

Java™ Goes Hollywood: Entertainment and New Media

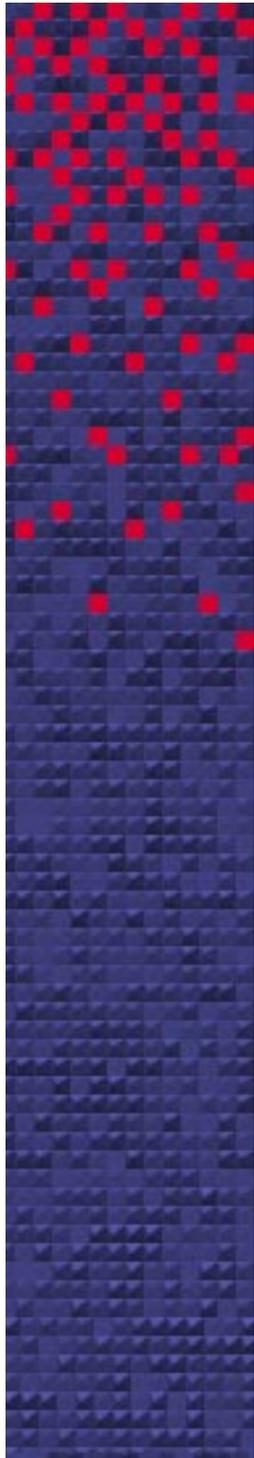
Java Goes Hollywood

- ◆ **Geoff Katz - Moderator**
 - ◆ Entertainment Industry Consultant
- ◆ **Karl Jacobs**
 - ◆ DimensionX
- ◆ **Rob Ross**
 - ◆ Marimba
- ◆ **Steve Damron**
 - ◆ EntertainNet
- ◆ **Jeet Singh**
 - ◆ ART Technology Group



Java Goes Hollywood

- ◆ **Steve Katz**
 - ◆ Sony Interactive
- ◆ **Mark Benerofe**
 - ◆ Sony Online
- ◆ **Gordon Gould**
 - ◆ Thinking Pictures



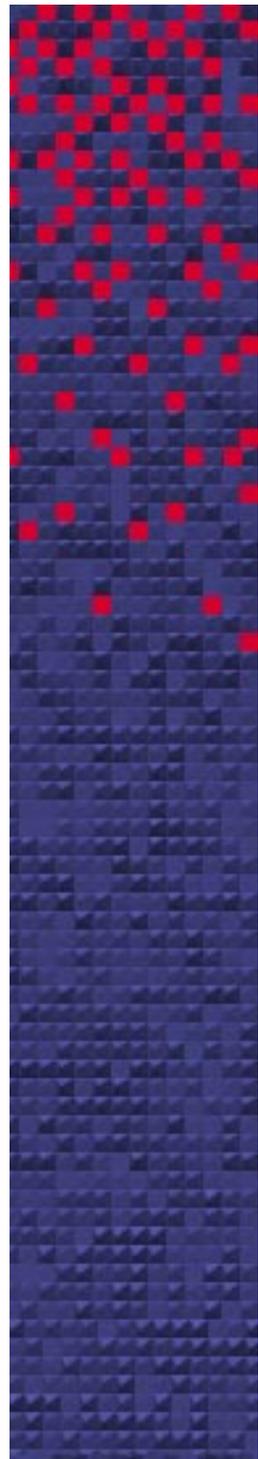
Q & A



Follow-up

- ◆ **Erik Smith**
 - ◆ Market Development Manager, JavaSoft
 - ◆ 408-343-
 - ◆ erik.smith@eng.sun.com
- ◆





JavaOneSM

Sun's 1997 Worldwide Java Developer Conference™

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Robert Ross

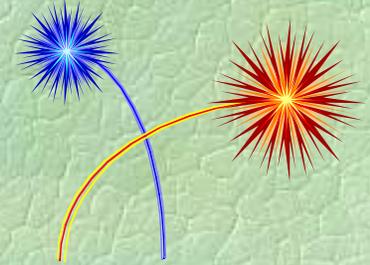
Manager, Media Business Development

Marimba, Inc.

The Business of Media Companies

§ Media Companies Distribute Experiences

- Content: Interactive, Media Rich & Engaging
- Television: Experiences seamlessly installed & updated
- Run fast with either T-1 or 28.8 or even 14.4



Marimba's Castanet

A complete system for the automatic delivery of media rich applications with content across the internet

Complete distribution:

download, installation, updating
all seamless to the user

Marimba's Castanet

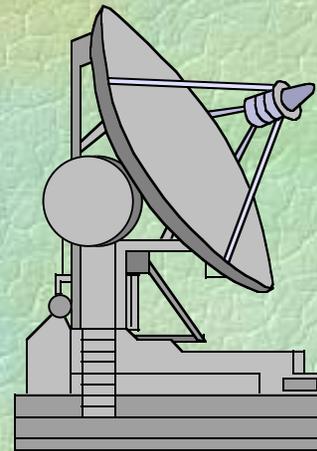
§ Tuner

- Client Software



§ Transmitter

- Media or Software
Publisher



marimba

How to get started:

1. Download the Tuner and launch some channels
2. Download the Transmitter
3. Java Development tools:

Bongo, Random Noise's Coda, Future Tense

Robert Ross

Manager, Media Business Development

robr@marimba.com

Building Smart Media



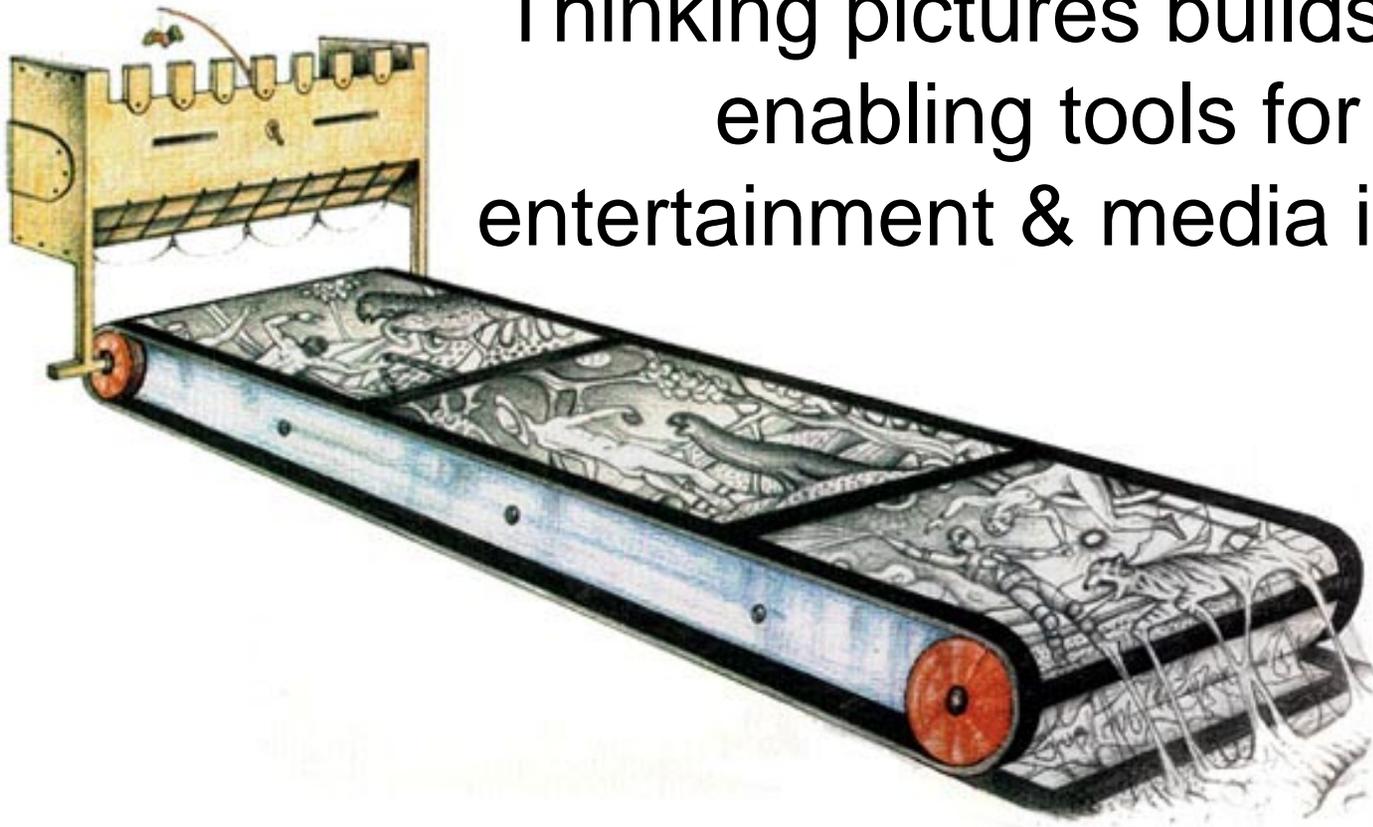
THINKING PICTURES

- Founded in 1994
- Based in New York's Silicon Alley
- www.thinkpix.com, www.rock.com



Company Focus

Thinking pictures builds content-enabling tools for the entertainment & media industries.



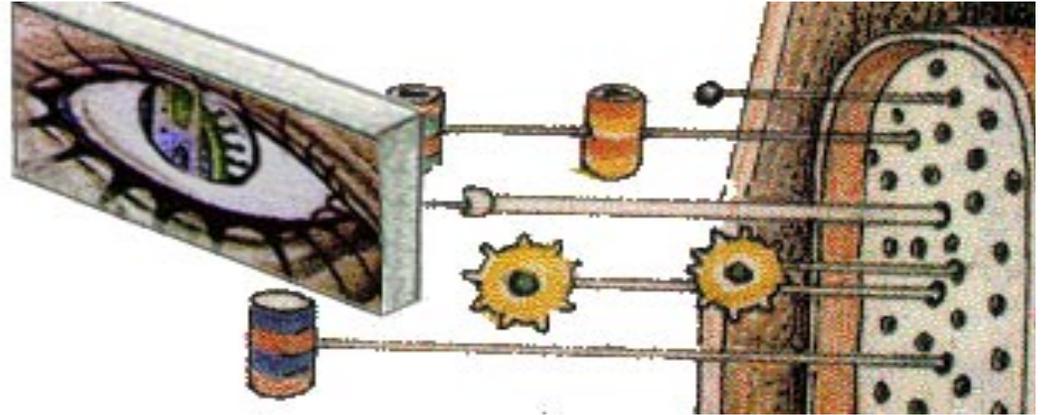


Overview & Vision

Steps towards creating the “thinking picture:”

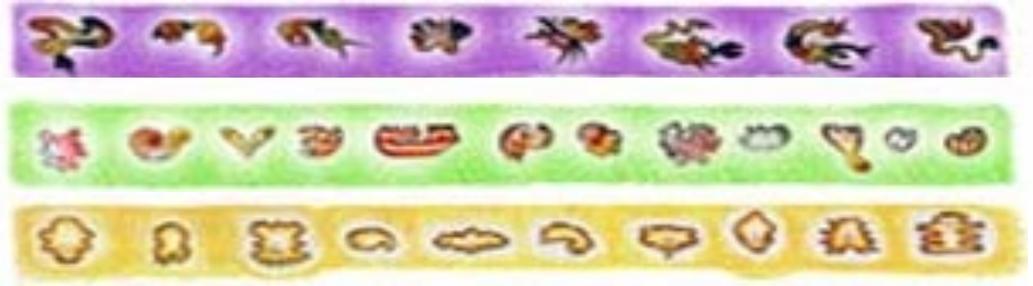
- Live multimedia production, distribution & design
- Intelligent multimedia databases and agents

Live Multimedia Production



- *Networked live multimedia*
 - Rolling Stones, Tori Amos, rock.com
 - Live productions from Thinkpix Studios
 - Proprietary, helper-app free video-streaming
- *Digital studio tools design & development*
 - Database-controlled cameras, switchers, etc.
 - Java-based robotic interfaces to production tools
 - Digital capture, storage, & delivery

Intelligent Multimedia Databases

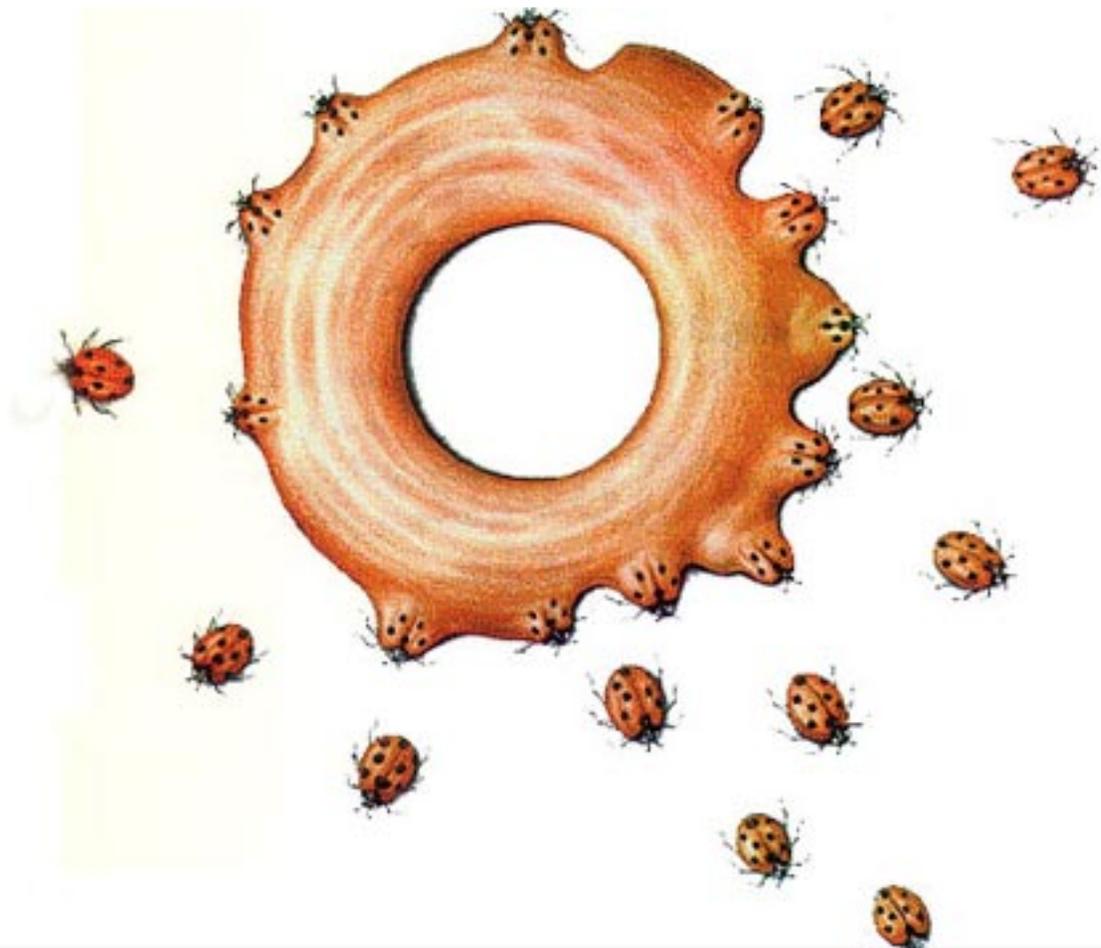


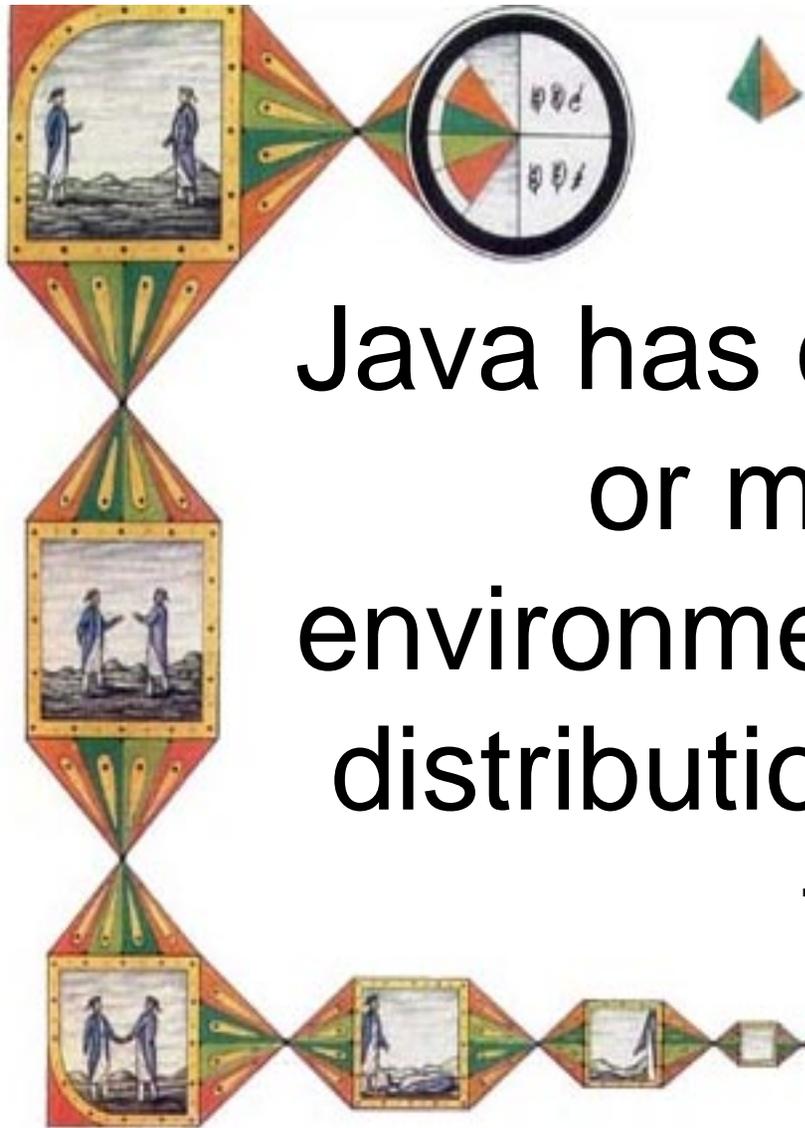
- *Multimedia Asset Annotation Tools*
 - Thinking Nets Annotator
- *Intelligent profiles of users & multimedia content*
 - Thinking Nets Agent & MediaSpeak
- *Customized, dynamic narrative generation*
 - Thinking Nets MovieCast



So how does Java allow
Thinking Pictures to develop
all this?

Write once, run anywhere.



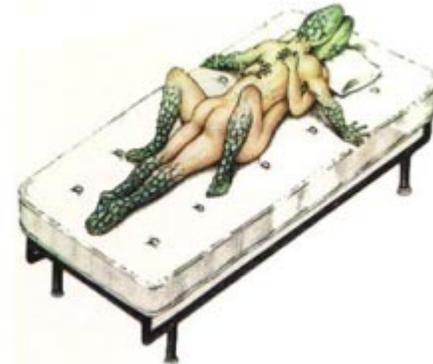


Java has created a common,
or merged, media
environment for production &
distribution that enables the
following:

Fluid Digital Content Reservoirs that can flow to and from any media platform



- Cell-phones
- Beepers

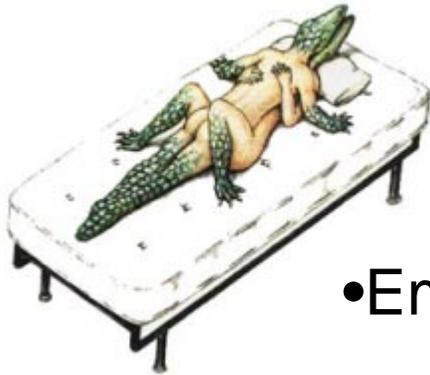


- Web

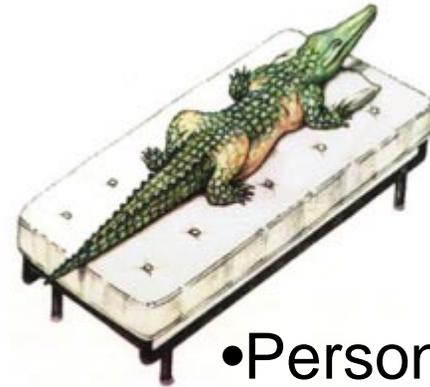


- High Definition TV
- Digital Versatile Disk

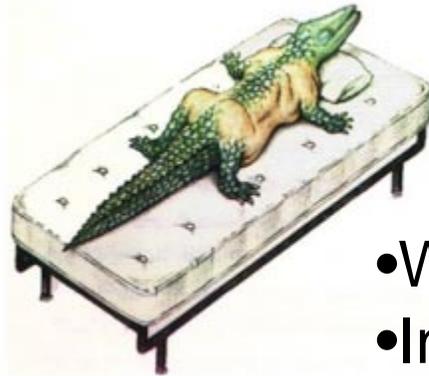
Creation of new forms of Media and branded content architectures



- Embedded Computing



- Personalized TV



- Wired Studios
- Interactive, customized content

CONCLUSION:



Java provides the flexibility and versatility to meet the needs of the emerging “unimedia.” Thinking Pictures is developing Java-based tools designed to aid in digital content creation.

