This center makes an important distinction about film as art. It shuns films like Die Hard 4 for films like *Burnt by the Sun* or Kieslowski’s *Trois Couleurs: Blue, White, & Red*. It champions films by independent filmmakers that are not widely known or distributed. It supports the role film may play as a vehicle for depth and meaning in our daily lives.

There are two important early ideas concerning this role:

- it is one of the few art mediums that gets distributed simultaneously to a wide and diverse audience, giving it a powerful ability to imprint itself on our cultural memory;
- like architecture itself, it is about us and may serve as a powerful lens magnifying our own lives in its midst, allowing us to see ourselves and the world anew.

As such, this Center is founded on the belief that the building itself should serve as a vehicle for the film experience that goes beyond just sitting in a darkened room. The building should provide an environment that enhances (like a good museum) the receptive senses of the visitor in a way that anticipates and amplifies the film experience. It should provide for the moment after the film that is far different than the rush for the parking lot. It should be a forum for the art of filmmaking.

A second focus of the Center will be to develop a resource center for filmmakers just starting to pursue their careers. As such, the Center will provide resources in exchange for mentoring and teaching. Film editing rooms, sound editing rooms, sound recording facilities, equipment check-out, as well as rooms to preview initial cuts will be part of the program. Paired with these rooms will be modest-sized classrooms and support spaces for mentoring budding filmmakers through short programs and film camps.

As with all of my studios, this one will center on the art of room-making and the need to resolve design intentions on an experiential and material level. The use of full previews and mock-ups, models at all scales (especially room study models), and evocative perspective drawings (a la Edward Hopper) will be required.