



USC Institute for
Creative Technologies

Artificial Intelligence and the Creative Industry

Randall W. Hill, Jr., Ph.D.
Executive Director

28 June 2017

Los Angeles – Creative Capital of World



759,000 creative industry workers in LA Region

1 in 8 jobs (direct, indirect, induced)

\$190B industry

Entertainment, Fashion, Publishing

2017



Prepared for Otis College of Art and Design by the
Los Angeles County Economic Development Corporation.

Cost of Visual Effects



xtranormal:
\$100/minute



Next Media:
~\$5,000/minute



Cutting-edge
video game:
~\$20,000/minute



Movies:
\$1,000,000/minute
~\$30 million for
30 minutes

Digital Faces Require Manual Labor

A look at the steps required of an expert's time and skill to produce even a single non-animated pose

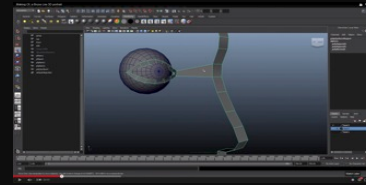
Find Reference Art



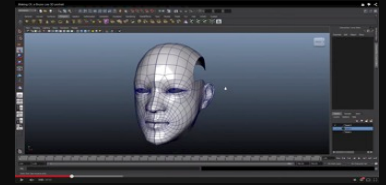
Sculpt Base



Create Topology



Form Head



Sculpt Facial Features



Model Head



Texture Skin



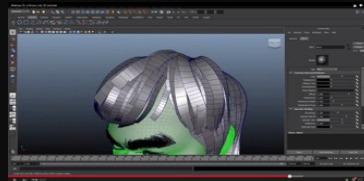
Create Hair



Add Eyelashes



Style Hair



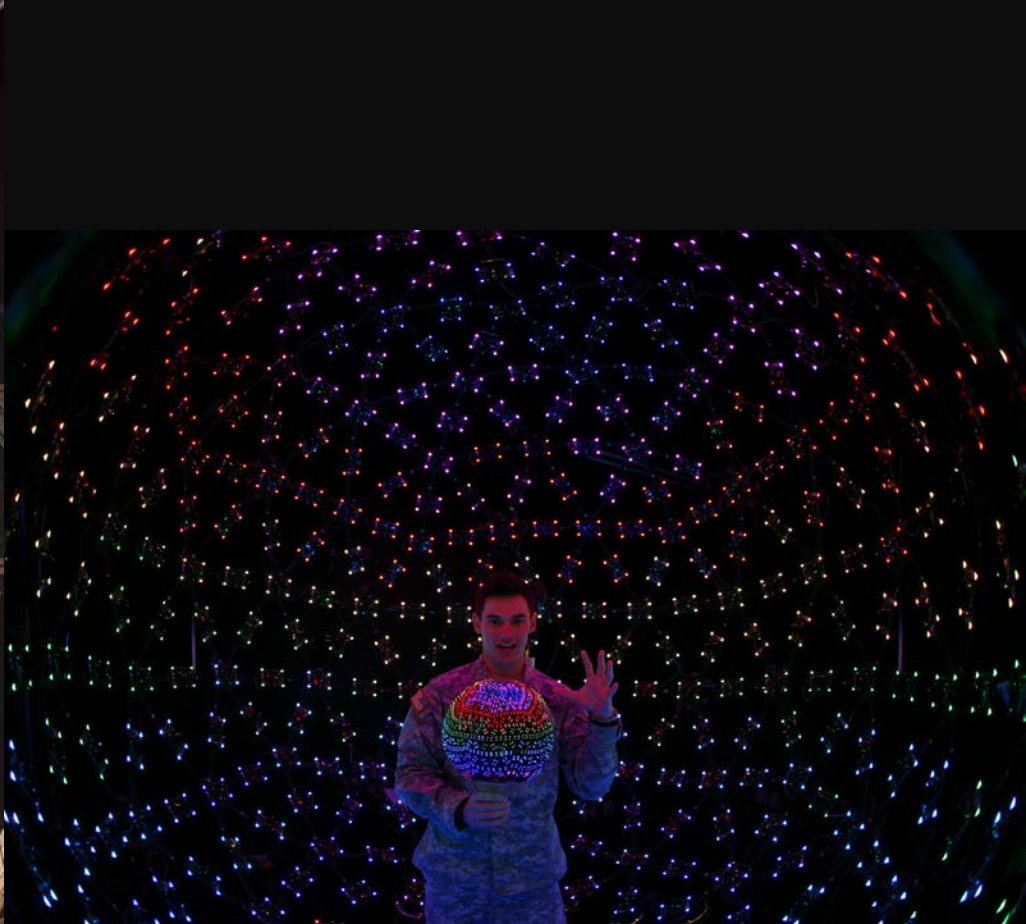
Create Eyeballs



Completed Face



Automating the digital pipeline



James Cameron's *Avatar* (2009)



Zoe Saldana



Graphics + Machine Learning



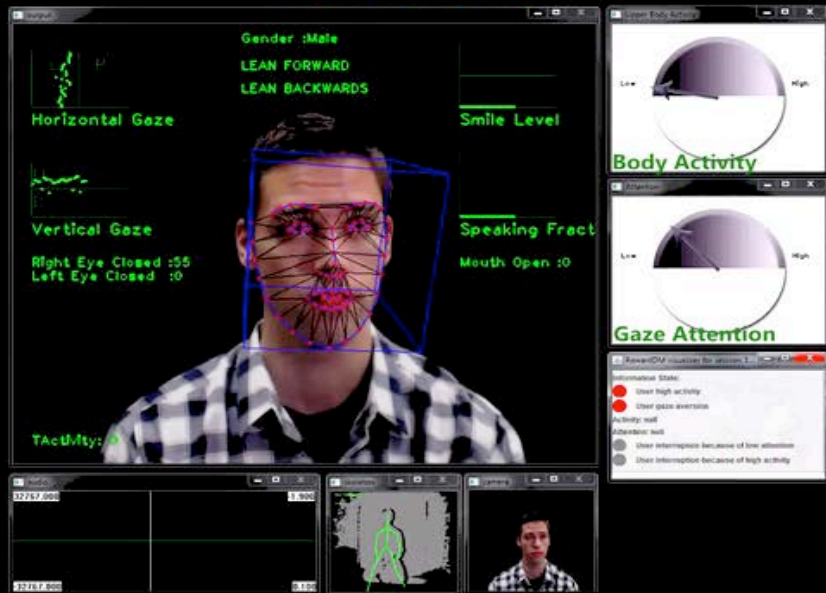
input 2D image



output textured 3D face (AFW)

Graphics + AI: Virtual social worker

MultiSense



SimSensei



Technical skills

The 25 Most Wanted New-Grad Skills in 2017 Tech



HiringSolved

- 1 Python
- 2 C++
- 3 Java
- 4 Algorithms
- 5 Matlab
- 6 Verilog
- 7 JavaScript
- 8 Linux
- 9 HTML
- 10 Gem5
- 11 CSS
- 12 Virtuoso
- 13 Cadence
- 14 Android
- 15 Latex
- 16 VHDL
- 17 Git
- 18 SQL
- 19 VLSI
- 20 MySQL
- 21 Caffe
- 22 SML
- 23 PHP
- 24 MIPS
- 25 Ruby

Critical thinking

Harvard
Business
Review

EDUCATION

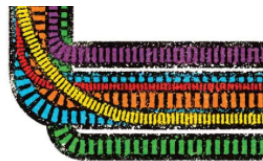
Liberal Arts in the Data Age

by JM Olejarz

FROM THE JULY–AUGUST 2017 ISSUE

SAVE SHARE COMMENT 2 TEXT SIZE PRINT

Sensemaking, by strategy consultant Christian Madsbjerg, picks up the thread from Morson and Schapiro and carries it back to Hartley. Madsbjerg argues that unless companies take pains to understand the human beings represented in their data sets, they risk losing touch with the markets they're serving. He says the deep cultural knowledge businesses need comes not from numbers-driven market research but from a humanities-driven study of texts, languages, and people.



ALEXEI VELLA

Quite a lot. From silicon valley to the Pentagon, people are beginning to realize that to effectively tackle today's biggest social and technological challenges, we need to think critically about their human context—something humanities graduates happen to be well trained to do. Call it the revenge of the film, history, and philosophy nerds.

Creativity



Mark Batey Ph.D.
Working Creativity

Psychology Today

Is Creativity the Number 1 Skill for the 21st Century?

Creativity is the essential skillset for the future

Like 859

Posted Feb 07, 2011



SHARE



TWEET



EMAIL



MORE



Source:

Against a backdrop of uncertainty, economic turmoil and unprecedented change a new picture is emerging of the skills and traits for success (and perhaps even simply survival) in the modern era. At the heart of this essential skillset for the future lies... creativity.

A raft of recent research studies demonstrates that creativity is vital from the shopfloor to the boardroom and at the level of the individual to the organization as a whole. What is more... our economic fortunes at a societal level probably rest on creativity too.

Below are 7 (magnificent!) themes and some research studies that convinced me. I wonder if they will convince you of the cruciality of creativity too.

1 - Creativity and innovation are the number 1 strategic priorities for organizations the world over

USC Institute for Creative Technologies

Randall W. Hill, Jr.

hill@ict.usc.edu

310.574.5700





Backup Slides

USC accepts transfer students

Last year:

1505 transfers from 350 colleges

800 transfers from community colleges

27% acceptance of transfer applicants

Scholarship assistance

3.7 GPA

High rate of graduation success

TransferMation workshops

Most private colleges take very few transfers. At USC, about 1,500 get a spot each year



USC student Xavier Garcia transferred from Sacramento City College and is the first in his family to attend college. (Gina Ferazzi / Los Angeles Times)



By Rosanna Xia · Contact Reporter

JUNE 5, 2017, 4:00 AM

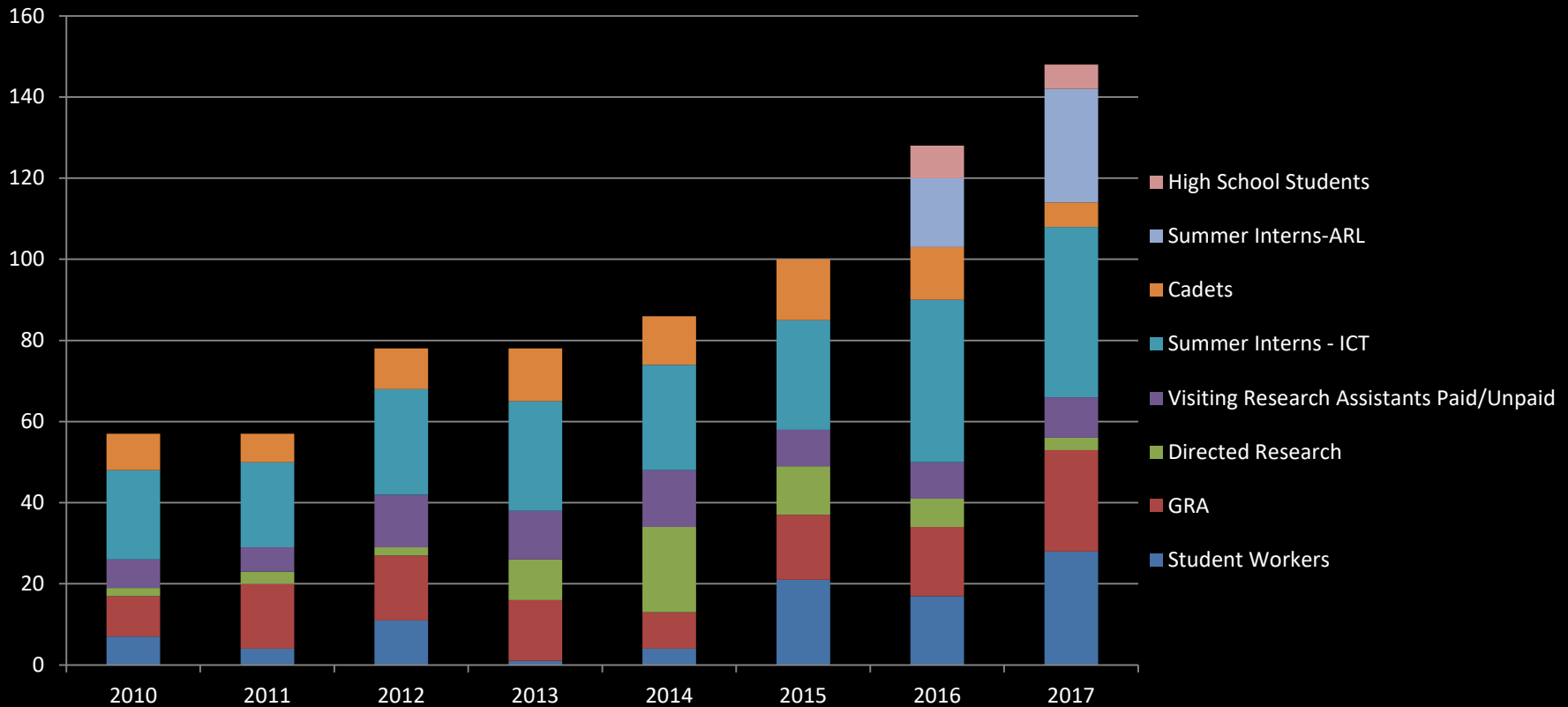
Universities supplying Silicon Valley

The 25 Most Wanted Alumni in 2017 Tech (Overall)

Top alma maters were determined by volume of hires made by the top 25 Silicon Valley companies in the past year.

1	University of California, Berkeley	14	California Polytechnic State University-San Luis Obispo
2	Stanford University	15	Cornell University
3	Carnegie Mellon University	16	University of Waterloo
4	University of Southern California	17	Texas A&M University
5	The University of Texas at Austin	18	University of Washington
6	Georgia Institute of Technology	19	Purdue University
7	University of Illinois at Urbana-Champaign	20	Massachusetts Institute of Technology
8	San Jose State University	21	Santa Clara University
9	University of California, San Diego	22	University of Phoenix
10	Arizona State University	23	University of California, Santa Barbara
11	University of Michigan	24	University of California, Davis
12	University of California, Los Angeles	25	Penn State University
13	North Carolina State University		

Student involvement at ICT



USC Approach

- Engineering+
 - AI, Machine Learning and Data Sciences are revolutionizing research, education and the engineering pipeline
 - Underpins convergence research