production Committee

Meeting 1: Tuesday, April 25, 2023 @ 5:00 PM PDT | 8:00 PM EDT

65 members participated

Meeting 2: Thursday, April 27, 2023 @ 8:30 AM PDT | 11:30 AM EDT

27 members participated

Post Production Committee

Common themes of discussion:

- Members are looking for opportunities to learn about post production tools, new technologies, and a greater collaboration with the VFX community.
- The group wishes to build the relationship between line producers and post producers. For example, the group would like to educate line producers on how to schedule and budget for post and why it is essential to discuss post in pre-production.
- There are many pipeline challenges in the post production space. This group would like to facilitate mentoring opportunities and recruitment of post coordinators, supervisors, etc.
- There is a desire to see more educational panels on delivery and specific delivery requirements in post as this is an ever changing landscape. For example: 1. What needs to be cleared? 2. What are a distributor/streamer's tech requirements? 3. Delivery schedule and resources needed to fulfill that schedule, etc.
- Members hope to build a trusted network so they can make referrals or pass along jobs.
- Other ideas for events or panels include: case studies, neurodiversity amongst post producers, and new workflow developments.

Additional comments:

- Due to the pandemic, there are not as many post facilities as there once was. The remote workstyle has left the post community lacking in-person connection and relationship building.
- The pipeline of post producers and VFX supervisors is challenging across the board.
- The Guild should create guidelines for producers including suggested prep time and wrap times for post. Additionally, prep time and wrap time for post producers should be compensated.

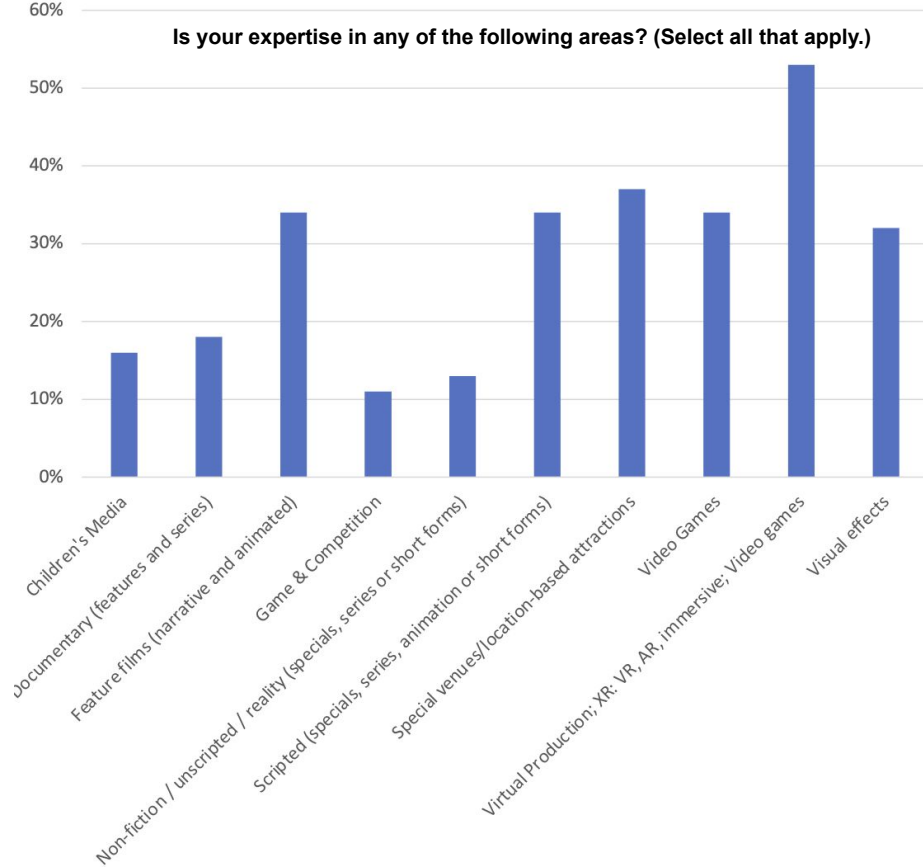
Overall consensus:

- The Post Production Committee will be a medium agnostic group of producers with a focus on education of the latest tools, technologies and trends, while also bridging the gap between post producers and those working outside of post. The group would like to create a space within the Producers Guild where specific challenges facing the post community can be addressed.

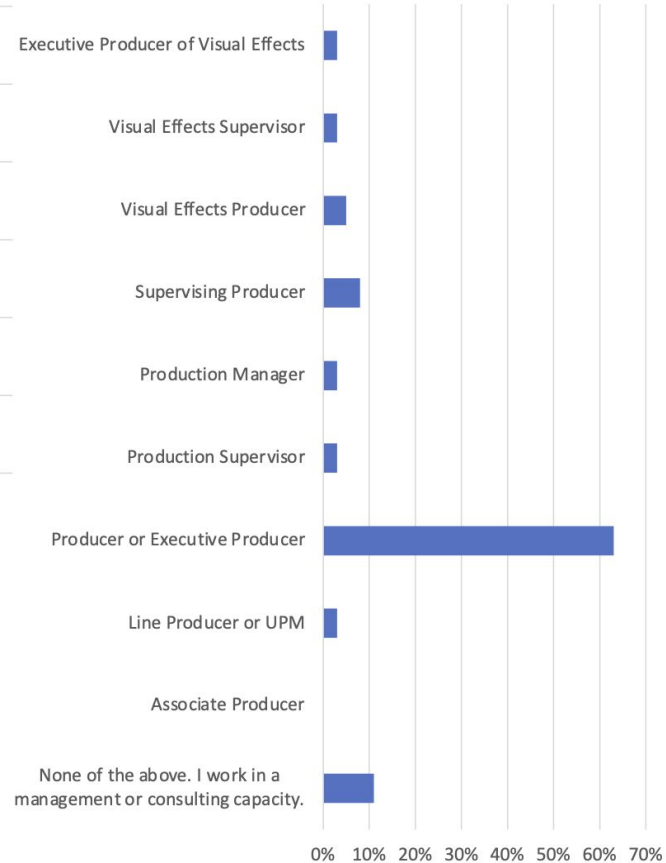
New Media – Production Innovation Committee

Meeting 1: Monday, May 1, 2023 @ 3:30 PM PDT | 6:30 PM EDT

65 members participated. Expertise of participants on this meeting:



Which title most accurately reflects your credits of the past 3 years?

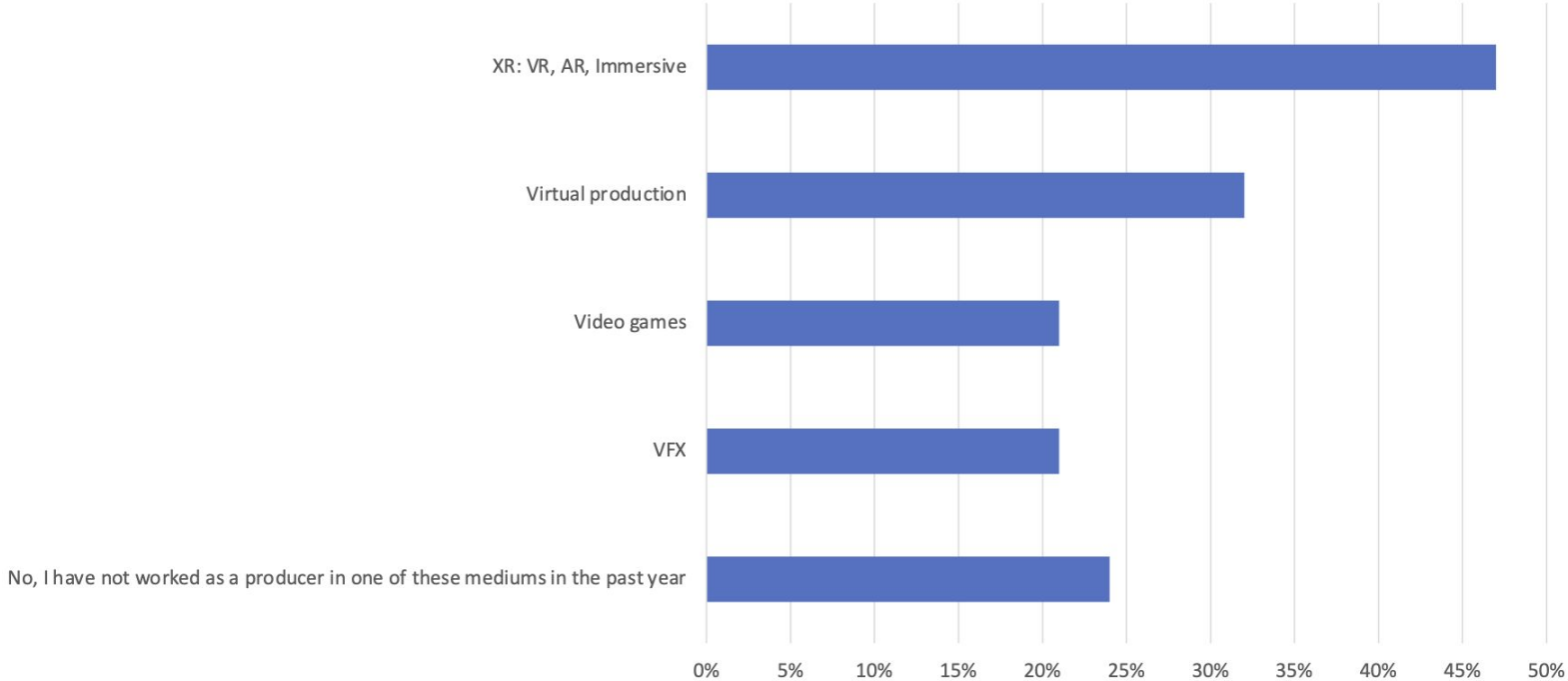


New Media – Production Innovation Committee

Meeting 1: Monday, May 1, 2023 @ 3:30 PM PDT | 6:30 PM EDT

65 members participated. Expertise of participants on this meeting:

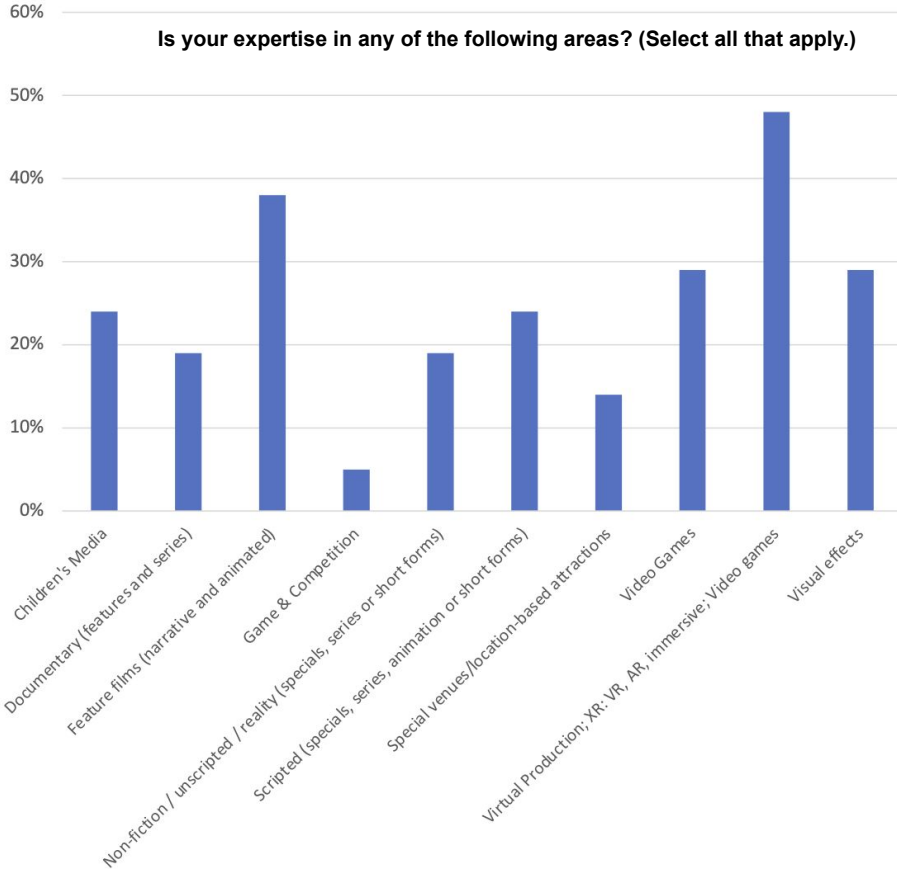
Within the past year have you worked as a producer in one of the following?



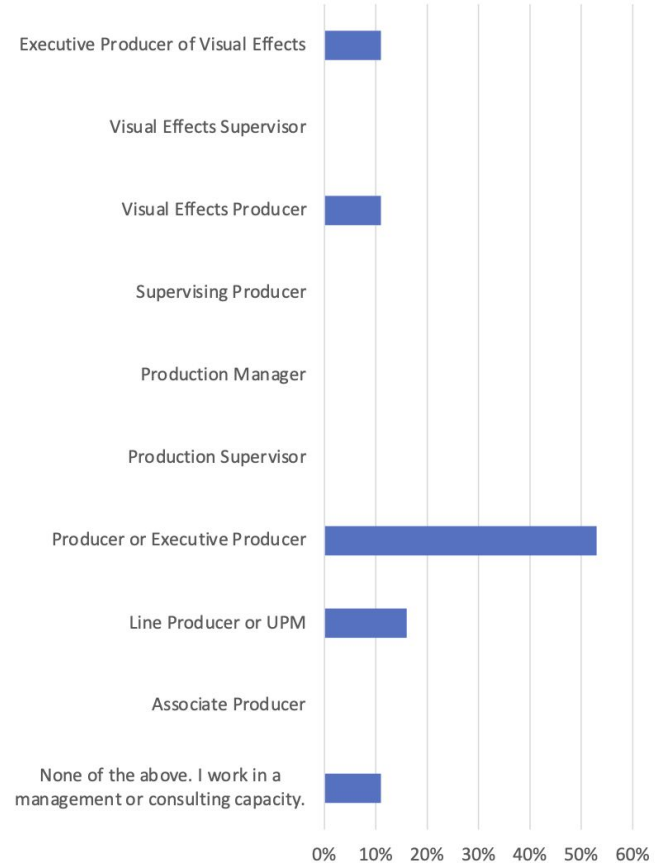
New Media – Production Innovation Committee

Meeting 2: Wednesday, May 3, 2023 @ 6:00 PM PDT | 9:00 PM EDT

29 members participated. Expertise of participants on this meeting:



Which title most accurately reflects your credits of the past 3 years?

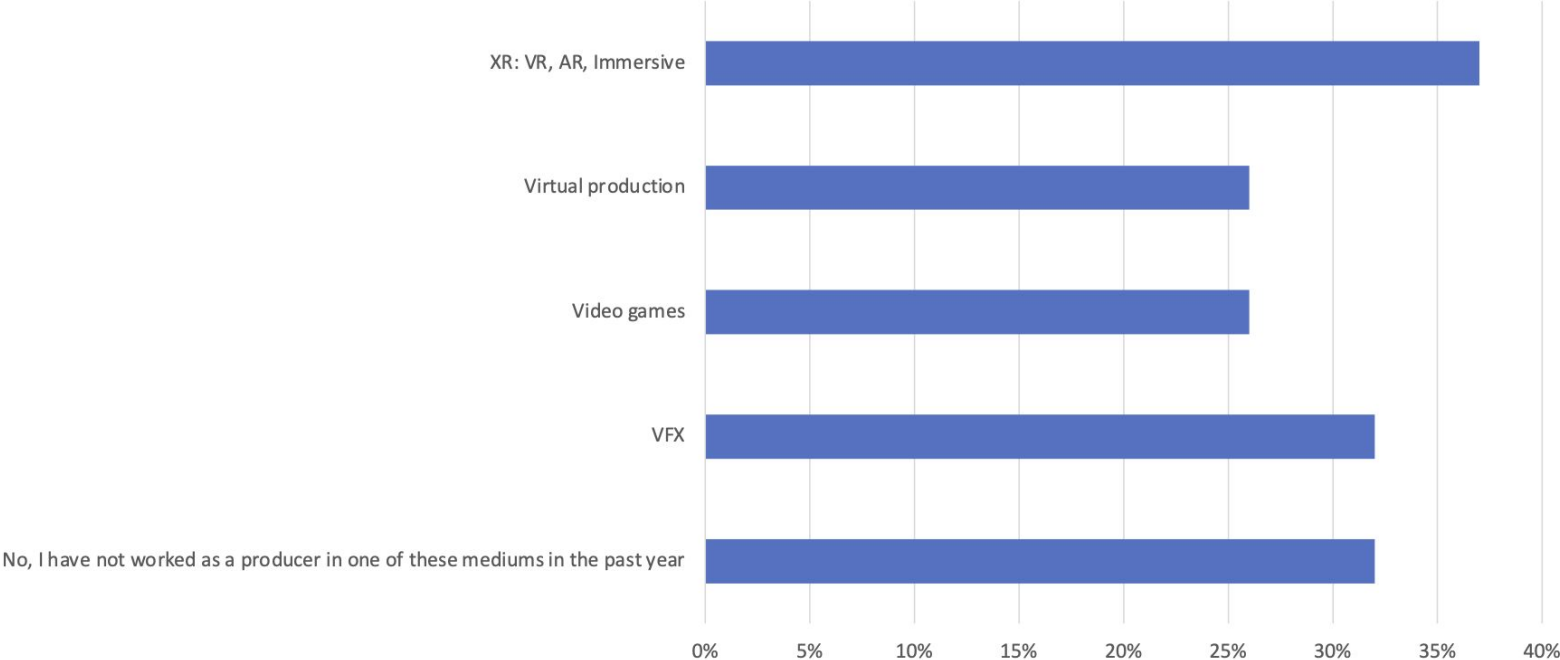


New Media – Production Innovation Committee

Meeting 2: Wednesday, May 3, 2023 @ 6:00 PM PDT | 9:00 PM EDT

29 members participated. Expertise of participants on this meeting:

Within the past year have you worked as a producer in one of the following?



New Media – Production Innovation Committee

Common themes of discussion:

- Members are looking for events and meetings that will help facilitate community and mutual aid. Topics for events of interest include: networking/meeting new talent for future collaboration, learning about what others are working on, possibility of monthly community meet ups (potentially on AirMeet), case studies (if not under NDA), learning how to budget in virtual production, the metaverse, web3, using AI in film and entertainment, VFX
- Members are looking for career development events to stay educated on the newest and latest technologies.
- Many members are interested in skillsharing. This would require “loose” networking activities and keeping meetings broad in an effort to learn about other formats/technologies. These types of events could be described as 101’s. However, there is also a desire to create smaller groups and events centered around more focused communities. These types of events would require a significant baseline knowledge and would be classified as 301’s.
- The term “New Media” should be re-thought. There are things labeled as new media that are now 20 years old. However, it will be impossible to come up with a single term to describe everything that this group will encompass.
- All involved in creative endeavors will eventually use forefront technologies. Everything within this committee is going to help set the production systems and strategies of the future in both production and post-production.
- When the market rapidly shifts, producers want to be able to apply their current skill set to new frontiers.

Additional comments:

- Job descriptions and your place within the industry changes so rapidly. Due to this, it is easy to find yourself in a position where you are taken advantage of because there are no rules/guidelines around roles.
- Further exploration of the producer and technologist roles.

Overall consensus:

- Those meeting expressed a desire for a medium agnostic group where all within the Guild could learn about production innovations, while simultaneously building community amongst those working within specific mediums (e.g., video games, XR, immersive). This is the committee where all Guild members learn about “bleeding edge cool sh*t.”