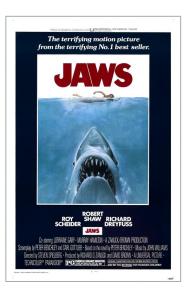
The Blockbuster Era and High Concept







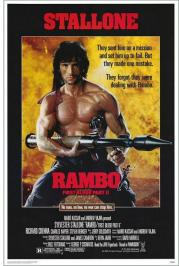






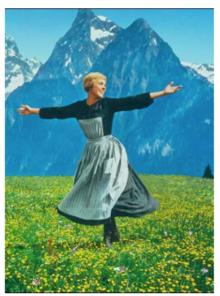














Roadshow Picture A film distributed and exhibited in a manner similar to that of a live stage performance.

- Assigned SeatsHigher Ticket Prices
- Intermission
- Programs
- Non-Continuous Shows

Prestige Picture vs. General Release

- Budget/Production Values/Stars
- ad-pub advertising and publicity department of a movie studio
- Long Tale Distribution a limited slow and controlled access to product.

Failure

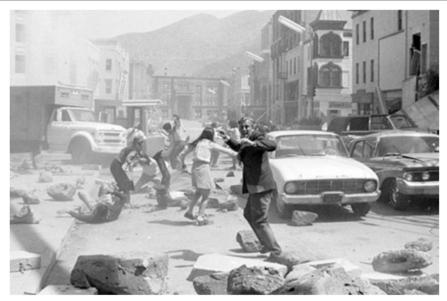
- Decreased Attendance
- Market Over-saturation:devalued product
- Large *House Nut* the negotiated price of theater operation, subtracted from box office revenue before the distributor's percentage is calculated.

Exploitation Picture a genre characterized by low budget, short shooting schedule & sensational subject matter.

- Heavy Marketing Campaign
 - Radio/TV Advertising
- Saturation Release
 - ► Negative Reviews/Word-of-Mouth
- Short Tail Distribution extensive, fast access to a product with quickly diminishing returns.

Disaster Film a genre structured around a global or regional catastrophe characterized by a large cast, multiple conversing storylines & elaborate "special effects".

Monster Film a genre with a dual focus narrative showcasing violent conflicts between human protagonists and non-human antagonists, often with supernatural powers.

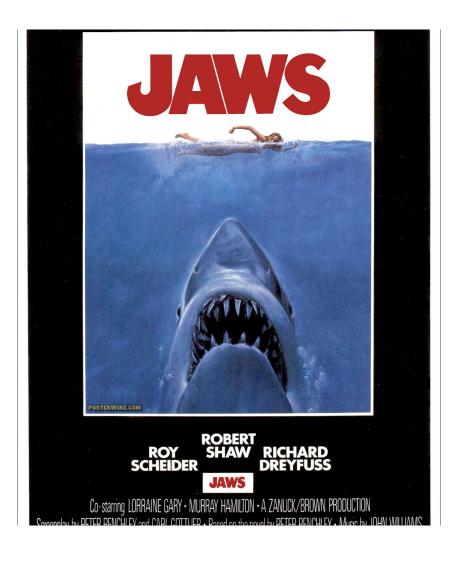






Spielberg's Jaws (1975)

- Jaws often credited as one of the 1st to use trad. B-movie elements (horror & mild gore) in big-budget film
- People were genuinely terrified of this film!
- Considered the first BLOCKBUSTER and HIGH CONCEPT film



Prequel to the Jaws Model

Answer Print First complete version of a film; with rough technical quality lacking in special effects and/or music.

- Missing John Williams score ostinato leitmotif
- Add more shark footage

Test Screening private showing of a film prior to official release - not the same as a sneak preview.

Dallas - Swimmer/Fish Ad & Radio Promotion (3000)

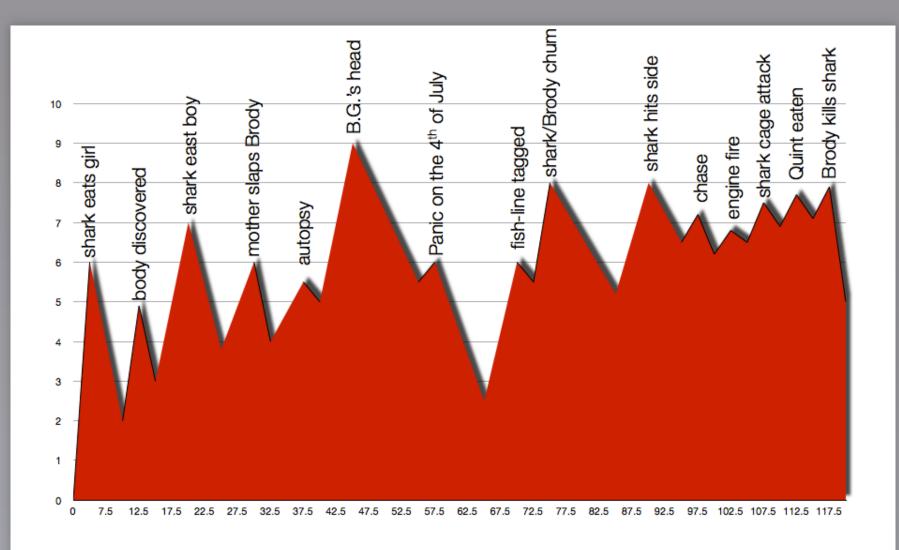
- Demographic Landlocked Middle America
- Rough Assemblages first version of a film shown to distributors and an early test screenings.
 - vomiting, popcorn in the isles, one huge scream

Long Beach - Lakewood Theater (March 28 1975)

- Demographic Coastal
- ► Added footage 2 big screams
- ► Taped Audience/exit survey questions administered to audiences at a test screening.

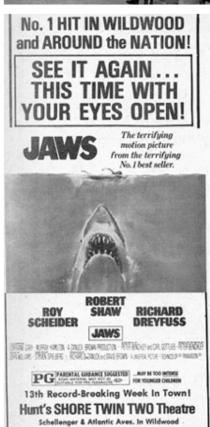






Jaws Long Beach Test Screening





Jaws: New Model Blockbuster

Blockbuster (1) a financially successful film that approaches, meets or breaks box office records. (2) a calculated hit designed to approach, meet or break box office records; a film designed to succeed at the box office based on a formula designed to attract a wide audience through genre prescriptions, exhibition practices, marketing tactics.

Marketing Tactics

- ► Heavy TV Advertising
 - roadblock advertising Running the same tv commercial on all major networks simultaneously
- Co-op advertising paid advertising with expenses shared between distributor and exhibitor.
- Boost purchasing additional advertising after the prerelease advertising campaign ends(multi-media).

Exhibition Practices: Summer of the Shark

- ► limited wide release June 20 (409) July 25 (675)
- summer release Late June Early September
 - heat wave
 - school calendar

THE MEGAPICTURE ERA

- Megapictures:
 - Gigantic Hollywood production and marketing budgets
 - Special effects-driven (CGI, 3-D) + Dolby/stereo Sound
 - Major event releases
 - 'Franchise' picture action/ adventure movies
 - http://youtu.be/2jH9iAHSKds
- Target Audience: 12-29 yearolds (75%)



The Blockbuster Era

Semi- distinct period in American film history: 1975–1989

"Blockbuster Era" often contrasted to "Hollywood Renaissance": Bygone golden age vs. low-point of capitalist cultural production.

Corporate power overwhelms creative filmmaking

Spawned Blockbuster Mentality: A megahit off-sets losses

Innovative creative personnel vs. faceless economic institutions

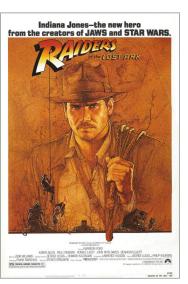
Middle-class Art Cinema vs. Mass audience blockbusters

The 1980s Megahit Canon

Lucas/Spielberg Canon

Big Budget Fantasyadventures:

E.T. The Extra-terrestrial (1982) Back to the Future (1985, 1989) Indiana Jones (1981; 1984; 1989) Ghost Busters (1984; 1989)

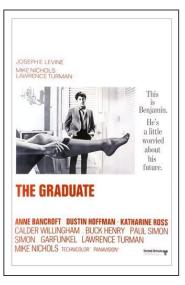




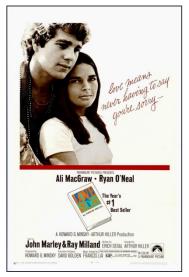




Blockbuster Era generated fewer megahits than previous years





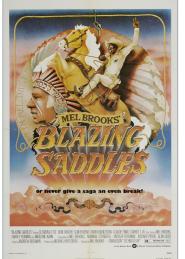










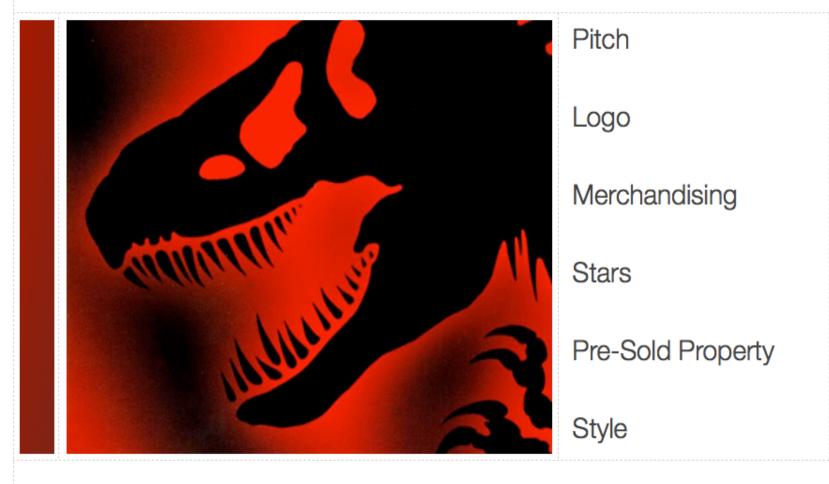






The Concept of "High Concept"

- To market across a range of media--film, games, books, toys, etc.--it helps to have a basic marketing "hook" or concept.
- The idea of "high concept" refers to films based on a single, simple "concept" that can be easily understood and therefore easily marketed.
- "High concept": often described by quoting Spielberg's line that if a movie can be summed up in 25 words or less, it usually makes a good movie.



High Concept

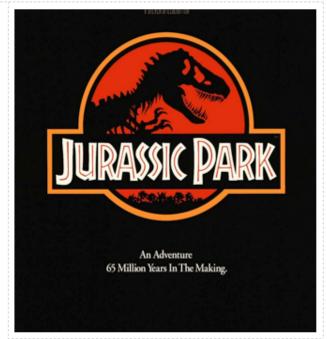
(Wyatt) A film defined by its great marketing possibilities; by numerous and strong marketing hooks.





High Concept Pitch

- Pitch a striking, easily reducible narrative which also offers a high degree of marketability
 - Marketing Approach: One Line Concept
 - Industry Buzzword
 - Easily communicated Narrative, broad Marketability
 - Replication and recombination of prior successful films
 - Critics decry High Concept: No Originality







Jurassic Park (dir. Steven Spielberg, 1993)



Transformers - "Their war. Our world."





High Concept Logo



Logo Identifiable and simplified visual for marketing the film and merchandise across various media

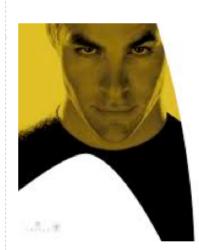
Single Strongly Representative image

Image replicated through TV Campaigns, Soundtrack, Tie-ins,





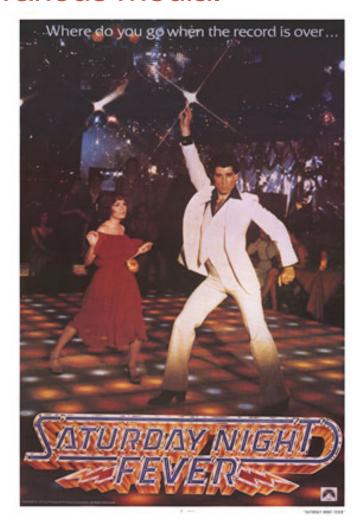
New Decade, New Rules.







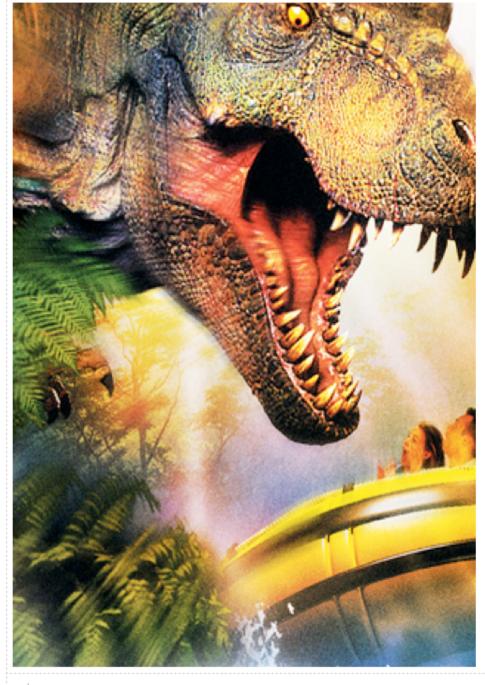
High concept films are those that can be reduced to a single marketing image, which can shared across various media.





Jurassic World (dir. Colin Trevorrow, 2015)





Merchandising

- A "must have" for any billion dollar earner
- **Toys**
- ♣ Video Games
- Amusement Rides
- Soundtrack
- **&** Clothing



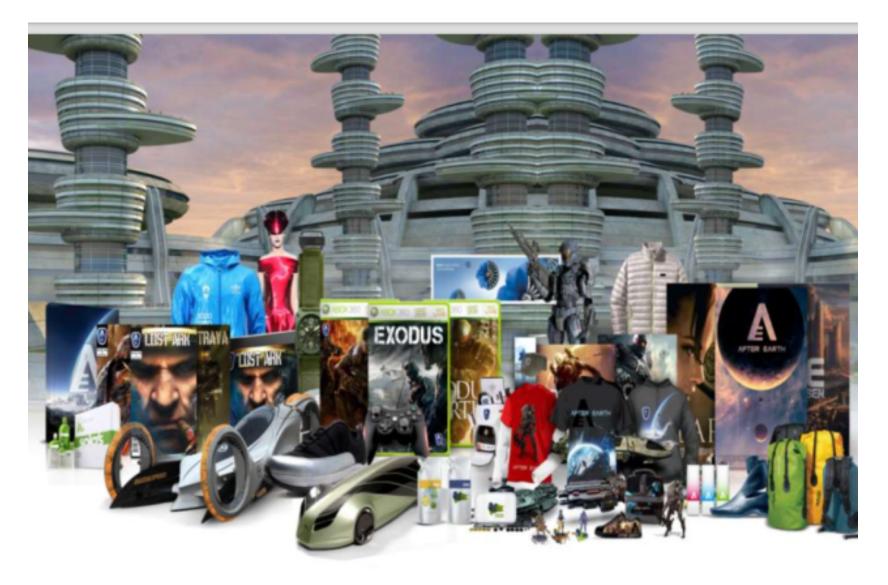




After Earth (dir. M. Night Shyamalan, 2013)



WHAT IS AFTER EARTH?



After Earth is an ecosystem of content and brand initiatives to begin launching in Spring 2012.

Themes

Brands that withstand the test of time

How has your product survived over the years?

Overcome Adversity

Futuristic Products

High Performance

Physical Fitness

Products that withstand harsh weather/ all kinds of conditions

Categories

Beverage

Batteries

Convenience/Petrol

Technology

Electronics

Insurance

Financial Services

Survival Gear

Interactive

Mobile

Security

Watches

Apparel

Eco/ Environmentally Friendly

Publishing

Video Game

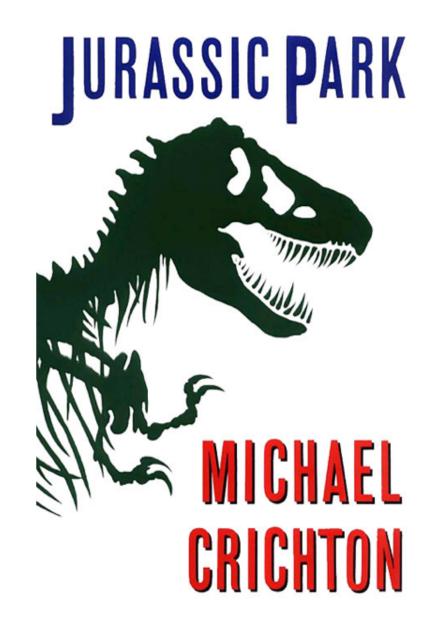
High Concept

Pre-sold Property

Best selling Novel

Long-Running Musical

Fashionable Subject Matter





High Concept Stars

- Link Star Persona to Concept
 - A Physical Size

 - Lack of Development
 - Defined by Style



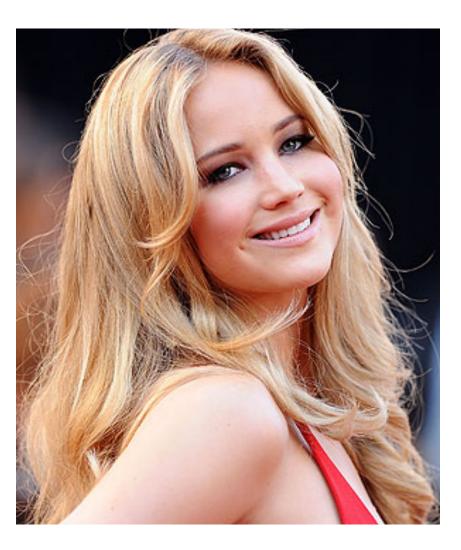








Star System



- Most common marketing and promotional component that advertises a film as a vehicle for one or more well-known actors
- Famous Players: fans request for star names in earliest years
- Blockbusters tied to star system and agent packages
- Center of action, bring accumulated history and significance of past performances to each new film
- Acquire status that transforms individual into mythical qualities
- Promotion, publicity, commentary construct star images or personas

Into the Woods (dir. Rob Marshall, 2014)



Into the Woods (dir. Rob Marshall, 2014)

















High Concept Style

Visual representation of marketable concepts via advertising Strong match between Image and music sound track throughout Sleek, modern settings















The Hunger Games: Mockingjay Part 1 (dir. Francis Lawrence, 2014)



Jurassic World (dir. Colin Trevorrow, 2015)





The Dark Knight (dir. Christopher Nolan, 2008)



Summary: making films financially "safe"

- Early "high concept" films such as Saturday Night Fever, Flashdance, and Top Gun became blockbusters by marketing their concept. I.e., w/out major stars (at the time) and huge budgets.
- But increasingly, Hollywood has come to base marketing on:
- "Bankable" stars (and directors)
- "Pre-sold properties"--already well-known from some other medium: tv shows, comic books, computer games-or "sequels" and "franchises" where the stars and/or characters are readily recognizable.
- Marketing special effects, (esp. CGI), fast cutting, and other spectacular visual effects. Recently, 3-D.

Film within a Media Environment

- There has been a major shift in cinema, in how films work, at least in Hwd.
- Increasingly, films are no longer just films.
- A film no longer considered <u>as a single product</u> (much less as a work of art).
- Rather, part of a larger <u>marketing strategy</u>, which profits not just from theatrical box office, but from a wide range of <u>ancillary</u> media and products.

The Economics of Filmmaking

- The goal of Hollywood filmmaking is no longer simply to make money at the box office.
- Rather, the goal is to make films that can generate revenues from multiple media (video, television, music, theater, books, computer games) and licensing of ancillary products.

Media Conglomeration

- Generating profits from <u>multiple revenue streams</u> has become increasingly important as Hollywood studios have become part of larger media corporations.
- Moreover, each media form serves to <u>cross-</u> <u>promote</u> the others: what is called <u>Synergy</u>.
- This cross-marketing also extends to other companies, who advertise the film in exchange for "product placements" within the film or by advertising "tie-in" products based on the film.

The Hollywood Conglomerate

- All the major film studios owned by global corporations/ conglomerates:
 - Viacom/Paramount, Time Warner, Fox/News Corp, Sony, Disney, Comcast/NBC
- Vertical integration returns: Studios buy megaplexes
 - Vertical Integration: control all levels
 - Production: making of movies, sold by the foot
 - Distribution: deliver films
 - Exhibition: display films
- Horizontal integration across media markets: TV, DVD, Web.
- Diversification: Product Placement, Promotional Tie-ins, action figures, etc.





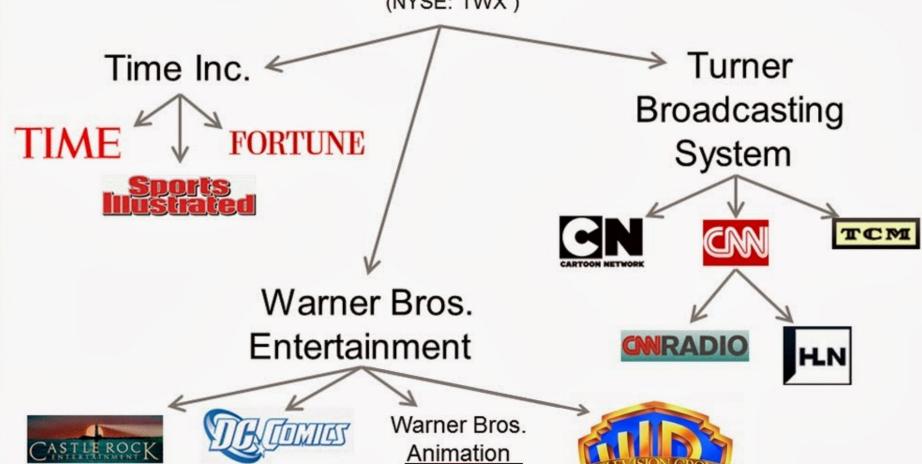




Time Warner



(NYSE: TWX)























Marvel

The Avengers Captain America

Iron Man

Thor

James Bond (UK)



DC Superman Batman Justice League

The Hobbit



The Hangover

Looney Tunes

Final Destination



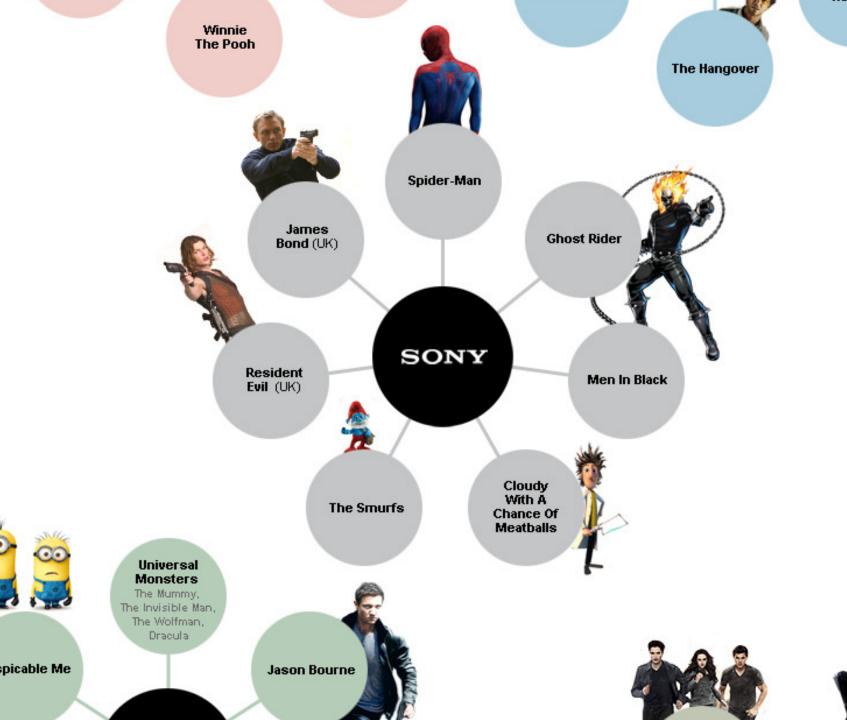
Sherlock **Holmes**

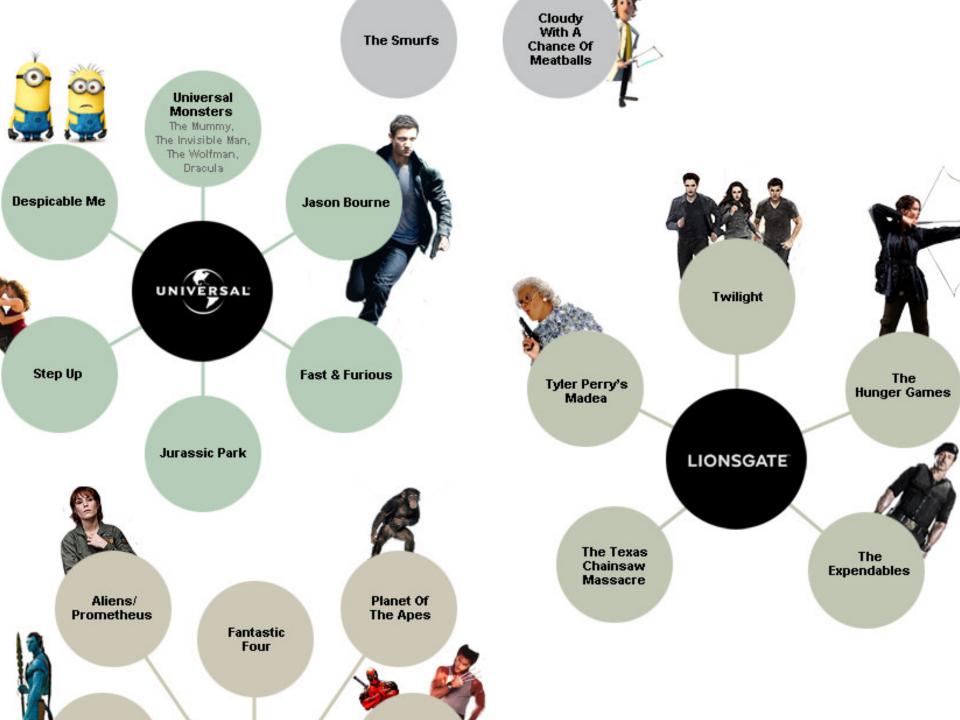


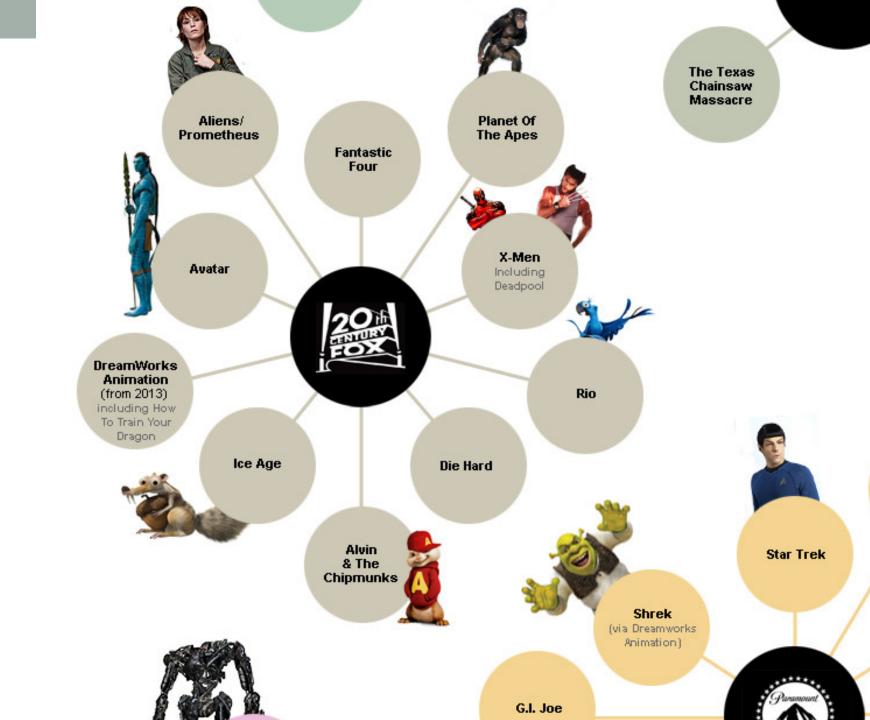
Spider-Man

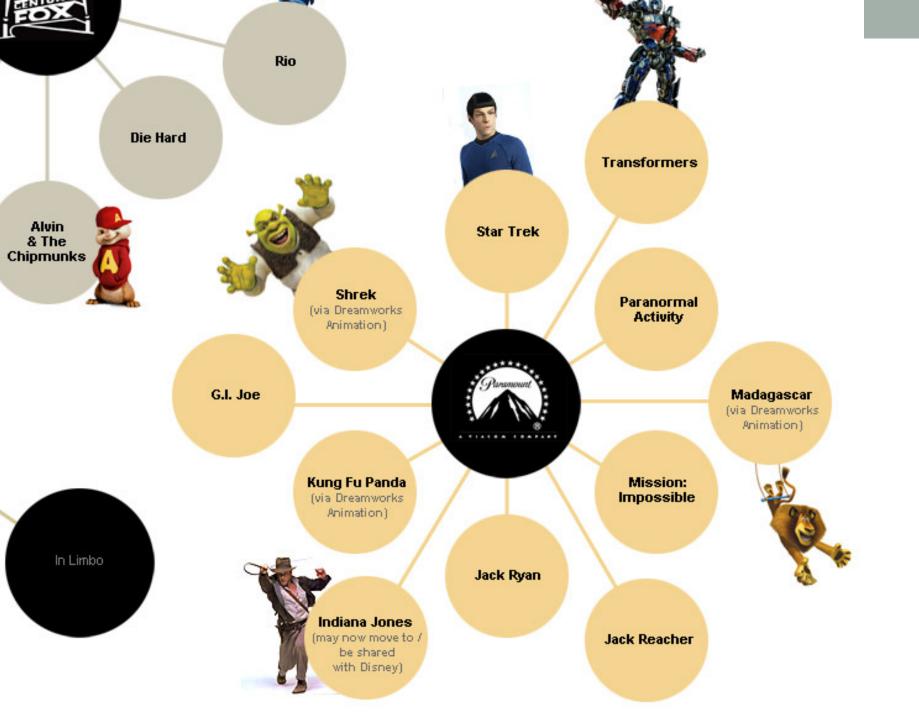












Basics of Distribution

- Distribution = the practice and means through which certain movies are placed in theaters, in video stores, or on television and cable networks (usually released with "target audience" in mind)
- Distributor: company that acquires the rights to a movie from the filmmakers or producers and then makes the film available to audiences by renting or selling the film to theaters or networks
- Premier of "Feature Film" (primary attraction, 90-120 minutes)
 - Saturated Release = as many locations as possible
 - Wide Release = couple thousand theaters
 - Limited Release = few screens at first (platforms)





Types of Distribution

- Exclusive run distribution term for booking in one theater per city.
- Limited run distribution term for booking in few theaters per city.
- Platform release distribution term for booking in a small number of theaters per city with the hope that good word-ofmouth advertising and positive critical reviews will create enough demand to open the film wider.
- ► Wide release distribution term for booking a medium to large percentage of theaters (contemporary figures 600-1999)
- ➤ Saturation Release distribution term for booking in a high percentage of theaters (contemporary figures 2000-2999)

Release Schedule

- Summer Part I Memorial Day-July
 - tent pole releases, family films, high concept, action films
- ♣ Summer Part II August-1st Week Sept
 - high concept films that would underperform next to tent pole films.
- ♣ Fall 2nd Week Sept- 2nd week November
 - award contenders & counter programming
- ♣ Winter —3rd Week November -1st week January
 - family films, branded properties, high concept films
- Winter-Spring 2nd Week January-3rd week may (Old System- Early may new system) Dumping Ground
 - romantic comedies, gross out comedies, buddy films, horror, suspense



World Domination... well, China...

- Domestic theatrical revenues are an ever smaller part of total revenues for films.
- The biggest films of 2013 earned the bulk of their profits abroad with as much as 70 percent of their revenues coming from foreign countries.
- The ten highest grossing films of 2013 each made more money overseas than they did stateside.
- China is currently the largest source of international box office earnings
- By 2018, it's predicted to be the number one source for box-office income.

Global Rankings for the Major Studios

Save for Fox and Paramount, every major saw revenue decline compared with 2013. Fox enjoyed a historic 63 percent spike globally and a 69 percent jump in North America, and Paramount's global revenue increased 24 percent (thanks, Transformers!).

TOTAL MAJOR-STUDIO BOX OFFICE

\$24.3 billion

> 0.4% less than 2013's

\$24.4 billion

(Excluding Lionsgate, the six major studios reached an estimated \$22.5 billion in 2014, up slightly from \$22.1 billion in 2013.) DOMESTIC REVENUE

\$10.3 billion

2014 total

√5.2%

\$10.9 billion

2013 total

That's the biggest year-over-year decline in nine years.

ATTENDANCE

1.26 billion

2014 total

√6%

1.34 billion

2013 total

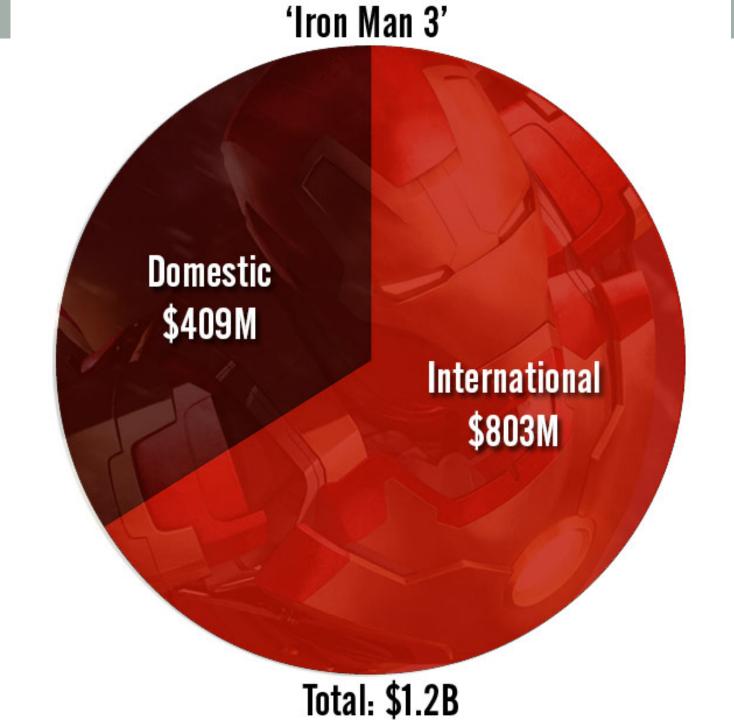
Moviegoing in the U.S. hit a 20-year low in 2014.

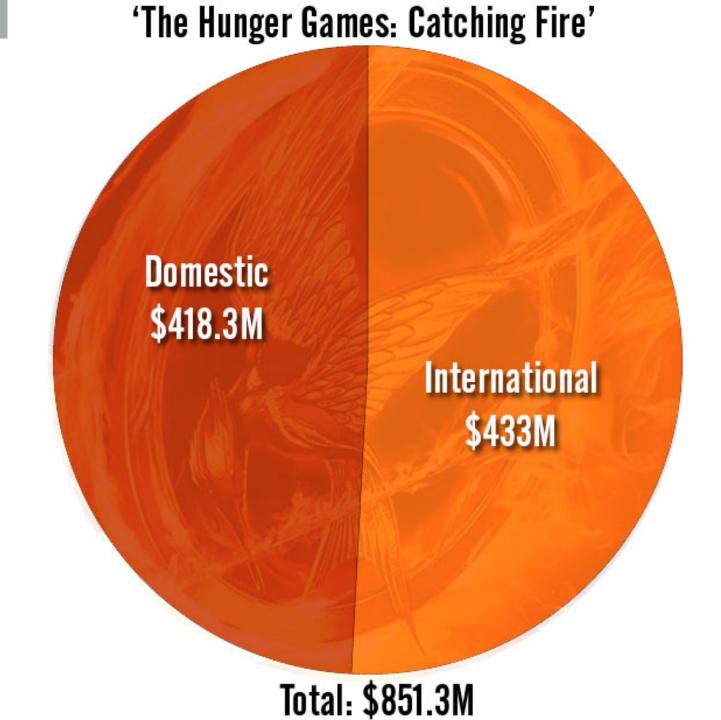
China's Movie Industry

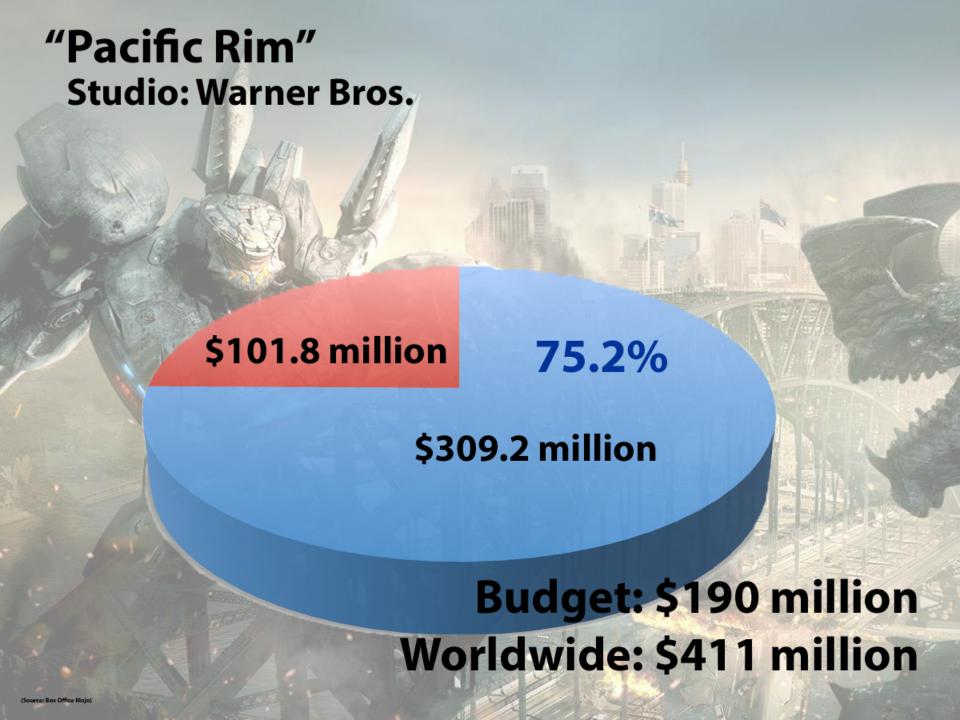
- China's film bureau implements a quota on imports (so, foreign films) to boost local productions, ensuring that homeland films have the space to earn billions without being flushed out by Hollywood blockbusters.
- The quota limits foreign releases in China to 34 a year, generally favoring 3D blockbusters that don't irk the sensitive censors.
- The only way to circumvent the quota is to turn a film into a Chinese co-production, meaning Chinese elements in the story, production and funding.
 - Such ventures give Hollywood 43% of the profits versus the usual 25% – a big added incentive.

'The Hobbit: The Desolation of Smaug' Domestic \$250.1M International \$585M

Total: \$835.1M









\$71 million

79.6%

\$276.5 million

Budget: \$105 million Worldwide: \$347.5 million

"After Earth"
Studio: Sony

\$60.5 million

75.2%

\$183.3 million

Budget: \$130 million Worldwide: \$243.8 million

"High Concept" as Transnational Film

- Easy to follow storylines allow for access to international audiences who do not speak English as a primary language
- Saturation helps bring attention to US film in foreign markets that encourage domestic film-going and filmproduction.

"Artistic Surrender?"

- Recent blockbusters have been modified to please Chinese authorities and audiences, prompting accusations of artistic surrender.
- James Cameron said he was considering inserting Chinese elements into two sequels to Avatar, saying it would be "logical" to have Chinese characters on the planet Pandora.
- The upcoming World War Z deleted dialogue sourcing a zombie virus outbreak to China.
- Transformers 4 recruited Chinese actors through a television contest expected to attract thousands of hopefuls.
- Jurassic Park IV will reportedly feature dinosaurs found in China.
- The Dark Knight Rises and Skyfall found reasons for Batman and James Bond to visit China.
- Quentin Tarantino approved multiple changes to Django Unchained.
- Iron Man 3 went further than most, adding scenes for the Chinese version that showed a Chinese surgeon saving Tony Stark and lines for the leading female actor Fan Bingbing. Chinese links were expunged from the Mandarin villain.

2015 Golden Globe Nominations

- Best Motion Picture-Drama
- The Nominees:
- Boyhood
- Foxcatcher
- The Imitation Game
- Selma
- The Theory of Everything

- Best Motion Picture-Comedy/Musical
- The Nominees:
- Birdman
- The Grand Budapest Hotel
- Into The Woods
- Pride
- St. Vincent