re:Invent

NOV. 28 - DEC. 2, 2022 | LAS VEGAS, NV

Cloud-based production for The Lord of the Rings: The Rings of Power

Katrina King

Global Strategy Leader – Content Production AWS

Ron Ames

Producer

The Lord of the Rings: The Rings of Power

Weyron Henriques

SVP Product Development

Company 3



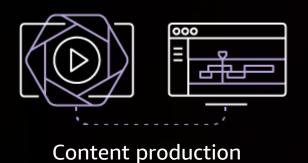
Agenda

- Overview of AWS for content production
- Content production: A holistic strategy
- Technical deep dive
- The Lord of the Rings: The Rings of Power
- Company 3 and The Lord of the Rings: The Rings of Power



Solution areas

The most purpose-built capabilities and partner solutions for reinventing content production, media supply chain, broadcast, direct-to-consumer and streaming, and analytics







Media supply chain and archive

Broadcast



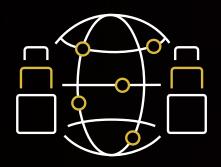
Direct-to-consumer and streaming



Data science and analytics for media



Content production: Trends



Distributed production



Global orchestration



Operational efficiencies



Content production: AWS adoption benefits



Most functionality



Fastest pace of innovation



Most proven operational expertise



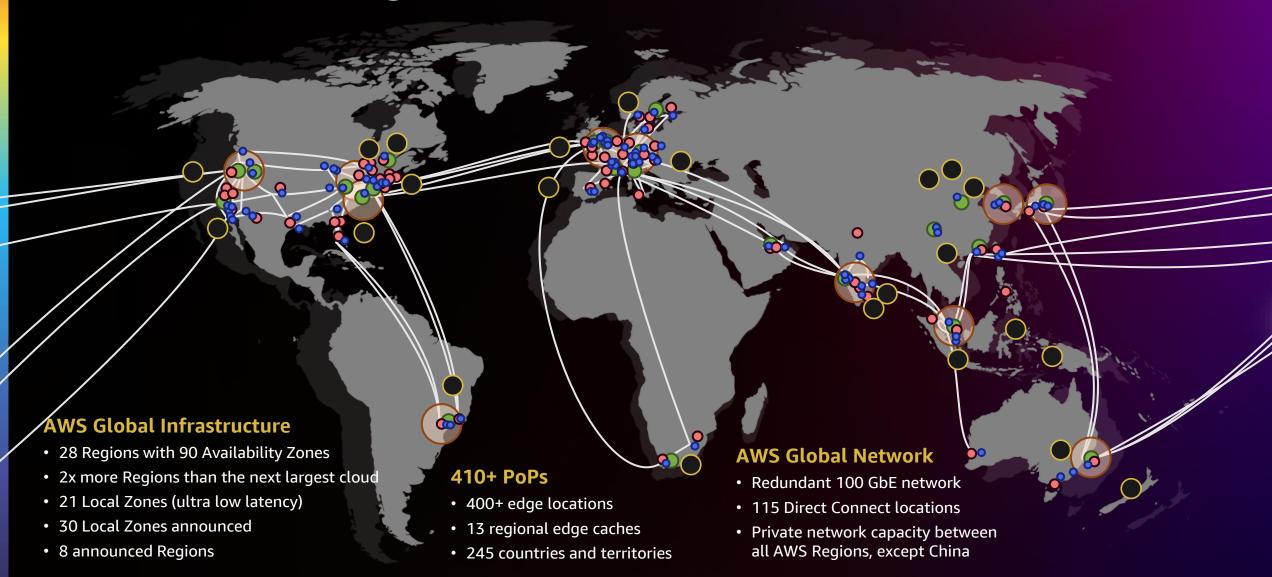
Most secure



Largest community of customers and partners



Access to the global talent pool





Content production on AWS: A holistic vision



The backbone of a holistic workflow



Studio content lake

Purpose-built AWS and partner storage solutions from ingest to archive

Orchestration layer

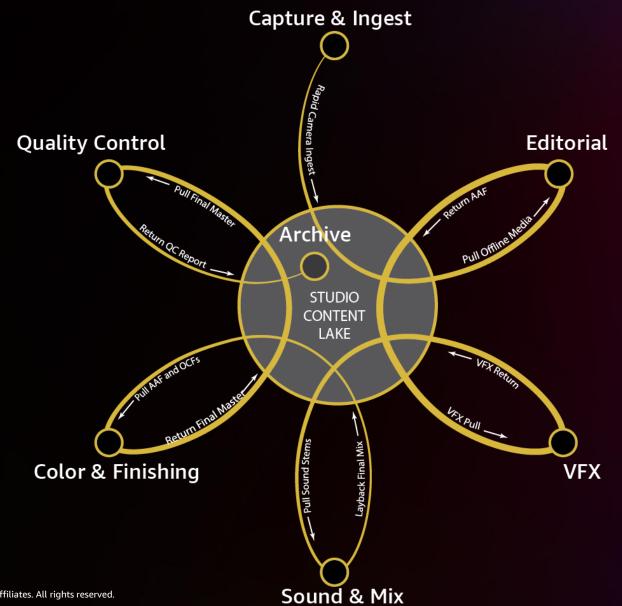
Applications and SaaS solutions come to the content, assets remain secure

Best practices

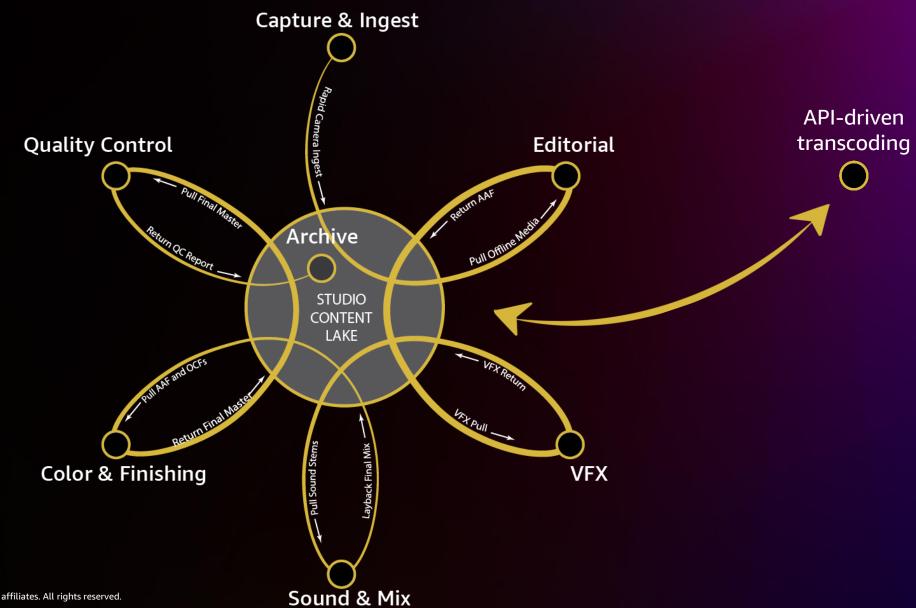
• Reduce data silos, improve interoperability, agnostic interconnectivity, API-driven architecture

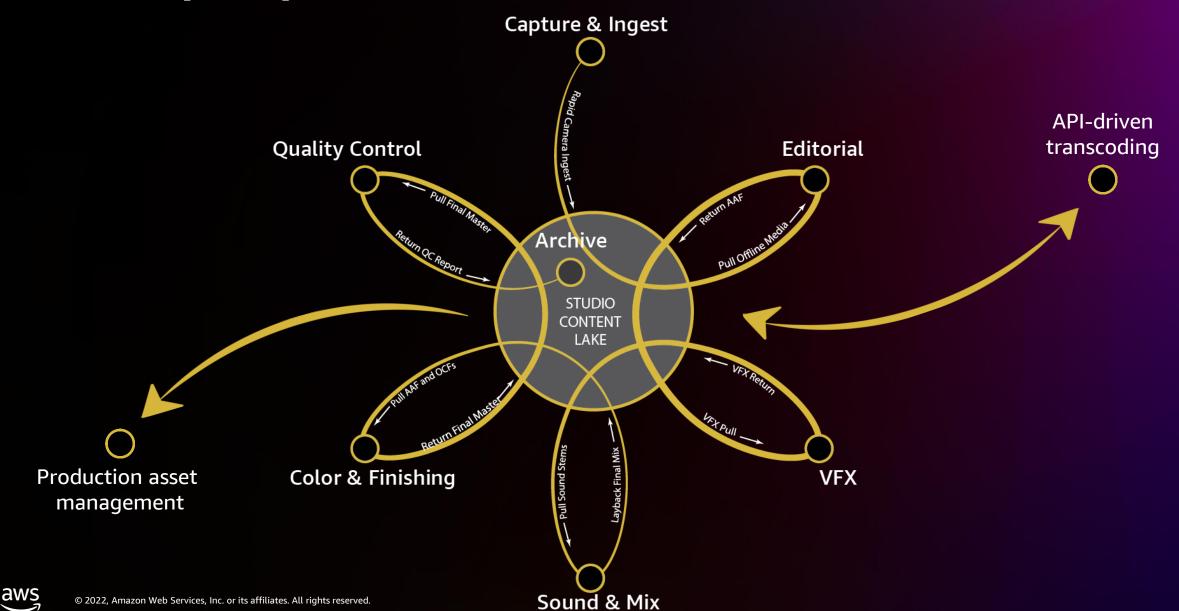




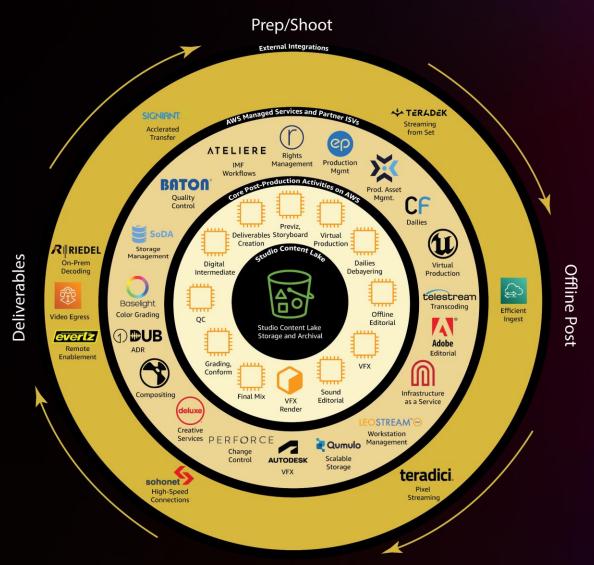








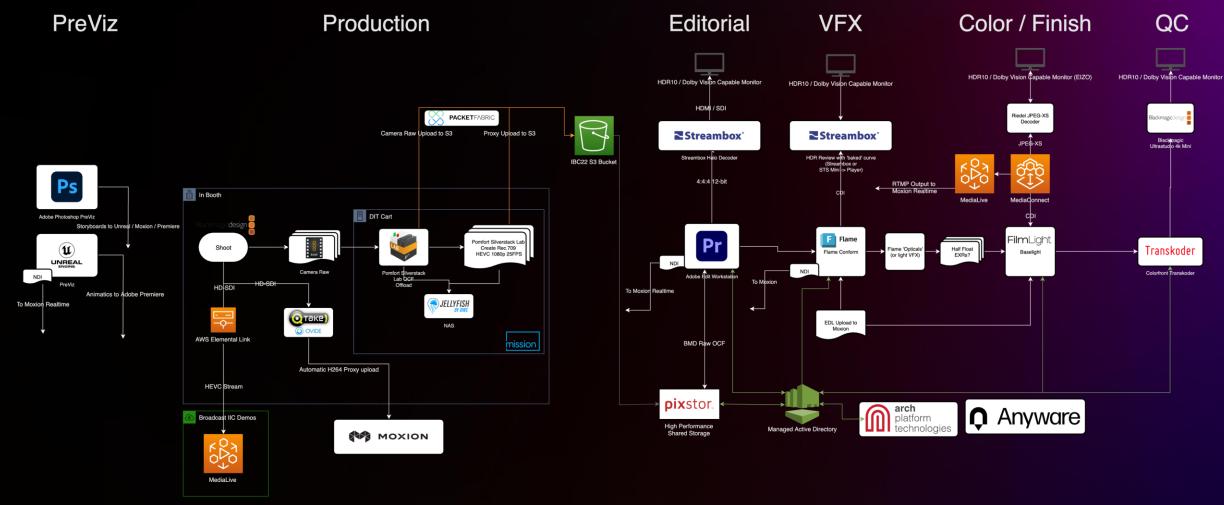
An integrated and interconnected solution





End-to-end content production in the cloud

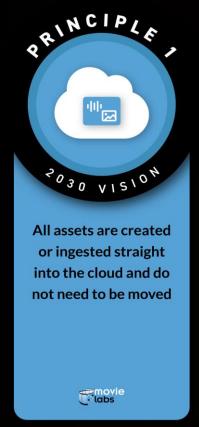
AT IBC 2022





AWS and the MovieLabs 2030 Vision

This "Studio in the Cloud" at IBC 2022 is a demonstration of the MovieLabs 2030 Vision for the Future of Media Creation; MovieLabs has recognized this case study demonstrates the following 2030 Vision Principles











Over-the-shoulder view

VIDEO SIGNAL OUT

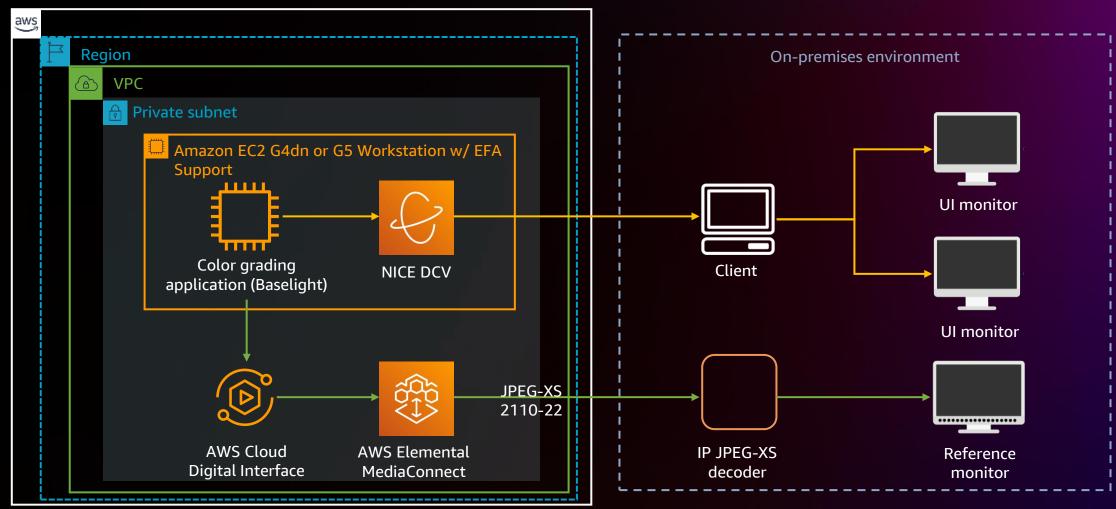
Application encoding



Color in the cloud

WITH BASELIGHT







The Lord of the Rings: The Rings of Power A case study on AWS

Ron Ames

Producer

The Lord of the Rings: The Rings of Power

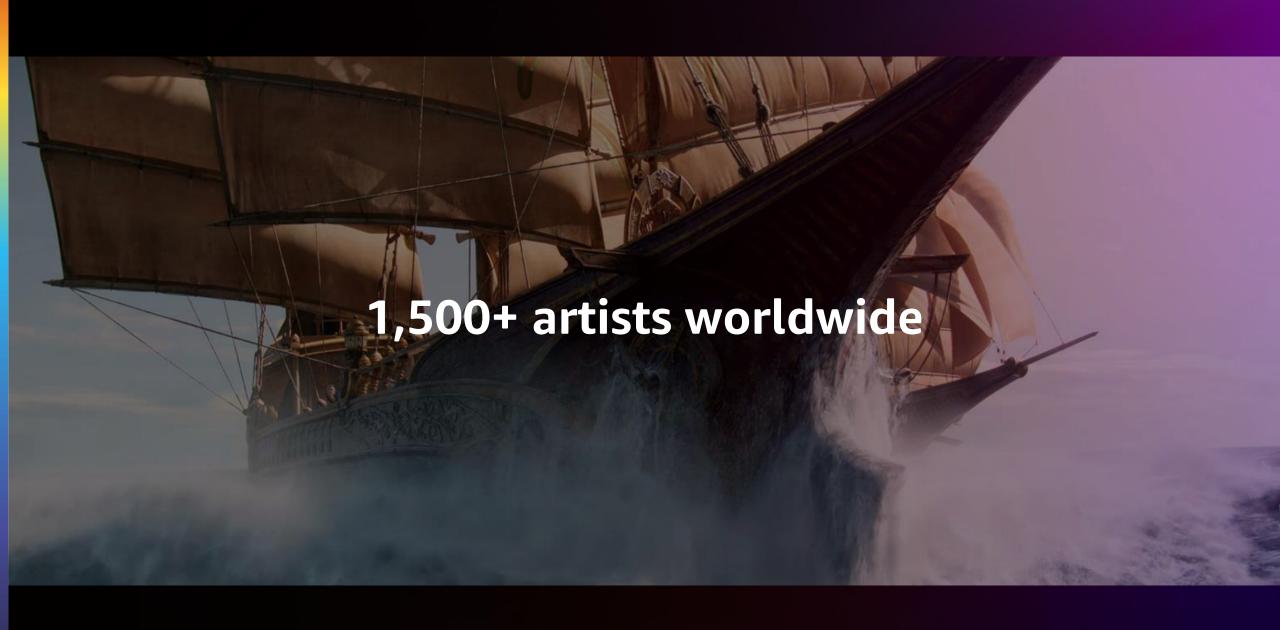


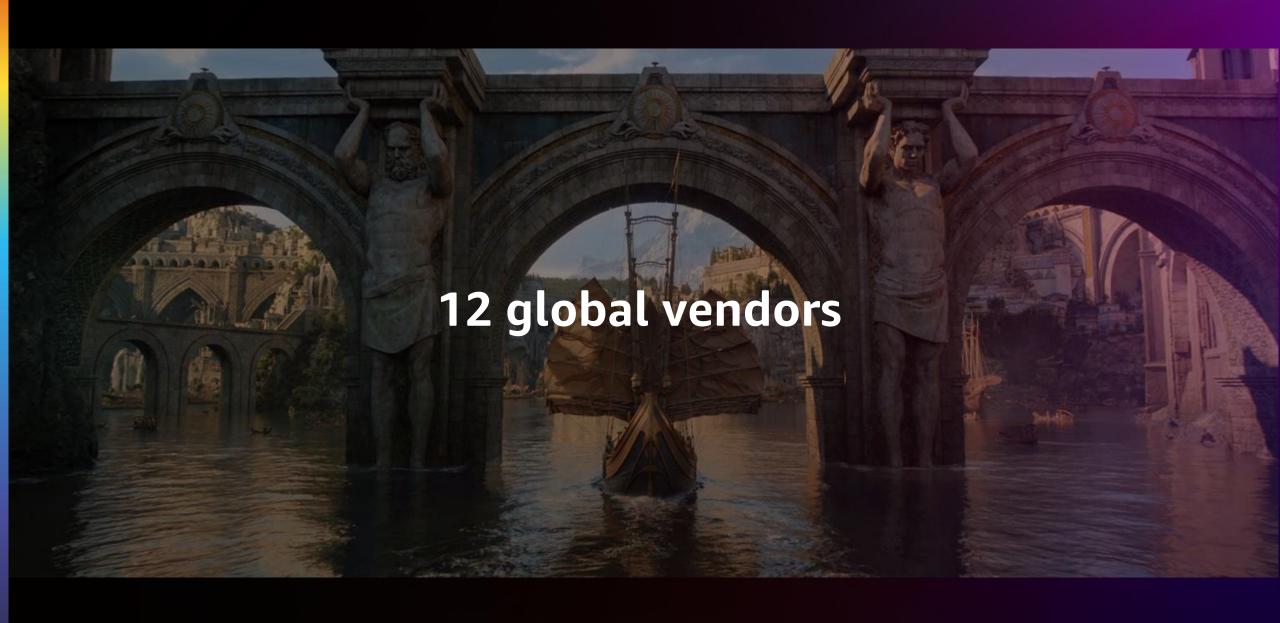
















RODEO
Visual Effects Company











Atomic Arts

PLAINS OF YONDER







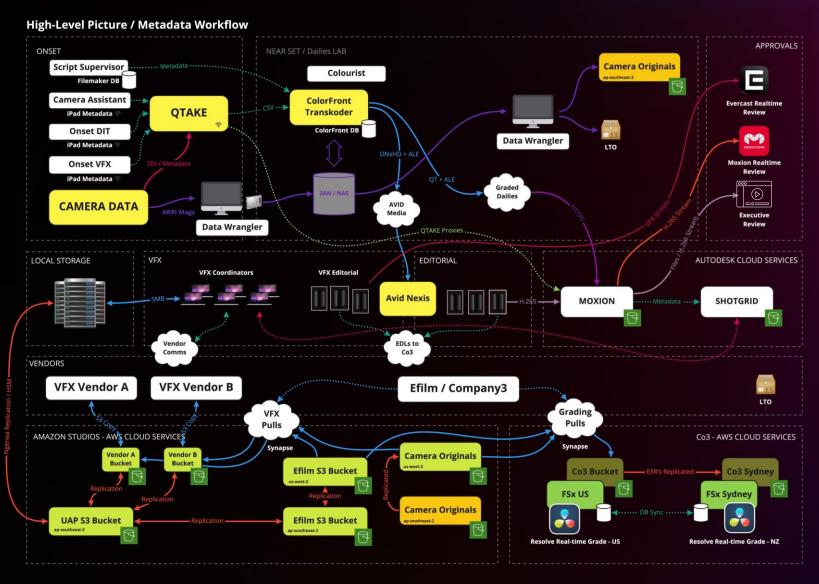
Starting with a map



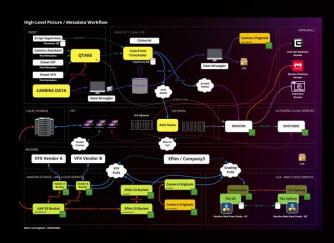
"I wisely started with a map, and made the story fit. The other way about lands one in confusions and impossibilities, and in any case it is weary work to compose a map from a story." ~ J.R.R. Tolkien



Season 1 cloud production map



Identifying key values

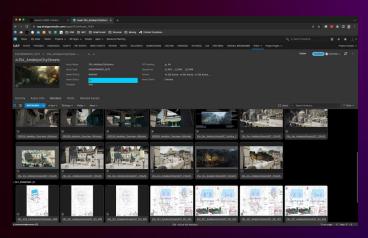


CENTRALIZED METADATAFrom camera capture to exhibition



COLLABORATIVE PRODUCTION

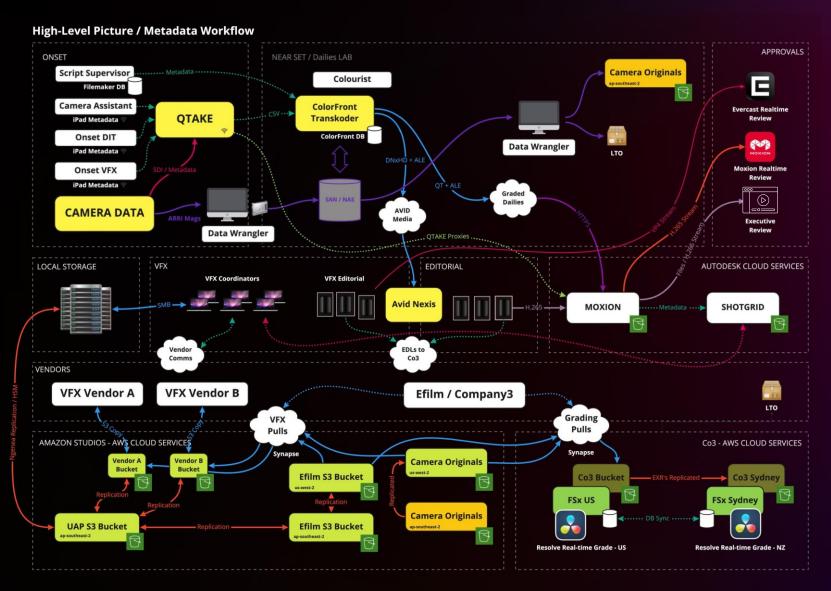
Nonlinear production in the cloud



ASSET MANAGEMENT AS WORKFLOW
Cloud based | Moxion and ShotGrid



Centralized metadata



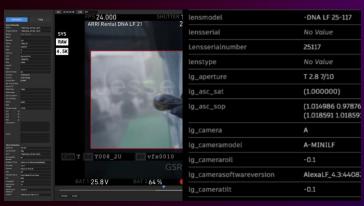
Centralized metadata



ARRI DNA LENSES
ARRI Lens Data System LDS-2



ON-SET PERSONNELConsolidated database

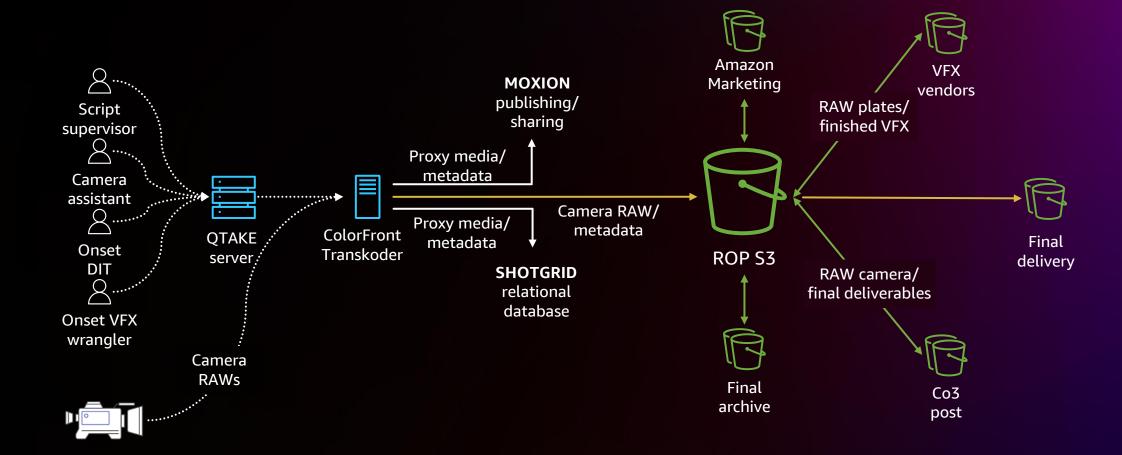


MOXION/SHOTGRID

Metadata capture/consolidation



Centralized metadata





Technology partners























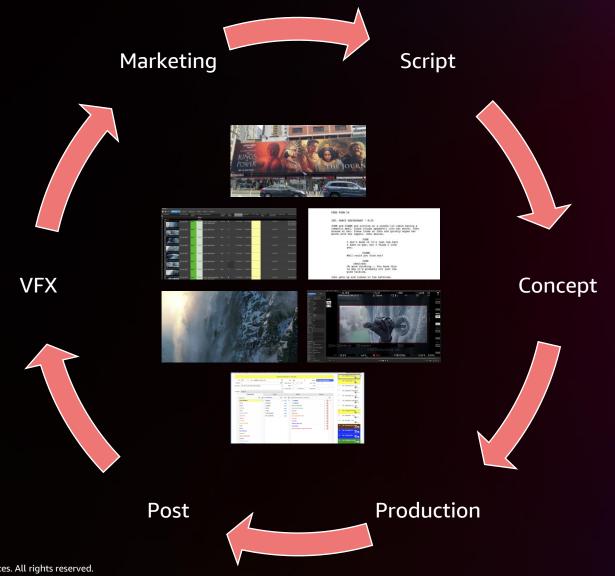




Collaborative production



Nonlinear production model





Nonlinear production model



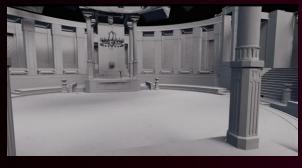


PROPERTED BY THE N

What is an asset?









PRODUCTION

Concept art
Set drawings
Storyboards
Location photos
Costume
Props

ORIGINAL MEDIA

Camera negative Production audio On-set photography

3D FILES

VFX models*
ART models
3D set plans
Processed LiDAR
*shareable in USD format

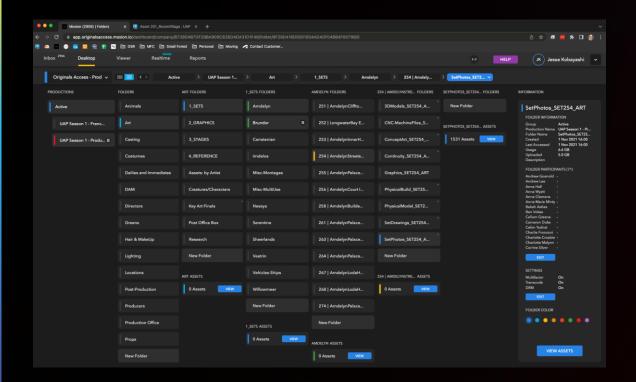
DELIVERABLES

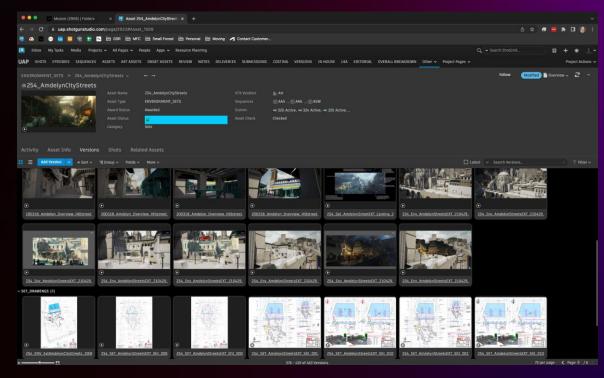
Final audio/video files
EXR shot finals
Text elements
White papers
Wrap documentation

The above list is just an example list – in truth, nearly any file generated throughout a production lifecycle should be catalogued, tracked and stored



Asset management as workflow





MOXION

SHOTGRID



Digital assets/common asset packages





Common As **Delivery St**

Last updated Ser

Naming and Folder Structure

CAP packages should be delivered in a zip archive. The top level directory houses an acrangement.ueda, manifest.ueda, and subdirectories for each model component and asset/variant assembly.

Model component subdirectories hold a geom, undo crate, index, unda, preand material usda, along with textures, sourceTextures and preview directories.

The below structure is an example of a CAP packaged asset. Note that the naming

The preview of the pr

The preview image sequences contain a render of the assets using the preview uses camera, dome light, and animation with a compliant Autodesis Standard Surface Shader. This render should use the same flattened textures that accompany the CAP package, and as such represents what should be achievable if the asset were to be rendered with any implementation of the Autodesis Standard Surface Shader.

The proview [yender] subdirectory houses an image sequence representing how the asset looks when rendered with the same camera, animation and dome light, but through the originating vendor's internal texture and look dev setup. This gives a look at how the component was intended to be.

With these two renders it is possible to gauge the lossiness incurred when flattening the textures, and what the target is.

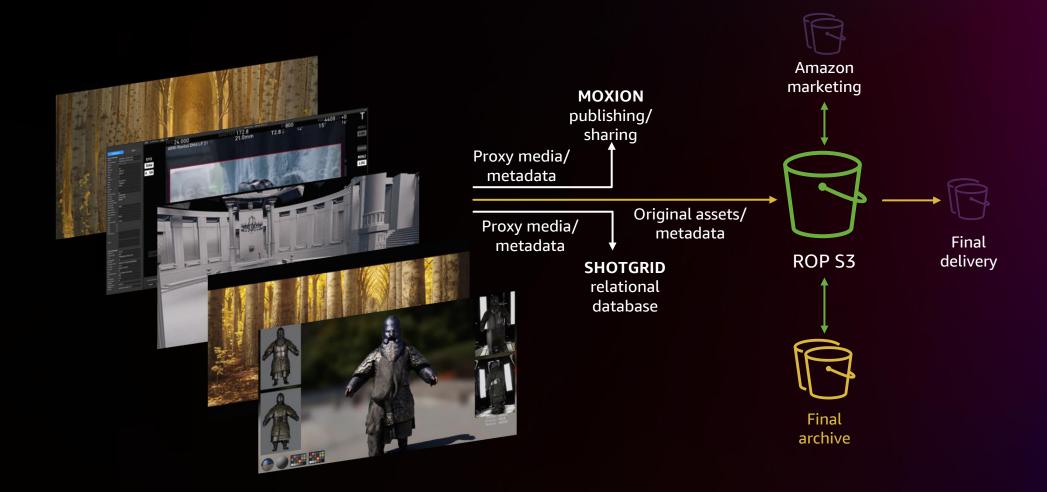
Images: 16-bit RGB ACEScg EXR 1920x1080

Asset/Variant Assembly Subdirectories

Uke the components, variant assemblies exist in direct subdirectories of the root. The

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def Xform "slnsaplings_hiTag" (
```

Archive as workflow

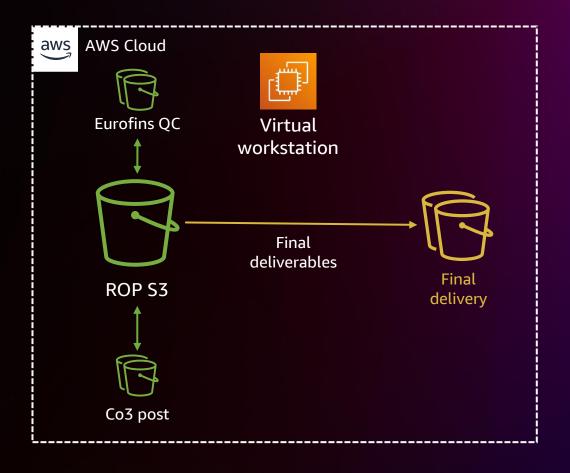




Final delivery through the cloud



All final episodes delivered via virtual workstation



The team



RON AMES
Producer



JASON SMITH VFX Supervisor



JAKE RICE Associate Producer



JESSE KOBAYASHI VFX Producer



ELENI ROUSSOSDigital
Asset
Supervisor



GWENDOLIN E TAYLOR Post Production Supervisor



APRIL LOUGHEED VFX Production Manager



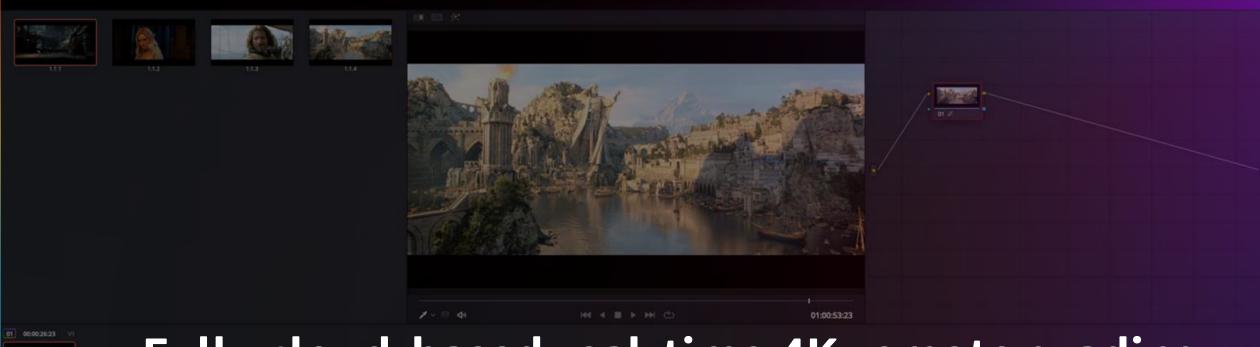
SAM SCOTT VFX Senior Pipeline Manager



MATT
CUNNINGHAM
Principal
Technology
Architect



CHETAN
PATEL
VFX Data
Supervisor



H 254 Baseline (4.0

Fully cloud-based real-time 4K remote grading



Company 3 Synapse and Cloud Studio on "The Rings of Power"

Weyron Henriques

SVP Product Development Company 3



Company 3: Premier artist-led creative company driven by technology and innovation

- Santa Monica, Hollywood, New York, London, Atlanta,
 Toronto, Vancouver, and AWS
- Specializing in all aspects of postproduction
- Feature film, episodic, documentary, and commercials



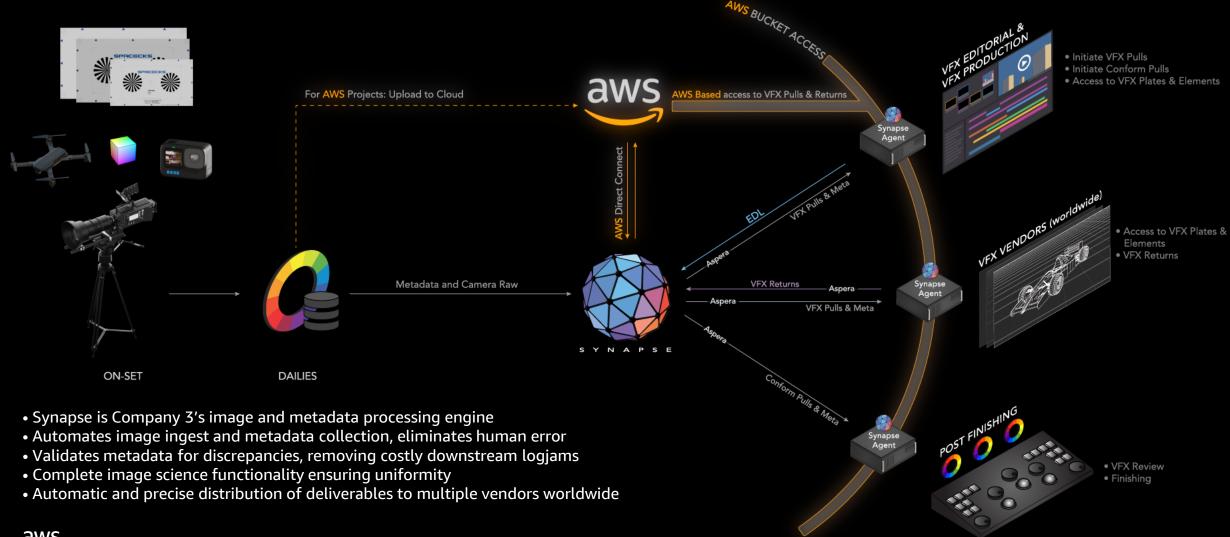
Company 3 and The Rings of Power

- AWS based post-production environment built by Company 3
- Camera raw, dailies, image science, VFX pulls and returns, conform, finishing and deliverables
- AWS Multi-region US-West, US-East, AP Southeast2, and EU West 2
- CPU, GPU, storage, networking, databases, and security
- HDR/SDR reference-quality stream distributed over AWS secured global network
- US West to Idaho, LA, NY, Auckland, and London



Synapse + AWS environment

DAILIES INGEST - VFX TURNOVER - CONFORM PREP



Synapse: On-set production

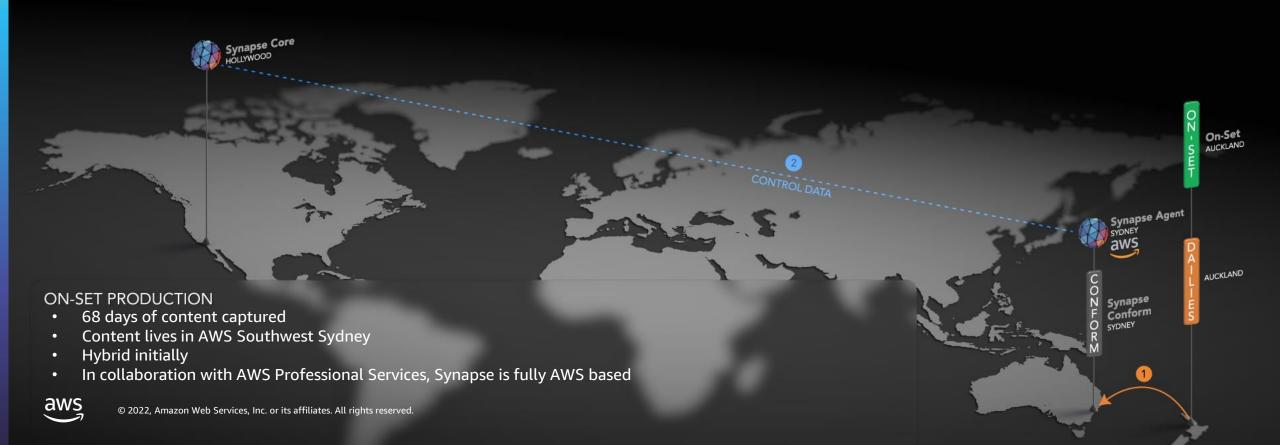
38,090 SHOTS CAPTURED

860TB

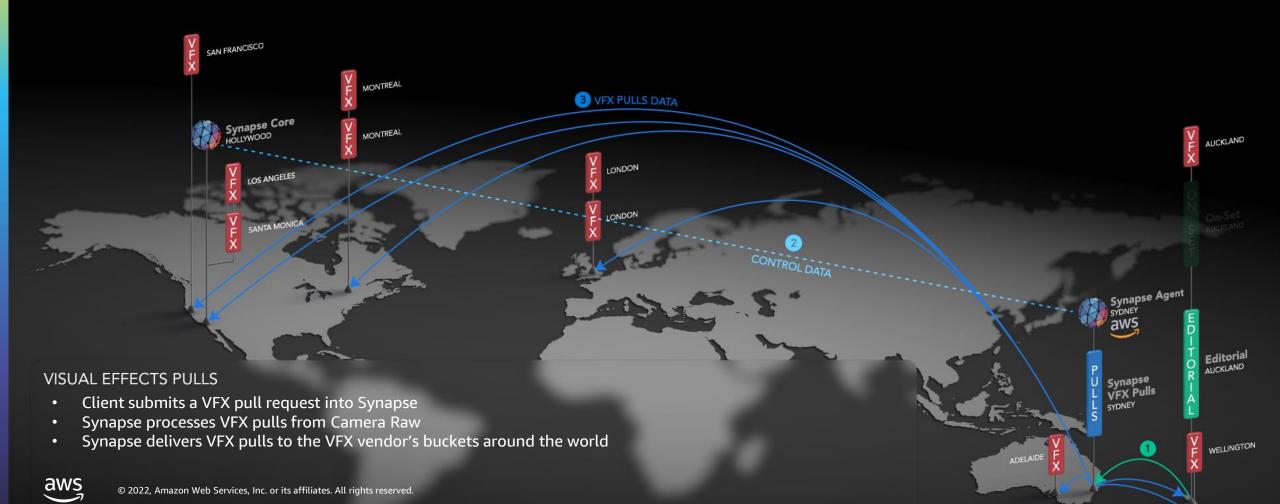
1648 CONTENT HOURS

12 COMPANIES

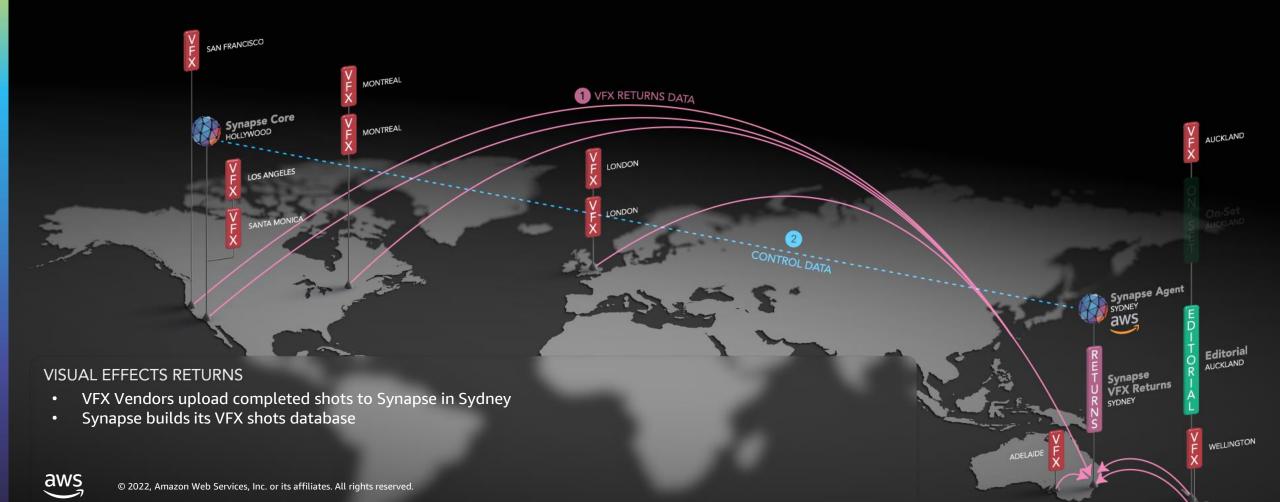
5 COUNTRIES



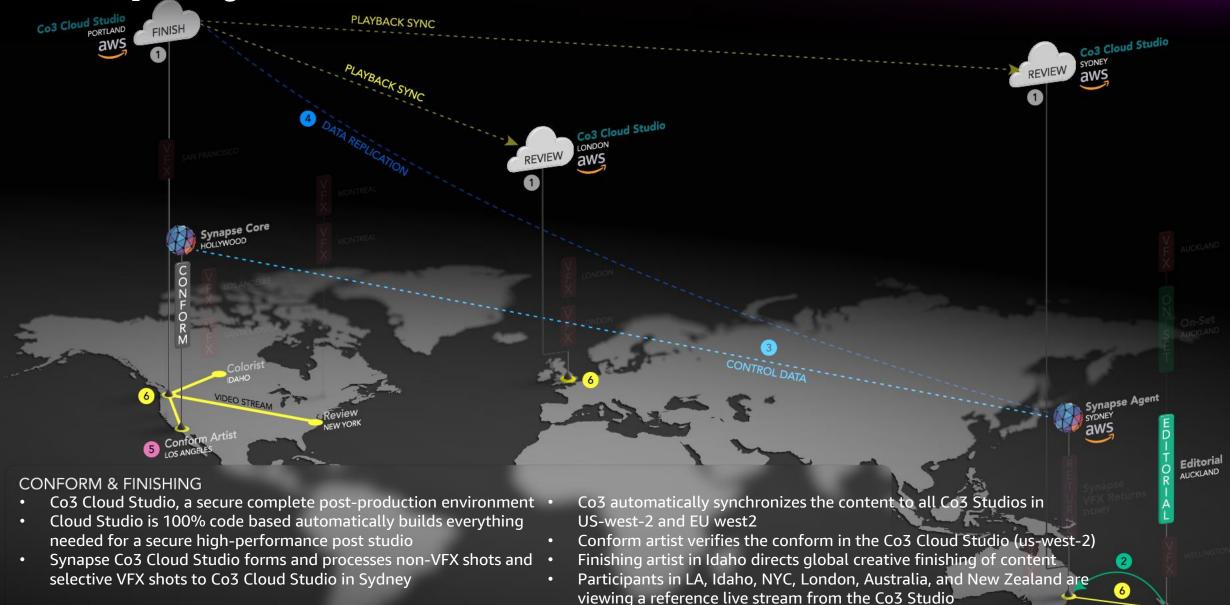
Synapse: VFX pulls



Synapse: VFX returns



Company 3: Cloud Studio



Production Team

Takeaways

Let your imagination define your solutions

Understand AWS tools available to build your solution



Q&A



Thank you!

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Ron Ames ronames@themfc.com

Weyron Henriques weyron.henriques@company3.com



Please complete the session survey in the mobile app

