Future challenges

Intro

* Visual effects been use more than ever
* Increasing technical and creative challenges
* Business aspects and control of industry is poor
* Leading to collapse and illegal work

Worker welfare

* Long hours, often away from family (100 hour weeks)
* Thousands of new graduates
* students eager to go into tens of thousands of debt
* eager to work for free or close to free
* taken in by companies as part of false economy, where companies are able to pay lower prices for graduates, over the higher quality of more experienced professionals
* eager to be exploited, to lower their value and the value of everyone else in the future, to the detriment of their real future

Outsourcing

* Competition for overseas
* Cheaper
* High flying LA companies going bankrupt
* For instance, Digital Domain Media Group filed for bankruptcy in September before selling its VFX business to India’s Reliance MediaWorks and China’s Galloping Horse for $30.2 million.
* This results from the unrelenting drive on the part of the studios to continue to lower their cost of production
* Classic race to bottom or cost price spiral
* competition from low-cost labor markets that allow overseas facilities to underbid more established companies that carry higher overhead
* Leads to poor quality of work, worker welfare and wage along with the exploitation of graduate level professionals