

Buzz Hays

DIRECTOR OF STEREOGRAPHY / 3D STORYTELLING CONSULTANT

1350 Opechee Way, Glendale, CA 91208-1967 buzz@trueimagecompany.com

Profile

Buzz Hays is one of the leading experts in stereoscopic 3D film production, post-production and technology in the motion picture and television industry. Hays founded the award-winning Sony 3D Technology Center based at Sony Pictures in Culver City, CA. His role at Sony Corporation gave him the opportunity to evangelize 3D, and to educate directors, artists, filmmakers, studio executives, corporate executives and the general public on the creation of high-quality 3D stories and specialty format experiences. His producing experience has led to his key role as a 3D expert in film production, live-broadcast events, as well as consumer and professional electronics design consulting. His expertise and guidance was integral to the rollout of Sony 3DTV in 2010, and his contributions in camera design for 3D has led to successful products in the marketplace both for professionals and consumers. Hays has given presentations, lectures, and speeches at every major industry conference in the world on the subject of 3D. Since the spring of 2010, he has personally taught more than 3,000 film and television industry professionals around the world and given keynotes, lectures and presentations to over 20,000 people since 2007. Hays is the founding Chairman of the International 3D Society.

Experience

OWNER/STUDIO CHIEF/DIRECTOR OF STEREOGRAPHY, TRUE IMAGE COMPANY, INC. (June 2012 to present)

Stereoscopic 3D and Advanced Imaging Consultant - Producer, researcher and consultant (June 2012 to present)

Producer / Director - 4k/UHD Test - Discover Networks (November 2013)

Stereoscopic 3D Producer - Escape From Planet Earth - Weinstein Co. (September 2012 to February 2013)

Producer / Stereoscopic 3D Producer - Sculpting Space - BSKyB 3D - (May 2012)

SENIOR VICE PRESIDENT OF 3D PRODUCTION, SONY CORPORATION/SONY PICTURES - CULVER CITY, NEW YORK, TOKYO (2009-2012)

Sony 3D Technology Center - Designed, built, staffed and managed from 2009 to May 2012.

Sony Consumer and Broadcast Electronics - Consultant to technology R&D teams throughout Sony worldwide.

3D Storytelling Consultant - Consultant to leading film and television directors working in 3D production

2010 FIFA World Cup 3D - Stereoscopic 3D Consultant

Sports Illustrated Swim Suit 3D Documentary - Stereoscopic 3D Consultant

The Amazing Spiderman - SVP of 3D Production, 3D Storytelling consultant

Men in Black III (Columbia Pictures) - SVP of 3D Production, 3D Storytelling consultant

The Great Gatsby (Warner Bros.) - Director's 3D Storytelling consultant

Life of Pi (20th Century Fox) - Director's 3D Storytelling consultant

Hugo (Paramount Pictures) - 3D Consultant to Producers

3Net - 3D Production / Post-Production Consultant

SENIOR PRODUCER - 3D FEATURE FILMS, SONY PICTURES IMAGEWORKS, CULVER CITY, CA (2006-2009)

Alice In Wonderland (Disney) - Consulting 3D Post-Production Producer (2009)

Cloudy With A Chance Of Meatballs (Sony Pictures Animation) - Consulting 3D Producer (2009)

G-Force 3D (Bruckheimer Films/Disney) - Senior 3D Producer (2009)

Jonas Bros. 3D Concert Experience (Disney) - Senior 3D VFX Producer (2009)

Beowulf (Paramount Pictures/Warner Bros.) - Senior 3D Producer (2007)

Open Season (Sony Pictures Animation) - Senior 3D Producer (2006)

Monster House (Columbia Pictures) - Senior 3D Producer (2006)

EXECUTIVE PRODUCER - COMMERCIALS & MUSIC VIDEOS, RADIUM, SANTA MONICA, CA (2005)

Missy Elliot "Lose Control" - Award-winning music video - Executive Producer (2005)

Spider Man 2.5 (Columbia Pictures) - European DVD release VFX - Executive Producer (2005)

Warm Springs (HBO) - VFX Producer/Executive Producer (2005)

Commercial Production:

Coca-Cola, Budweiser, Bud Light, Oracle, Texas Instruments/DLP, and VW Polo - Executive Producer (2005)

Buzz Hays

EXECUTIVE PRODUCER//PRODUCER - MAIN TITLE SEQUENCES & VFX, YU+CO, HOLLYWOOD, CA (2003-2004)

NOVA (WGBH) - Series Intro - Producer/Executive Producer (2004)
Beijing Summer Olympics (Int'l Olympics Committee) - Inaugural film - Producer (2004)
Catwoman (Warner Bros.) - Main Titles - Producer/Executive Producer (2004)
The Terminal (Dreamworks) - Main Titles - Producer/Executive Producer (2004)
Chronicles of Riddick (Universal Pictures) - Main Titles - Producer/Executive Producer (2004)
Taking Lives (Warner Bros.) - Main Titles - Producer/Executive Producer (2004)
Van Helsing (Universal) - VFX - Producer/Executive Producer (2004)
Iron Jawed Angels (HBO) - Main Titles - Producer/Executive Producer (2003)
Sex and the City (TBS) - Series Launch Campaign - Producer/Executive Producer (2003)
The Last Shot (Touchstone Pictures) - Main Titles - Producer/Executive Producer (2003)
HBO Summer Films Campaign (HBO) - Producer/Executive Producer (2003)

CHIEF CREATIVE OFFICER//STUDIO CHIEF - ANIMATION STUDIO, PROTOZOA/DOTCOMIX, SAN FRANCISCO, CA (1999-2001)

Animated Cartoons - Over 500 motion-capture animated cartoons - Producer/Executive Producer (1999-2001)
Duke 2000 Campaign (Garry Trudeau) - Animated Presidential Campaign - Producer/Executive Producer (2000)

CO-FOUNDER//VICE PRESIDENT - GAME DESIGN STUDIO, TRIBECA INTERACTIVE, SAN FRANCISCO, CA (1995-1996)

"g" (Director/Producer) (GT Interactive/Robert De Niro) - Interactive CD-ROM Game - Producer/Director (1995-1996)

DIRECTOR OF ENGINEERING - LUCASFILM, LTD., SAN FRANCISCO, CA (1987-1993)

THX Theatre Design & Consultation - Over 650 cinemas, screening rooms and post-production facilities worldwide
THX Evangelist for production, post-production and exhibition technologies
WOW! (Lucasfilm, Ltd.) - Filmography of George Lucas - Producer (1990)

OWNER//DIRECTOR//PRODUCER - INDEPENDENT FILM, STONE'S THROW FILMS, LOS ANGELES, CA (1993-PRESENT)

Telluride Film Festival - Consultant/Resident Filmmaker - (1982-present)
Sundance Film Festival - Festival Identity Animation - (2003-2005)
Conjuring Women - Documentary Film - Producer/Director (2009)
San Francisco International Film Festival - Festival Identity Animation - Producer/Director (1998/2002)
Rain (Dolby Laboratories) - Corporate Sound Design Logo - Producer (1999)
1998 Nagano Winter Olympic Games (Panasonic/CBS) - DVD Series Producer (1998)
Swimming With Sharks (TriMark) - Independent Feature Film - Co-Producer (1995)

Education

UNIVERSITY OF SOUTHERN CALIFORNIA, Los Angeles, CA - MFA Film Production (1987)
MASSACHUSETTS INSTITUTE OF TECHNOLOGY, Cambridge, MA - Digital Technology Program (1982)
UNIVERSITY OF SOUTHERN MAINE, Portland/Gorham, ME - BS Theater Lighting & Scenic Design (1980)
UNIVERSITY OF NEW HAMPSHIRE, Durham, NH - Summer Theater Program (1978)

Teaching

UNIVERSITY OF TEXAS AT AUSTIN, UT3D SENIOR FACULTY, Moody School Of Communication - Austin, TX (Fall 2013 to present)
SONY 3D TECHNOLOGY CENTER, Culver City, CA - 3D Master Class (Spring 2010 to Summer 2012)
SAN FRANCISCO STATE UNIVERSITY, San Francisco, CA - Multimedia Studies Program Teacher (Fall 1994-Spring 1997)

Guest Lectures

UNIVERSITY OF SOUTHERN CALIFORNIA, School of Cinema Television (Fall 2012)
UNIVERSITY OF CALIFORNIA LOS ANGELES, Film Department (Spring 2011/Spring 2014)
UNIVERSITY OF SOUTHERN CALIFORNIA, Annenberg Center for Communication(October 2000)

Buzz Hays

Skills

I have excellent management, written and verbal communication skills, and I am particularly strong in client relations. I have great budgeting and scheduling skills in the production environment from pre-production to production to post-production. One of my key strengths is in my ability to facilitate collaboration between creative and technical disciplines in order to get the best results in design and research groups. I regularly give lectures and presentations to audiences on the technical and creative aspects of stereoscopic 3D film-making, technology and technique. I am well-versed in translating technological terminology into plain English in order to more effectively educate engineers and film professionals on the complexities of S3D and specialty formats. I have hands-on skills with every major production and post-production toolset, and I strive to stay current with developing techniques and technologies relating to film and television production in both 2D and 3D.

Consulting Client List

3AlityTechnica, 3D Summit (Variety), 3Net, Air War College, American Film Institute (AFI), American Optometric Association, American Society of Cinematographers (ASC), Ang Lee, Apple Computer, Auditoriums de Joinville (Paris FRANCE), Barry Sonnenfeld, Baz Luhrmann, BBC Television, Beijing Film Academy, Boston Light & Sound, BskyB, CBS, Century Theatres, CineArts Theatres, CNN, Comedy Central, Consumer Electronics Show, David Blaine, David Copperfield, Dignity Health, Directors Guild of America, Disney Feature Animation, Dolby Laboratories, DreamLogic, Dreamtime, Dreamworks SKG, DTS, Editors Guild of America, ESPN, ETC (Entertainment Technology Center), Florida State University, FMX (Film Media eXchange Germany), Garry Trudeau, Giovanni Ribisi, HBO, Hewlett Packard, IFFCON (International Film Financing Conference), Imagica (Japan/USA), Indiana University, INTEL, International 3D Society, International Cinematographers Guild, James Brooks, Jerry Bruckheimer, John Schwartzman, Joss Whedon, LG, Lili & Richard Zanuck, Los Angeles Film Festival, Lucasfilm, Ltd., Marc Webb, Martin Scorsese, Matt Groening, Mosfilm Studios (Moscow RUSSIA), Motion Picture Editor's Guild, MTV, National Association of Broadcasters, NBC, Neue Road Movies, Charles Newirth, P77 Productions, Panasonic, Paramount Pictures, Producers Guild of America, Prominent Pictures (London ENGLAND), Radio City Music Hall, Randall Kleiser, RealD, Ridley Scott, Rob Cohen, Rob Marshall, Robert Zemeckis, Sam Raimi, San Francisco International Film Festival, San Francisco State University (SFSU), Saturday Night Live, Scientific American, Senator Mitch McConnell, Silver Pictures/Joel Silver, Society of Motion Picture and Television Engineers, Sony Computer Entertainment of America, Sony Corporation, Sony Pictures, South by Southwest Film Festival (SXSW), Stanford University, Steven Poster, Sun Microsystems, Sundance Cinemas, Sundance Film Festival, Sundance Film Institute, Suzanne Lloyd, Telluride Film Festival, The Walt Disney Company, Time/Warner, Trey Parker & Matt Stone, TriBeCa Productions, University of California Los Angeles (UCLA), Universal Pictures, Universal Studios, University of Southern California (USC), Visual Story Tools, White House Science and Technology Council, Will Smith, WIRED Magazine, World Science Festival, Writers Guild of America, yU+co.

Buzz Hays

Speaking & Lecture Engagements 2007 - 2014

	Date	Event	Presentation Type	
2014	3/12/14	3D Creative Summit - London England	S3D Presentation	
	5/15/14	Int'l Space Development Conference - LA	Immersive Technology Panel Moderator	
2013	10/20/13	3D Image Festival - Łódź Poland	S3D Presentation/Film Festival Judge	
	2/6/13	International 3D Society Awards Show	Presenter	
	1/24/13	3D [FWD] Conference at Emily Carr University	S3D Panelist	
	1/8/13	Consumer Electronics Show	Panelist	
2012	12/3/12	3D Stereo Media Conference	S3D Lecture/Presentation/Panelist	
	7/27/12	3D-Con International 3D Convention	Keynote Speaker	
	6/28/12	American Optometric Association Convention	S3D Keynote Speaker	
	6/21/12	SETIcon - Santa Clara	S3D Presentation/Moderator	
	3/15/12	Game Developer's Conf. - San Francisco	S3D Presentation	
	2/27/12	3D University - Minneapolis, MN	S3D Presentation/Lecture/Panelist	
	2/1/12	International 3D Society Creative Arts Awards	Presenter	
2011	1/19/12	International 3D Society Technology Awards	Presenter	
	11/14/11	Content & Communications World - NYC	S3D Presentation/Lecture	
2011	9/22/11	3D User Experience Tech Summit	S3D Expert Overview of 3D Technology	
	6/24/11	Campus Moviefest 3D Film Festival	S3D Presentation/Lecture	
	5/19/11	ESCA/EDGE Summit	Panelist	
	5/11/11	Sony 3D BAFTA Presentation	S3D Presentation	
	4/17/11	NAB Las Vegas	S3D Master Class (Full day presentation)	
	3/15/11	Air War College Presentation	S3D Presentation/Lecture	
	2/6/11	Broadcast Video Expo	S3D Presentation/Lecture/Industry Overview	
	1/11/11	International 3D Society Creative Arts Awards	Presenter	
	2010	11/10/10	American Film Institute Film Festival	S3D Presentation/Lecture
		10/19/10	International 3D Society Creative Arts Awards	Presenter
		10/11/10	Sony Broadcast Partner Event	S3D Presentation/Lecture/Industry Overview
10/9/10		3D University	S3D Presentation/Lecture/Panelist	
9/15/10		3D Summit	Panelist	
7/12/10		BBC Television Center	S3D Presentation/Lecture	
6/16/10		World Science Festival	S3D Presentation/Lecture/Panelist	
6/14/10		HD Next - Hollywood	Panelist	
5/20/10		Sports Video Group - NYC	S3D Presentation/Lecture	
4/10/10		NAB Las Vegas	S3D Presentation/Lecture/Panelist	
3/15/10		S3D Master Class at Sony 3DTC (Domestic)	S3D Presentation/Lecture (23 month program)	
1/23/10		Sundance Film Festival	S3D Presentation/Lecture/Panelist	
1/3/10		Consumer Electronics Show	S3D Presentation/Lecture	
2009	12/4/09	Sony Distinguished Engineers Workshop	S3D Presentation/Lecture	
	11/4/09	HDE expo	Panelist	
	10/20/09	Investment Analysts SONY HQ Tokyo	S3D Expert Overview of 3D Production	
	9/16/09	3D Entertainment Summit	Panelist/Moderator	
	6/13/09	Los Angeles Film Festival	S3D Presentation/Lecture	
2008	4/19/09	NAB Las Vegas	S3D Presentation/Lecture	
	5/6/08	Digital Hollywood	Panelist	
	4/24/08	University of Manchester Visit to SPI	S3D Presentation/Lecture	
	4/12/08	SMPTE Digital Summit - Las Vegas	S3D Presentation/Lecture	
	3/28/08	SMPTE Conference at NAB - Las Vegas	S3D Presentation/Lecture	
	3/18/08	SMPTE Hollywood	Panelist	
	2/20/08	Hollywood Post Alliance	S3D Presentation/Lecture	
	1/30/08	Singapore Film Commission Presentation	Overview of S3D Animation Business	
2007	11/8/07	HD Expo - Hollywood	S3D Presentation/Lecture	
	10/19/07	"Art Futura - Barcelona, Spain"	"Art, Media, Digital Culture Keynote - Barcelona"	
	7/28/07	DGA Digital Day - Hollywood	S3D Presentation/Lecture	
	6/13/07	INTEL Roundtable	S3D Brainstorming Session	
	6/12/07	Digital Hollywood	Panelist	
	5/4/07	"FMX - Stuttgart, Germany"	Stereoscopic 3D (S3D) Animation Keynote	