DMAE Screening: Star Trek Into Darkness

Next Screening: December 3, 2013; 7:00 PM (doors open at 6:30 PM)

Film Title: *Star Trek Into Darkness*Where: Digital Media Center Theatre

Digital Media Arts & Engineering and Cultural Computing at the LSU Center for Computation & Technology, is happy to present *Star Trek Into Darkness* on Tuesday, December 3, 2013, at 7:00 PM, at the LSU Digital Media Center Theatre. Doors will open at 6:30 pm. The showing is free, open to all and seating is on a first come first serve basis—so come early to guarantee a good seat. Please remember that no drinks or food are allowed in the theatre.

Plot Summary

News

Press Releases

CCT Weekly
Grants and Funding

Student News

Archived News

Event Announcements

"It may lack the existential dread of a bona-fide sci-fi classic, but "Star Trek Into Darkness," the 12th feature based on a television show canceled 45 years ago, is certainly one lavish pop confection. Noisy, frenetic, grandiose and essentially a soap opera, director J.J. Abrams's second contribution to the franchise has everything, including romance: Never before have Capt. James T. Kirk and his Vulcan antagonist, Mr. Spock, seemed so very much in love.

Illogical, Spock might say. Perhaps. But the unutterable affection between the two is an indication of why Mr. Abrams's cheeky approach has thus far worked so well. Even when it lampooned various trademarks of the original series—Mr. Spock's emotion-free personality, Kirk's cowboy inclinations, the bromance that dare not speak its name—Mr. Abrams's 2009 "Star Trek" was reverential. Likewise, "Into Darkness," which trades in the same tropes, boasts characters that are beginning to look like very respectful caricatures, and asks where else can Mr. Abrams possibly go. (Yes, yes, "Where no man has gone..." etc., etc.)

But again, this is because the new "Star Trek" mixes mischief with respect, and spot-on casting. Chris Pine makes the roguish James Tiberius Kirk a charismatic swashbuckler, always willing to bend a rule. Mr. Spock is played, blessedly, by the drily funny Zachary Quinto. Zoe Saldana is a smolderingly businesslike Uhura. A newcomer to the cast is Alice Eve as science officer Carol Marcus, who incites Mr. Spock's jealousy and Kirk's libido. The others are equally well used, and while the action is often electric, it's the relationships that matter. That, and a lippy regard for a cultural legacy." - John Anderson, Wall Street Journal

Relevance

Star Trek Into Darkness was partially shot on IMAX film and was originally shown in 3-D. There is a local component to the film, where some shots were developed in Louisiana by Pixomondo. Much of the films was shot on green screen sets and many portions were created through visual effects. Actors were LIDAR scanned and photographed so that photorealistic renders could be used in scenes such as the Enterprise swirling in an uncontrolled descent towards earth. CGI is used for spectacular scenes as well as "invisible" ones where the effects are not apparent to the audience. These invisible scenes are made in order to save money by not creating and housing too many expensive sets. One of the challenges in working on a film with a 45 year old history is to be visually true to what the technology can produce today without betraying the original series. The artists walk a careful line to create a contemporary version that is still routed in a series that existed long before computer graphics were used.

Guest Speaker

TBA, with behind the scene footage by Pixomondo.

Rating

Rated PG-13 for intense sequences of sci-fi action and violence.

> > >

DMAE Monthly Screenings

The Digital Media Arts & Engineering Program at LSU is dedicated to producing tomorrow's leaders in the digital media arts field. These monthly screenings feature productions that have relevance to the history that led to digital cinema as we know it today, and significant interactive achievements. We will deconstruct individual components and reveal the extent that the digital and analog world collide. We are entering an era where the line between passive and interactive entertainment is blurring and we want to feature productions that skillfully navigate this territory. Each screening will be preceded by a short lecture that will help elucidate the mysterious and hidden world about how these are created and the associated technical and creative challenges.

Contact person: Marc Aubanel

Director of the Digital Media Arts & Engineering (DMAE) program at LSU 225-578-8907

maubanel@cct.lsu.edu

Publish Date:

11-26-2013

Home | About | Research | Programs | News | Events | Resources | Contact Us | Log In | LSU | Feedback | Accessibility