

# DIRECTOR'S CUT

FILM DIRECTORS DEAN ALIOTO  
AND KEITH AREM JOIN US TO  
DISCUSS THE CURRENT UFO  
SITUATION, ET IN ENTERTAINMENT  
AND THE FUTURE OF VIRTUAL  
TECHNOLOGY.



**UFONN**  
**SUNDAY**

1  
00:00:00,030 --> 00:00:23,220  
dad oh no you won't get \$80

2  
00:01:19,950 --> 00:00:30,740  
[Music]

3  
00:01:25,660 --> 00:01:22,630  
and good afternoon from Philadelphia

4  
00:01:27,460 --> 00:01:25,670  
Frank here with another episode of UFO

5  
00:01:29,950 --> 00:01:27,470  
news network Sunday we've got a couple

6  
00:01:32,080 --> 00:01:29,960  
great guests coming up to talk about all

7  
00:01:34,630 --> 00:01:32,090  
sorts of fascinating manner matters

8  
00:01:35,830 --> 00:01:34,640  
relating to UFOs and let me bring in my

9  
00:01:38,050 --> 00:01:35,840  
co-host chan Hana

10  
00:01:40,270 --> 00:01:38,060  
do do the honors of introducing them

11  
00:01:44,470 --> 00:01:40,280  
both good morning Jane good after good

12  
00:01:46,900 --> 00:01:44,480  
morning how are you Frank yes we're

13  
00:01:48,850 --> 00:01:46,910

gonna have a great show today I'm gonna

14

00:01:52,000 --> 00:01:48,860

introduce some really special people I

15

00:01:54,790 --> 00:01:52,010

really enjoy talking with them we've had

16

00:01:57,640 --> 00:01:54,800

one of them multiple times on a few of

17

00:02:00,310 --> 00:01:57,650

our panels throughout the year and I'll

18

00:02:02,080 --> 00:02:00,320

start off with Keith a REM he brings

19

00:02:04,660 --> 00:02:02,090

over 20 years directing producing and

20

00:02:07,000 --> 00:02:04,670

creative leadership experience at PCB

21

00:02:09,460 --> 00:02:07,010

productions virgin interactive and

22

00:02:11,680 --> 00:02:09,470

Electronic Arts avidly curious and

23

00:02:13,210 --> 00:02:11,690

fascinated by immersive worlds a REM

24

00:02:16,090 --> 00:02:13,220

brings his visions to life through

25

00:02:18,730 --> 00:02:16,100

directing writing and producing Keith's

26

00:02:21,729 --> 00:02:18,740

passion began with contagion Capitol

27

00:02:23,650 --> 00:02:21,739

Records followed by his work with in the

28

00:02:25,510 --> 00:02:23,660

game industry as tell interrupter for

29

00:02:28,750 --> 00:02:25,520

gaming blockbuster franchises such as

30

00:02:32,050 --> 00:02:28,760

Call of Duty ghost recon Rainbow six and

31

00:02:33,490 --> 00:02:32,060

Deadpool persona and titanfall iran's

32

00:02:35,770 --> 00:02:33,500

work placed him as one of the leading

33

00:02:37,870 --> 00:02:35,780

directors in the game industry directing

34

00:02:40,780 --> 00:02:37,880

celebrities such as Sam Worthington Gary

35

00:02:43,210 --> 00:02:40,790

Oldman Ed Harris Michael Keaton headress

36

00:02:45,850 --> 00:02:43,220

Elba and others Arum launched los

37

00:02:48,760 --> 00:02:45,860

angeles-based PCB productions where he

38

00:02:50,770 --> 00:02:48,770

focuses on immersive content creation by

39

00:02:53,530 --> 00:02:50,780

blending technology with entertainment

40

00:02:55,390 --> 00:02:53,540

directing and producing over 600 titles

41

00:02:57,729 --> 00:02:55,400

a REM has been at the forefront of

42

00:02:59,979 --> 00:02:57,739

combining emergent technologies into

43

00:03:02,260 --> 00:02:59,989

traditional storytelling Iran's creative

44

00:03:04,840 --> 00:03:02,270

appetite is a combination of vision and

45

00:03:08,880 --> 00:03:04,850

execution a REMS award-winning graphic

46

00:03:11,170 --> 00:03:08,890

novel and cinematic app I an FEX

47

00:03:12,940 --> 00:03:11,180

attracted millions of interactions

48

00:03:15,610 --> 00:03:12,950

through a unique alternate reality

49

00:03:18,729 --> 00:03:15,620

experience a REMS immersive cross-media

50

00:03:21,780 --> 00:03:18,739

motion picture Phoenix incident featured

51  
00:03:23,920 --> 00:03:21,790  
an elaborate viral marketing campaign

52  
00:03:25,780 --> 00:03:23,930  
generating millions of engagements

53  
00:03:28,090 --> 00:03:25,790  
worldwide in addition to his upcoming

54  
00:03:29,980 --> 00:03:28,100  
game franchises Aram is currently

55  
00:03:30,520 --> 00:03:29,990  
developing his first original television

56  
00:03:32,740 --> 00:03:30,530  
series

57  
00:03:36,790 --> 00:03:32,750  
as well as producing a multi-platform

58  
00:03:38,650 --> 00:03:36,800  
new media ventures for VR AR and

59  
00:03:41,950 --> 00:03:38,660  
emerging platforms including Opel

60  
00:03:42,670 --> 00:03:41,960  
digital 360 displays and a HD surround

61  
00:03:45,790 --> 00:03:42,680  
sound

62  
00:03:49,380 --> 00:03:45,800  
PCBs clients include Sony Blizzard

63  
00:03:53,080 --> 00:03:49,390

Activision Micro fast mic Microsoft

64

00:03:55,990 --> 00:03:53,090

Ubisoft DreamWorks Universal Nintendo

65

00:03:59,290 --> 00:03:56,000

doodle Digital Domain 2k Electronic Arts

66

00:04:01,720 --> 00:03:59,300

Fox and Disney one of our other guests

67

00:04:05,160 --> 00:04:01,730

Dean Alioto I have had the privilege and

68

00:04:07,870 --> 00:04:05,170

honor of interviewing multiple times

69

00:04:09,850 --> 00:04:07,880

he's a great individual we've come to

70

00:04:12,310 --> 00:04:09,860

know and has become a friend of Franken

71

00:04:14,080 --> 00:04:12,320

ours said he studied film at both

72

00:04:17,199 --> 00:04:14,090

University of Southern California and

73

00:04:19,240 --> 00:04:17,209

San Francisco State University predating

74

00:04:21,849 --> 00:04:19,250

both the last broadcast and the last

75

00:04:24,550 --> 00:04:21,859

Blair Witch Project a Leo doze found

76

00:04:27,280 --> 00:04:24,560

footage movie alien abduction incident

77

00:04:29,650 --> 00:04:27,290

in Lake County features a family being

78

00:04:31,510 --> 00:04:29,660

abducted by aliens as told from the

79

00:04:34,300 --> 00:04:31,520

point of view of a family members home

80

00:04:36,370 --> 00:04:34,310

video camera the footage was purportedly

81

00:04:39,580 --> 00:04:36,380

found by a sheriff in Lake County a

82

00:04:41,469 --> 00:04:39,590

Liotta's theatrical film debut crashing

83

00:04:44,050 --> 00:04:41,479

Eden when several national and

84

00:04:46,719 --> 00:04:44,060

international awards the dark satire was

85

00:04:48,850 --> 00:04:46,729

praised by variety singling out Ally

86

00:04:52,180 --> 00:04:48,860

Otto's writing and his ability to work

87

00:04:54,460 --> 00:04:52,190

with actors Alioto second film le Dix

88

00:04:56,020 --> 00:04:54,470

told the story of two Los Angeles

89

00:04:58,390 --> 00:04:56,030

detectives who pitched their real-life

90

00:05:00,430 --> 00:04:58,400

cases to Hollywood the film went on to

91

00:05:02,370 --> 00:05:00,440

receive the Spirit Award at the Toronto

92

00:05:04,750 --> 00:05:02,380

International rebel Fest Film Festival

93

00:05:07,240 --> 00:05:04,760

thriving on writing and directing movies

94

00:05:08,980 --> 00:05:07,250

in various genres a Liotta's next film

95

00:05:10,480 --> 00:05:08,990

was the epic western shadowheart in

96

00:05:12,580 --> 00:05:10,490

addition to filmmaking

97

00:05:14,380 --> 00:05:12,590

Alioto is a drummer and enjoys playing

98

00:05:16,510 --> 00:05:14,390

with his fellow musicians in the band

99

00:05:18,520 --> 00:05:16,520

Uncle Bob and the Wonderland Express

100

00:05:21,600 --> 00:05:18,530

welcome both of you to our show we're so

101

00:05:25,480 --> 00:05:21,610

glad to have you here with us today

102

00:05:31,210 --> 00:05:25,490

good morning can I make one little

103

00:05:39,940 --> 00:05:31,220

change yes please do can we flip those

104

00:05:42,700 --> 00:05:39,950

BIOS wanted to ask you about that

105

00:05:44,180 --> 00:05:42,710

interesting viral campaign that you had

106

00:05:47,060 --> 00:05:44,190

Keith my understanding

107

00:05:48,800 --> 00:05:47,070

is the department well the DOJ kind of

108

00:05:52,580 --> 00:05:48,810

went after you on that can you what's

109

00:05:55,880 --> 00:05:52,590

the story behind that was a very

110

00:05:59,030 --> 00:05:55,890

interesting experience so when we

111

00:06:01,310 --> 00:05:59,040

created the film the idea was that the

112

00:06:03,050 --> 00:06:01,320

film was going to inspire people to jump

113

00:06:05,570 --> 00:06:03,060

on their phones and start googling all

114

00:06:07,520 --> 00:06:05,580

the facts behind the Phoenix lights and

115

00:06:10,130 --> 00:06:07,530

all the incidents that were sort of tied

116

00:06:13,970 --> 00:06:10,140

to the conspiracies around that time and

117

00:06:17,920 --> 00:06:13,980

that incident so we had created fake

118

00:06:20,030 --> 00:06:17,930

news sites missing-person sites we had

119

00:06:21,350 --> 00:06:20,040

investigative journalists and all these

120

00:06:22,910 --> 00:06:21,360

social media characters made about

121

00:06:24,560 --> 00:06:22,920

twenty websites that we created and

122

00:06:27,050 --> 00:06:24,570

about a dozen social media characters

123

00:06:29,180 --> 00:06:27,060

and they would blog and point to all

124

00:06:31,340 --> 00:06:29,190

this hidden footage that we shot while

125

00:06:32,600 --> 00:06:31,350

we were shooting the movie and we kind

126

00:06:34,280 --> 00:06:32,610

of hit it all over the internet like a

127

00:06:36,710 --> 00:06:34,290

scavenger hunt so people would find all

128

00:06:38,600 --> 00:06:36,720

the footage and if they heard about our

129

00:06:40,160 --> 00:06:38,610

story if they looked it up they wouldn't

130

00:06:43,100 --> 00:06:40,170

find the film site they would find some

131

00:06:45,140 --> 00:06:43,110

real site and we partnered up with

132

00:06:48,110 --> 00:06:45,150

Fandango and lootcrate

133

00:06:50,330 --> 00:06:48,120

and Shazam and AMC and Regal and all

134

00:06:51,890 --> 00:06:50,340

these big like corporations that would

135

00:06:54,680 --> 00:06:51,900

normally never support an independent

136

00:06:56,920 --> 00:06:54,690

film and especially a UFO film talking

137

00:06:59,150 --> 00:06:56,930

about the subject matter we were doing

138

00:07:01,970 --> 00:06:59,160

but that was also in conjunction with

139

00:07:03,560 --> 00:07:01,980

all these hidden websites we had so we

140

00:07:05,600 --> 00:07:03,570

have this one site that fortunately

141

00:07:08,270 --> 00:07:05,610

still up it's called Maricopa missing

142

00:07:10,700 --> 00:07:08,280

comm and it was the original site that

143

00:07:14,210 --> 00:07:10,710

was this missing persons very official

144

00:07:15,710 --> 00:07:14,220

looking site that you could go there and

145

00:07:17,810 --> 00:07:15,720

you'd see these cases these long-term

146

00:07:20,800 --> 00:07:17,820

unresolved cases of these four guys they

147

00:07:22,909 --> 00:07:20,810

went missing back in March of 1997 and

148

00:07:25,670 --> 00:07:22,919

we're not asking for any money we're not

149

00:07:27,230 --> 00:07:25,680

asking for anyone else to report any

150

00:07:28,909 --> 00:07:27,240

other cases it's just really

151  
00:07:30,260 --> 00:07:28,919  
investigating these four disappearances

152  
00:07:34,730 --> 00:07:30,270  
and if you go there it's pretty

153  
00:07:36,860 --> 00:07:34,740  
authentic so I had it hidden privately

154  
00:07:41,270 --> 00:07:36,870  
registered through your your European

155  
00:07:42,920 --> 00:07:41,280  
ISP and basically nothing would come

156  
00:07:44,120 --> 00:07:42,930  
back to me because the people saw key

157  
00:07:45,080 --> 00:07:44,130  
their arm and call of duty and

158  
00:07:48,920 --> 00:07:45,090  
everything else they would know that

159  
00:07:51,740 --> 00:07:48,930  
this is just a viral campaign so we got

160  
00:07:53,230 --> 00:07:51,750  
this very interesting very scared letter

161  
00:07:55,820 --> 00:07:53,240  
from the legal department from our

162  
00:07:56,589 --> 00:07:55,830  
company in Germany where we had it

163  
00:07:59,079 --> 00:07:56,599

privately read

164

00:08:01,419 --> 00:07:59,089

and they said that the United States

165

00:08:03,159 --> 00:08:01,429

government is demanding that they turn

166

00:08:05,919 --> 00:08:03,169

over all of our personal information to

167

00:08:08,079 --> 00:08:05,929

them within the next 48 hours or they

168

00:08:09,939 --> 00:08:08,089

were going to hand us over to the US

169

00:08:13,089 --> 00:08:09,949

authorities and so we were like what the

170

00:08:15,760 --> 00:08:13,099

heck is this at this attache dossier and

171

00:08:17,529 --> 00:08:15,770

it's like this seven page breakdown of

172

00:08:20,760 --> 00:08:17,539

our website one of our websites this

173

00:08:23,320 --> 00:08:20,770

Maricopa missing site and it's basically

174

00:08:25,239 --> 00:08:23,330

accusing us that we're impersonating a

175

00:08:28,149 --> 00:08:25,249

government agency we're not a dot gov or

176

00:08:30,279 --> 00:08:28,159

anything but that we are using the site

177

00:08:32,860 --> 00:08:30,289

as bounty hunters to track down these

178

00:08:36,249 --> 00:08:32,870

missing guys who are basically actors

179

00:08:38,319 --> 00:08:36,259

from our movie and it was a five hundred

180

00:08:41,949 --> 00:08:38,329

thousand dollar fine and a fight

181

00:08:43,509 --> 00:08:41,959

imprisonment nice and so they had no

182

00:08:44,620 --> 00:08:43,519

idea these actors these are just actors

183

00:08:46,389 --> 00:08:44,630

and these were made-up characters they

184

00:08:47,800 --> 00:08:46,399

didn't investigate the people they just

185

00:08:50,199 --> 00:08:47,810

thought were using the public to track

186

00:08:51,699 --> 00:08:50,209

these guys down and so it was a little

187

00:08:54,519 --> 00:08:51,709

tense a couple dates and we've got our

188

00:08:56,620 --> 00:08:54,529

lawyers on the DOJ they could laugh

189

00:08:58,809 --> 00:08:56,630

about it and they said well move the

190

00:09:00,129 --> 00:08:58,819

disclaimers to the front page and so if

191

00:09:01,420 --> 00:09:00,139

you go there you'll notice at the bottom

192

00:09:05,110 --> 00:09:01,430

it says we're not affiliated with the

193

00:09:06,220 --> 00:09:05,120

Department of Justice in any way but but

194

00:09:08,980 --> 00:09:06,230

what was really interesting was that

195

00:09:11,139 --> 00:09:08,990

that campaign had been going for two

196

00:09:12,970 --> 00:09:11,149

years before the film started and we

197

00:09:14,530 --> 00:09:12,980

were at Comic Con in a number of other

198

00:09:16,449 --> 00:09:14,540

places where we'd have missing persons

199

00:09:19,179 --> 00:09:16,459

posters and other things and there's an

200

00:09:20,920 --> 00:09:19,189

800 number there that you can call and

201

00:09:22,509 --> 00:09:20,930

it's a real number you can call it

202

00:09:24,280 --> 00:09:22,519

there's hidden extensions that we give

203

00:09:26,829 --> 00:09:24,290

out and if you leave a message you

204

00:09:28,629 --> 00:09:26,839

actually opt into our viral campaign and

205

00:09:30,340 --> 00:09:28,639

then it transcribes your message and has

206

00:09:32,740 --> 00:09:30,350

a wave file that we can then put up on

207

00:09:35,139 --> 00:09:32,750

our websites so it's kind of a fun what

208

00:09:37,090 --> 00:09:35,149

we call an Arg an alternate reality game

209

00:09:39,429 --> 00:09:37,100

and it really pulled people in very

210

00:09:42,009 --> 00:09:39,439

similar to what the Blair Witch Project

211

00:09:43,629 --> 00:09:42,019

did and what Dean did on his projects to

212

00:09:45,280 --> 00:09:43,639

begin with and we were kind of following

213

00:09:47,410 --> 00:09:45,290

suit with that and then bringing it for

214

00:09:48,879 --> 00:09:47,420

our film nice they basically got

215

00:09:51,040 --> 00:09:48,889

investigated by the Department of

216

00:09:56,530 --> 00:09:51,050

Justice because of her viral campaign

217

00:09:58,749 --> 00:09:56,540

and fictional characters exactly Keitha

218

00:10:00,249 --> 00:09:58,759

you based the movie off the Phoenix

219

00:10:03,220 --> 00:10:00,259

lights incident which is something that

220

00:10:04,750 --> 00:10:03,230

really happened back in 97 what was it

221

00:10:09,009 --> 00:10:04,760

about that particular case that got your

222

00:10:10,150 --> 00:10:09,019

attention well I grew up in Arizona the

223

00:10:11,710 --> 00:10:10,160

thing that was really bad

224

00:10:13,840 --> 00:10:11,720

everyone Arizona kind of knows that

225

00:10:15,610 --> 00:10:13,850

event because 30,000 people witnessed

226

00:10:17,319 --> 00:10:15,620

this fleet of lights that went from the

227

00:10:18,999 --> 00:10:17,329

Nevada border all the way down across

228

00:10:21,519 --> 00:10:19,009

the state crossed over

229

00:10:22,930 --> 00:10:21,529

you know the airspace in Phoenix there's

230

00:10:24,819 --> 00:10:22,940

reports that the airport may have shut

231

00:10:28,210 --> 00:10:24,829

down for a half hour that they scrambled

232

00:10:29,679 --> 00:10:28,220

f-16s from Luke Air Force Base and there

233

00:10:32,829 --> 00:10:29,689

was these weird conspiracies about it

234

00:10:34,360 --> 00:10:32,839

because the governor first denied it and

235

00:10:36,220 --> 00:10:34,370

he brought out his chief of staff and an

236

00:10:38,829 --> 00:10:36,230

alien costume with handcuffs and said

237

00:10:40,540 --> 00:10:38,839

that's who was responsible but then when

238

00:10:41,939 --> 00:10:40,550

he stepped down from office he actually

239

00:10:45,160 --> 00:10:41,949

came out and said he did see a

240

00:10:47,050 --> 00:10:45,170

spacecraft or multiple spacecraft John

241

00:10:48,910 --> 00:10:47,060

McCain came out and started an

242

00:10:50,650 --> 00:10:48,920

investigation the vice mayor did an

243

00:10:52,179 --> 00:10:50,660

investigation she was sort of out stood

244

00:10:54,550 --> 00:10:52,189

because of all of her prying into what

245

00:10:55,689 --> 00:10:54,560

was going on but there's so many other

246

00:10:58,420 --> 00:10:55,699

things that were going on during that

247

00:10:59,889 --> 00:10:58,430

time that you know Arizona had an

248

00:11:01,929 --> 00:10:59,899

unbelievably high number of

249

00:11:05,110 --> 00:11:01,939

disappearances and missing-persons cases

250

00:11:07,360 --> 00:11:05,120

and suicides they had a rise in cattle

251  
00:11:09,249 --> 00:11:07,370  
deaths unexplained cattle deaths but

252  
00:11:11,019 --> 00:11:09,259  
most importantly that week was when the

253  
00:11:13,269 --> 00:11:11,029  
hey Bob comet was coming

254  
00:11:14,949 --> 00:11:13,279  
the closest point to the earth and

255  
00:11:17,410 --> 00:11:14,959  
people going out to see it because you

256  
00:11:19,269 --> 00:11:17,420  
could see it with a naked eye and

257  
00:11:22,150 --> 00:11:19,279  
Heaven's Gate cult which used to be

258  
00:11:24,670 --> 00:11:22,160  
based in Phoenix moved had just moved

259  
00:11:27,460 --> 00:11:24,680  
400 miles away to Rancho Santa Fe and

260  
00:11:29,350 --> 00:11:27,470  
when they saw this comet there was a

261  
00:11:30,879 --> 00:11:29,360  
shadow that was in the trail of the

262  
00:11:32,920 --> 00:11:30,889  
comet and they thought this may have

263  
00:11:34,540 --> 00:11:32,930

been a spaceship coming to take him off

264

00:11:37,210 --> 00:11:34,550

the planet and it was the largest mass

265

00:11:39,040 --> 00:11:37,220

suicide in US history so all those

266

00:11:42,429 --> 00:11:39,050

things all happened within about 10 days

267

00:11:45,340 --> 00:11:42,439

of each other and two of the pilots that

268

00:11:47,499 --> 00:11:45,350

were from davis-monthan Air Force Base

269

00:11:49,300 --> 00:11:47,509

who flew the a-10s that were reportedly

270

00:11:51,670 --> 00:11:49,310

the ones who dropped the flares that the

271

00:11:53,370 --> 00:11:51,680

military blamed the sighting on two of

272

00:11:56,290 --> 00:11:53,380

those pilots died mysteriously

273

00:11:58,059 --> 00:11:56,300

immediately after the sighting within

274

00:11:59,829 --> 00:11:58,069

about a month the one of the guys that

275

00:12:03,730 --> 00:11:59,839

was involved and then his training pilot

276

00:12:07,360 --> 00:12:03,740

so I thought that growing up in Arizona

277

00:12:08,829 --> 00:12:07,370

and knowing all these stories being able

278

00:12:10,780 --> 00:12:08,839

to tell a fictional story of my

279

00:12:12,610 --> 00:12:10,790

characters weaving through this history

280

00:12:14,079 --> 00:12:12,620

could be a great way to inspire people

281

00:12:15,819 --> 00:12:14,089

to start to doing the research and

282

00:12:20,139 --> 00:12:15,829

looking into the conspiracies behind

283

00:12:22,509 --> 00:12:20,149

this and and but what was I was kind of

284

00:12:25,340 --> 00:12:22,519

formulating an idea about this and while

285

00:12:27,049 --> 00:12:25,350

I was working on the call of duty see

286

00:12:29,239 --> 00:12:27,059

we used to work with a tremendous amount

287

00:12:30,949 --> 00:12:29,249

of I'm still do a lot of military

288

00:12:34,669 --> 00:12:30,959

advisors and other people that come from

289

00:12:36,199 --> 00:12:34,679

all walks of the military and a lot of

290

00:12:38,809 --> 00:12:36,209

these guys knowing I came from Arizona

291

00:12:40,850 --> 00:12:38,819

would after our sessions and working

292

00:12:42,139 --> 00:12:40,860

with the actors would then come and say

293

00:12:43,699 --> 00:12:42,149

hey well you know if you're from Arizona

294

00:12:45,439 --> 00:12:43,709

you know about the Phoenix lights right

295

00:12:47,449 --> 00:12:45,449

and I was like of course everyone knows

296

00:12:48,859 --> 00:12:47,459

about the Phoenix lights and they would

297

00:12:51,139 --> 00:12:48,869

say yeah but do you know what really

298

00:12:53,359 --> 00:12:51,149

happened and these would be guys that

299

00:12:55,489 --> 00:12:53,369

would be sharing stories with me about

300

00:12:57,619 --> 00:12:55,499

the pilot sightings and what happened

301  
00:13:00,169 --> 00:12:57,629  
and didn't want to go on record because

302  
00:13:01,549 --> 00:13:00,179  
of some of the the way that the pilots

303  
00:13:04,790 --> 00:13:01,559  
and military get treated when they would

304  
00:13:06,439 --> 00:13:04,800  
report things that were unidentified and

305  
00:13:08,329 --> 00:13:06,449  
going back to our conversation from last

306  
00:13:09,439 --> 00:13:08,339  
week that was like a really big thing a

307  
00:13:10,819 --> 00:13:09,449  
lot of these pilots it's one of the

308  
00:13:13,160 --> 00:13:10,829  
first times that you're seeing pilots

309  
00:13:15,919 --> 00:13:13,170  
actively coming forward and risking

310  
00:13:17,989 --> 00:13:15,929  
being chastised within the military so I

311  
00:13:20,030 --> 00:13:17,999  
was sort of getting wind of this five or

312  
00:13:22,639 --> 00:13:20,040  
six years ago or a little bit more when

313  
00:13:25,340 --> 00:13:22,649

I was writing my script so I decided to

314

00:13:28,220 --> 00:13:25,350

sort of incorporate this idea of a Navy

315

00:13:30,259 --> 00:13:28,230

pilot coming forward and admitting to a

316

00:13:32,269 --> 00:13:30,269

military engagement that took place over

317

00:13:34,970 --> 00:13:32,279

these great mountains back in 97 and

318

00:13:37,879 --> 00:13:34,980

we've the story of my guys who witnessed

319

00:13:40,400 --> 00:13:37,889

this event all in the backdrop of all

320

00:13:42,259 --> 00:13:40,410

these different conspiracy theories and

321

00:13:44,689 --> 00:13:42,269

other ideas that was going on in Arizona

322

00:13:46,549 --> 00:13:44,699

at the time so it was a great first

323

00:13:48,739 --> 00:13:46,559

movie to kind of play in a fictional

324

00:13:52,129 --> 00:13:48,749

space wanted to let our listeners know

325

00:13:54,049 --> 00:13:52,139

who are not aware of this event there

326

00:13:56,419 --> 00:13:54,059

are some people out there that are not

327

00:13:58,280 --> 00:13:56,429

familiar with this mass sighting that

328

00:14:00,410 --> 00:13:58,290

occurred over the US states of Arizona

329

00:14:04,460 --> 00:14:00,420

Nevada and the Mexican state of Sonora

330

00:14:07,340 --> 00:14:04,470

on March 13th in 1997 Keith your Phoenix

331

00:14:09,889 --> 00:14:07,350

incident film was launched in 2016

332

00:14:11,960 --> 00:14:09,899

nationwide in theaters over five hundred

333

00:14:14,449 --> 00:14:11,970

cities with Cinemark AMC and Regal

334

00:14:16,850 --> 00:14:14,459

theaters and expanded its release in

335

00:14:18,619 --> 00:14:16,860

2016 with fathom events using those

336

00:14:22,850 --> 00:14:18,629

theaters to stream a broadcast of that

337

00:14:25,579 --> 00:14:22,860

movie premiered this movie also at UFO

338

00:14:27,650 --> 00:14:25,589

Congress with Alejandro Rojas and at the

339

00:14:31,189 --> 00:14:27,660

Roswell festival a couple years ago is

340

00:14:33,110 --> 00:14:31,199

that correct yeah it was phenomenal just

341

00:14:35,360 --> 00:14:33,120

this is my first film and I've been

342

00:14:37,850 --> 00:14:35,370

working in games and music and animation

343

00:14:39,500 --> 00:14:37,860

and other things for years but to

344

00:14:41,240 --> 00:14:39,510

can I take my student film this was just

345

00:14:43,550 --> 00:14:41,250

for me to kind of learn how to get

346

00:14:46,370 --> 00:14:43,560

behind the camera to be able to have

347

00:14:48,710 --> 00:14:46,380

that much reception and and sort of get

348

00:14:52,220 --> 00:14:48,720

introduced to this amazing community was

349

00:14:53,960 --> 00:14:52,230

phenomenal and to have the alejandro and

350

00:14:55,970 --> 00:14:53,970

the international UFO congress be able

351

00:14:56,960 --> 00:14:55,980

to host us and we shot a roundtable

352

00:15:01,730 --> 00:14:56,970

there

353

00:15:04,750 --> 00:15:01,740

we interviewed maybe 200 eyewitnesses

354

00:15:07,190 --> 00:15:04,760

and also UFO experts in the community

355

00:15:09,650 --> 00:15:07,200

and that was really sort of my entry

356

00:15:11,150 --> 00:15:09,660

into this world that I really didn't

357

00:15:13,130 --> 00:15:11,160

know a lot about I've done a lot of

358

00:15:15,350 --> 00:15:13,140

research but didn't know a lot of people

359

00:15:18,740 --> 00:15:15,360

in the community and so going through

360

00:15:21,470 --> 00:15:18,750

Roswell going to the AI UFO see being an

361

00:15:24,110 --> 00:15:21,480

alien con and becoming friends with Nick

362

00:15:26,449 --> 00:15:24,120

Pope and Stanton Friedman and Alejandro

363

00:15:28,550 --> 00:15:26,459

Rojas and at least Spiegel these were

364

00:15:30,350 --> 00:15:28,560

like kind of my mentors and started

365

00:15:32,329 --> 00:15:30,360

teaching me the ropes of what I really

366

00:15:34,449 --> 00:15:32,339

needed to pay attention to now that I

367

00:15:36,530 --> 00:15:34,459

did a movie that was really stirring

368

00:15:37,610 --> 00:15:36,540

Australia I mentioned that yeah I was

369

00:15:39,949 --> 00:15:37,620

gonna ask you about that

370

00:15:42,139 --> 00:15:39,959

how would that project was regarding

371

00:15:43,910 --> 00:15:42,149

Nick poke Stanford man least beagle and

372

00:15:44,600 --> 00:15:43,920

Alejandro Rojas can you go into that a

373

00:15:47,509 --> 00:15:44,610

little bit

374

00:15:50,720 --> 00:15:47,519

sure so so when we were launching the

375

00:15:53,210 --> 00:15:50,730

film fathom events was going to do a

376

00:15:56,660 --> 00:15:53,220

nationwide release of the film in five

377

00:15:58,280 --> 00:15:56,670

hundred cities and as part of that they

378

00:16:00,500 --> 00:15:58,290

had asked us to produce some additional

379

00:16:02,389 --> 00:16:00,510

content that would be unique to the

380

00:16:03,470 --> 00:16:02,399

broadcast of the film so we'd show the

381

00:16:06,920 --> 00:16:03,480

film and then have this additional

382

00:16:09,740 --> 00:16:06,930

content so we premiered the movie at the

383

00:16:11,810 --> 00:16:09,750

International UFO Congress for about

384

00:16:14,960 --> 00:16:11,820

five or six thousand people and then

385

00:16:17,870 --> 00:16:14,970

immediately after that Stanton Friedman

386

00:16:20,329 --> 00:16:17,880

and Alejandro Rojas and Lee Spiegel and

387

00:16:22,939 --> 00:16:20,339

Nick Pope all sat down with me for about

388

00:16:24,980 --> 00:16:22,949

a couple hours and we shot this

389

00:16:26,990 --> 00:16:24,990  
roundtable discussion called full

390

00:16:29,449 --> 00:16:27,000  
disclosure and we really went into the

391

00:16:31,189 --> 00:16:29,459  
fact and fiction behind the movie and

392

00:16:34,100 --> 00:16:31,199  
the Phoenix lights and talked about the

393

00:16:36,139 --> 00:16:34,110  
event talked about the reality of you

394

00:16:37,519 --> 00:16:36,149  
know why these things happen you know

395

00:16:39,199 --> 00:16:37,529  
these events have been reported over

396

00:16:41,449 --> 00:16:39,209  
years especially the black triangle

397

00:16:43,970 --> 00:16:41,459  
craft that we're kind of called out both

398

00:16:46,280 --> 00:16:43,980  
at the Phoenix incident and Belgium and

399

00:16:47,870 --> 00:16:46,290  
a lot of other events in the past and so

400

00:16:49,610 --> 00:16:47,880  
it was amazing for me just to be in the

401  
00:16:50,840 --> 00:16:49,620  
room with these guys and asking them the

402  
00:16:51,530 --> 00:16:50,850  
same kind of questions we're talking

403  
00:16:53,300 --> 00:16:51,540  
here

404  
00:16:55,639 --> 00:16:53,310  
but really dive into these cases and

405  
00:16:57,499 --> 00:16:55,649  
understand why there's similarities why

406  
00:17:00,499 --> 00:16:57,509  
the military has been reluctant to

407  
00:17:02,269 --> 00:17:00,509  
reporting these these events and why my

408  
00:17:05,689 --> 00:17:02,279  
film was sort of touching on a lot of

409  
00:17:08,510 --> 00:17:05,699  
these these points and that and leading

410  
00:17:10,039 --> 00:17:08,520  
into why we did like so interesting

411  
00:17:12,470 --> 00:17:10,049  
about our film and what's been happening

412  
00:17:15,590 --> 00:17:12,480  
recently is we shot a lot of footage

413  
00:17:17,569 --> 00:17:15,600

from the military's point of view in our

414

00:17:19,490 --> 00:17:17,579

movie we shot on FLIR cameras were you

415

00:17:22,340 --> 00:17:19,500

actually involved a lot of like real

416

00:17:23,870 --> 00:17:22,350

military sort of footage and composited

417

00:17:25,939 --> 00:17:23,880

our footage into that so it looks very

418

00:17:28,340 --> 00:17:25,949

realistic and that was released as part

419

00:17:32,180 --> 00:17:28,350

of our UFO campaign or our sort of our

420

00:17:33,980 --> 00:17:32,190

viral campaign so when all the footage

421

00:17:35,510 --> 00:17:33,990

from the Nimitz and for the tic-tock

422

00:17:37,940 --> 00:17:35,520

footage and the gimbal footage started

423

00:17:40,430 --> 00:17:37,950

to come out people thought this is part

424

00:17:42,320 --> 00:17:40,440

of our viral campaign and I'm just shot

425

00:17:44,480 --> 00:17:42,330

up into the top 10 on iTunes this last

426  
00:17:47,780 --> 00:17:44,490  
year and has been doing very very well

427  
00:17:50,180 --> 00:17:47,790  
again and so I was never intending to

428  
00:17:53,180 --> 00:17:50,190  
hoax people or try to sort of use that

429  
00:17:54,950 --> 00:17:53,190  
to sort of betray sort of the interest

430  
00:17:57,830 --> 00:17:54,960  
in researching what's going on our

431  
00:17:59,930 --> 00:17:57,840  
interest was really to promote the idea

432  
00:18:01,220 --> 00:17:59,940  
that younger generations will start

433  
00:18:03,110 --> 00:18:01,230  
researching what's really going on and

434  
00:18:05,299 --> 00:18:03,120  
it's finally starting to come out and

435  
00:18:07,070 --> 00:18:05,309  
especially yeah you had mentioned before

436  
00:18:09,140 --> 00:18:07,080  
we came on that alejandra tried to

437  
00:18:12,980 --> 00:18:09,150  
debunk you when he first saw a viral

438  
00:18:14,720 --> 00:18:12,990

campaign between the Justice Department

439

00:18:17,000 --> 00:18:14,730

and Alejandro trying to debunk you you

440

00:18:19,250 --> 00:18:17,010

were having a tough road to get get

441

00:18:21,680 --> 00:18:19,260

there we were we were yeah we were

442

00:18:23,299 --> 00:18:21,690

having a kind of a rough start because I

443

00:18:25,220 --> 00:18:23,309

started the viral campaign a couple

444

00:18:26,570 --> 00:18:25,230

years before and we're creating these

445

00:18:28,640 --> 00:18:26,580

websites and spraying these viral

446

00:18:32,140 --> 00:18:28,650

characters these social media characters

447

00:18:35,990 --> 00:18:32,150

and and starting to release footage and

448

00:18:38,870 --> 00:18:36,000

Alejandro who's very well researched and

449

00:18:41,210 --> 00:18:38,880

and very knowledgeable and really pays

450

00:18:43,220 --> 00:18:41,220

the most attention to all the details

451  
00:18:47,060 --> 00:18:43,230  
that are out there and was also hosting

452  
00:18:48,980 --> 00:18:47,070  
a show out in Phoenix he found our viral

453  
00:18:52,549 --> 00:18:48,990  
campaign on a number of different areas

454  
00:18:54,200 --> 00:18:52,559  
and he reached out to one of our main

455  
00:18:56,480 --> 00:18:54,210  
investigators are quote-unquote

456  
00:18:59,149 --> 00:18:56,490  
investigators and was talking about the

457  
00:19:01,010 --> 00:18:59,159  
fact that he had footage john greenwald

458  
00:19:03,080 --> 00:19:01,020  
from the black vault also had

459  
00:19:04,280 --> 00:19:03,090  
information and he wrote to us and a

460  
00:19:05,240 --> 00:19:04,290  
number of other people who were very

461  
00:19:06,680 --> 00:19:05,250  
well researched

462  
00:19:08,060 --> 00:19:06,690  
started right to us because they saw the

463  
00:19:11,570 --> 00:19:08,070

footage we were putting out that looked

464

00:19:13,760 --> 00:19:11,580

very real and I was still about a year

465

00:19:15,590 --> 00:19:13,770

away from releasing the movie and I

466

00:19:19,010 --> 00:19:15,600

couldn't spill the beans I couldn't

467

00:19:21,230 --> 00:19:19,020

acknowledge what we were doing so I was

468

00:19:22,610 --> 00:19:21,240

sort of playing silence which did not go

469

00:19:26,090 --> 00:19:22,620

over well with Alejandro

470

00:19:31,100 --> 00:19:26,100

so Alejandro doing more and more

471

00:19:34,040 --> 00:19:31,110

research and one of the investigators in

472

00:19:35,660 --> 00:19:34,050

our campaign on one of our sites minded

473

00:19:37,640 --> 00:19:35,670

we have dozens and dozens of sites on

474

00:19:40,580 --> 00:19:37,650

one of the sites there was a picture of

475

00:19:42,170 --> 00:19:40,590

one of the investigators and it was an

476

00:19:44,360 --> 00:19:42,180

actor it was one of our actors James

477

00:19:47,690 --> 00:19:44,370

Patrick Stewart who portrays one of the

478

00:19:49,580 --> 00:19:47,700

investigators and and James Patrick

479

00:19:53,120 --> 00:19:49,590

Stewart is also well known because he's

480

00:19:54,500 --> 00:19:53,130

on he was in Seinfeld he was in General

481

00:19:56,000 --> 00:19:54,510

Hospital he's been in a lot of movies

482

00:19:59,030 --> 00:19:56,010

and television shows I work with him in

483

00:20:01,490 --> 00:19:59,040

a lot of video games and someone or

484

00:20:04,400 --> 00:20:01,500

someone Alejandra's company recognized

485

00:20:06,350 --> 00:20:04,410

that actor recognized him from our viral

486

00:20:08,240 --> 00:20:06,360

campaign and put it together that all

487

00:20:13,190 --> 00:20:08,250

these were connected and he said this

488

00:20:15,650 --> 00:20:13,200

must be fake massive article and on on

489

00:20:17,150 --> 00:20:15,660

his and his broadcast show and said I

490

00:20:19,310 --> 00:20:17,160

don't know who these guys are but this

491

00:20:20,810 --> 00:20:19,320

is if this is fake that means this must

492

00:20:22,400 --> 00:20:20,820

be fake that means this is fake and he

493

00:20:24,740 --> 00:20:22,410

connected everything a year before

494

00:20:25,970 --> 00:20:24,750

everything was coming out and I knew

495

00:20:27,590 --> 00:20:25,980

people were gonna figure this out but I

496

00:20:30,470 --> 00:20:27,600

did figure is gonna be alejandro so

497

00:20:32,510 --> 00:20:30,480

quickly so I was actually talking with

498

00:20:34,190 --> 00:20:32,520

Alejandro's boss about doing a

499

00:20:36,650 --> 00:20:34,200

television show about the documentary

500

00:20:39,920 --> 00:20:36,660

about what we were gonna do so I reached

501  
00:20:41,870 --> 00:20:39,930  
out to his boss and I said hey your guy

502  
00:20:43,820 --> 00:20:41,880  
is about to unravel everything that

503  
00:20:45,500 --> 00:20:43,830  
we're about to do for this movie and he

504  
00:20:47,240 --> 00:20:45,510  
said yeah he goes he picks us really

505  
00:20:50,060 --> 00:20:47,250  
seriously he police's the internet you

506  
00:20:51,860 --> 00:20:50,070  
know and he doesn't like and I said well

507  
00:20:53,570 --> 00:20:51,870  
I'm trying to hoax I'm trying I'm trying

508  
00:20:55,250 --> 00:20:53,580  
to educate people and get them excited

509  
00:20:57,530 --> 00:20:55,260  
about this subject matter because when

510  
00:20:59,570 --> 00:20:57,540  
you go to the UFO festivals the youngest

511  
00:21:03,290 --> 00:20:59,580  
person in the room is like 55 or 60

512  
00:21:05,450 --> 00:21:03,300  
years old you don't you don't see these

513  
00:21:07,130 --> 00:21:05,460

18 year olds excited about aliens but

514

00:21:08,780 --> 00:21:07,140

every movie and every video game is

515

00:21:10,340 --> 00:21:08,790

about aliens but and they we just sort

516

00:21:13,910 --> 00:21:10,350

of take it for granted that aliens exist

517

00:21:16,130 --> 00:21:13,920

it's like how can they not but but all

518

00:21:17,570 --> 00:21:16,140

the research is all done by a different

519

00:21:19,010 --> 00:21:17,580

generation so this movie was really

520

00:21:20,330 --> 00:21:19,020

meant to sort of inspire younger

521

00:21:22,520 --> 00:21:20,340

generation you get involved which it's

522

00:21:26,450 --> 00:21:22,530

been doing and with 20 million people we

523

00:21:29,150 --> 00:21:26,460

were starting to really do that and so

524

00:21:30,470 --> 00:21:29,160

he said so Alejandro's boss says yeah he

525

00:21:33,830 --> 00:21:30,480

goes you got to call him and you got to

526

00:21:36,230 --> 00:21:33,840

talk to him and so I called up Alejandro

527

00:21:39,230 --> 00:21:36,240

and boy that first conversation he goes

528

00:21:44,060 --> 00:21:39,240

well you know what it's my job to expose

529

00:21:45,740 --> 00:21:44,070

people like you and and I was like I'm

530

00:21:47,300 --> 00:21:45,750

like hey hey hey this is not what it's

531

00:21:50,210 --> 00:21:47,310

about and so we had we had this like

532

00:21:52,130 --> 00:21:50,220

two-hour conversation and over the pier

533

00:21:53,270 --> 00:21:52,140

of this conversation he he got it he

534

00:21:55,280 --> 00:21:53,280

understood what I was trying to do and

535

00:21:56,650 --> 00:21:55,290

he goes wow you're you're not trying to

536

00:22:00,020 --> 00:21:56,660

hook thing you are trying to bring this

537

00:22:02,240 --> 00:22:00,030

awareness through you know making people

538

00:22:05,150 --> 00:22:02,250

think this is real and then they find

539

00:22:06,140 --> 00:22:05,160

all the research right and so so we

540

00:22:08,000 --> 00:22:06,150

ended up becoming really good friends

541

00:22:11,150 --> 00:22:08,010

over the period period of this phone

542

00:22:12,650 --> 00:22:11,160

call and at the end of the call he we

543

00:22:15,110 --> 00:22:12,660

kind of had a moment of silence there

544

00:22:17,600 --> 00:22:15,120

and he said well I was like well what

545

00:22:19,760 --> 00:22:17,610

are we gonna do and he goes well you

546

00:22:22,280 --> 00:22:19,770

gotta come on my show and you gotta talk

547

00:22:23,630 --> 00:22:22,290

about this and I was like well well wait

548

00:22:25,340 --> 00:22:23,640

a second might might borrow campaigns

549

00:22:27,620 --> 00:22:25,350

that is still going my movies not come

550

00:22:30,380 --> 00:22:27,630

out for another year how are we gonna do

551  
00:22:32,270 --> 00:22:30,390  
that and he goes well I have to I can't

552  
00:22:33,560 --> 00:22:32,280  
ignore this I've already you know put

553  
00:22:35,060 --> 00:22:33,570  
out articles I've already talked about

554  
00:22:37,430 --> 00:22:35,070  
this I have to tell people what's going

555  
00:22:38,960 --> 00:22:37,440  
on so we came up with this really

556  
00:22:42,560 --> 00:22:38,970  
interesting idea because he has millions

557  
00:22:45,050 --> 00:22:42,570  
of listeners to his to his show and so

558  
00:22:48,080 --> 00:22:45,060  
what we decided to do was we came up

559  
00:22:51,320 --> 00:22:48,090  
with a hashtag that says disclosed now

560  
00:22:53,930 --> 00:22:51,330  
and any part of our viral campaign that

561  
00:22:57,530 --> 00:22:53,940  
we released would be this hashtag

562  
00:22:59,330 --> 00:22:57,540  
disclosed now and anytime the audience

563  
00:23:02,030 --> 00:22:59,340

saw that and we revealed this to all his

564

00:23:03,980 --> 00:23:02,040

listeners to say look we have the

565

00:23:05,720 --> 00:23:03,990

fiction of the movie and we don't want

566

00:23:08,180 --> 00:23:05,730

the moviegoers and the regular audience

567

00:23:09,950 --> 00:23:08,190

to blow sort of the surprise of what's

568

00:23:11,210 --> 00:23:09,960

going on but we also don't want people

569

00:23:13,490 --> 00:23:11,220

think we're hosting so if you're in the

570

00:23:16,190 --> 00:23:13,500

community and you see just closed now

571

00:23:18,020 --> 00:23:16,200

that means it's us and you know that

572

00:23:19,820 --> 00:23:18,030

we're not faking anyone this is where

573

00:23:20,840 --> 00:23:19,830

you guys have inside knowledge but for

574

00:23:22,100 --> 00:23:20,850

the rest of the world kind of keep the

575

00:23:23,990 --> 00:23:22,110

secret so they kind of enjoy the

576  
00:23:25,940 --> 00:23:24,000  
spoilers work and that's how we ended up

577  
00:23:27,560 --> 00:23:25,950  
launching the movie and we went to the I

578  
00:23:29,630 --> 00:23:27,570  
UFO see and then premiered there and

579  
00:23:32,390 --> 00:23:29,640  
then the rest kind of went forward so

580  
00:23:34,790 --> 00:23:32,400  
question how did you

581  
00:23:37,820 --> 00:23:34,800  
how did you meet the person that we all

582  
00:23:44,810 --> 00:23:37,830  
love to have on our panels on a regular

583  
00:23:46,730 --> 00:23:44,820  
and that's Dean Alioto so so interesting

584  
00:23:48,170 --> 00:23:46,740  
story and Dean Dean's gonna bite yeah I

585  
00:23:49,490 --> 00:23:48,180  
think I want Dean to kind of weigh in

586  
00:23:51,980 --> 00:23:49,500  
from his perspective because we had a

587  
00:23:54,620 --> 00:23:51,990  
really good laugh about this much much

588  
00:23:57,410 --> 00:23:54,630

after the fact so when I was writing the

589

00:24:00,740 --> 00:23:57,420

script for the for the movie I was

590

00:24:03,110 --> 00:24:00,750

approached by a pretty very large film

591

00:24:04,340 --> 00:24:03,120

producer and an investor this investor

592

00:24:06,320 --> 00:24:04,350

that was interested in financing the

593

00:24:09,530 --> 00:24:06,330

film was working with this film producer

594

00:24:11,180 --> 00:24:09,540

and they really loved the concept of

595

00:24:13,280 --> 00:24:11,190

what I was trying to do this idea of a

596

00:24:16,610 --> 00:24:13,290

documentary that has found footage in it

597

00:24:18,200 --> 00:24:16,620

and putting this thing together and the

598

00:24:21,170 --> 00:24:18,210

investor said well you know we actually

599

00:24:24,890 --> 00:24:21,180

had the rights to this other film that's

600

00:24:26,270 --> 00:24:24,900

a found footage alien film and we want

601  
00:24:29,600 --> 00:24:26,280  
to make this film and we want you to

602  
00:24:32,090 --> 00:24:29,610  
direct it so I was like okay

603  
00:24:34,520 --> 00:24:32,100  
and so they presented me with the story

604  
00:24:38,330 --> 00:24:34,530  
and the idea of it and and what it turns

605  
00:24:41,510 --> 00:24:38,340  
out it was based on this film that had

606  
00:24:42,950 --> 00:24:41,520  
been done years before and had been

607  
00:24:46,130 --> 00:24:42,960  
released very secretly and had been

608  
00:24:48,770 --> 00:24:46,140  
remade but it was really the original

609  
00:24:50,630 --> 00:24:48,780  
the very first found footage film out

610  
00:24:53,450 --> 00:24:50,640  
there before Blair Witch before anything

611  
00:24:56,900 --> 00:24:53,460  
else and the film had sort of been lost

612  
00:24:59,690 --> 00:24:56,910  
and then videos of it had kind of leaked

613  
00:25:01,280 --> 00:24:59,700

online and as each of the videos had

614

00:25:03,230 --> 00:25:01,290

been copied especially because there are

615

00:25:05,620 --> 00:25:03,240

analog copies they had been degraded and

616

00:25:08,420 --> 00:25:05,630

degraded and it made the footage look

617

00:25:10,820 --> 00:25:08,430

much much more authentic to the point

618

00:25:13,010 --> 00:25:10,830

that it became like this real debated

619

00:25:16,280 --> 00:25:13,020

sighting and this this sort of alien

620

00:25:18,530 --> 00:25:16,290

abduction story of this family in this

621

00:25:22,760 --> 00:25:18,540

cabin in the woods that witnessed this

622

00:25:24,110 --> 00:25:22,770

event and so so it was a different story

623

00:25:26,360 --> 00:25:24,120

than what I was doing but kind of in the

624

00:25:28,310 --> 00:25:26,370

same space and so we've gone forward

625

00:25:31,130 --> 00:25:28,320

about this they wanted me to direct it

626

00:25:32,960 --> 00:25:31,140

it turns out that the producer said well

627

00:25:36,170 --> 00:25:32,970

actually the guy who originally did this

628

00:25:37,580 --> 00:25:36,180

he's going to direct it and so they were

629

00:25:39,050 --> 00:25:37,590

gonna finance both films and then

630

00:25:40,490 --> 00:25:39,060

finally the whole thing kind of fell

631

00:25:42,920 --> 00:25:40,500

apart as a lot of things do in Hollywood

632

00:25:45,170 --> 00:25:42,930

I went on my own way had already written

633

00:25:46,940 --> 00:25:45,180

my script and shots and test footage

634

00:25:48,290 --> 00:25:46,950

and went and shot my film and never

635

00:25:50,870 --> 00:25:48,300

ended moving forward with them

636

00:25:53,360 --> 00:25:50,880

turns out years later I ended up getting

637

00:25:55,280 --> 00:25:53,370

introduced to Dean and it was Dean's

638

00:25:57,200 --> 00:25:55,290

film it was deemed that was doing it and

639

00:25:58,580 --> 00:25:57,210

the whole controversy between him

640

00:26:00,500 --> 00:25:58,590

directing and me directing and these

641

00:26:03,350 --> 00:26:00,510

film producers try to kind of fight

642

00:26:05,240 --> 00:26:03,360

between us to do this movie kind of

643

00:26:08,960 --> 00:26:05,250

stopped us from meeting and when we

644

00:26:11,870 --> 00:26:08,970

realized how sort of a similar minded we

645

00:26:14,120 --> 00:26:11,880

were in our same sort of interests and

646

00:26:16,670 --> 00:26:14,130

approach to filmmaking and and this idea

647

00:26:19,340 --> 00:26:16,680

of sort of inspiring the audience the

648

00:26:21,740 --> 00:26:19,350

kind of films we were making we've

649

00:26:23,150 --> 00:26:21,750

become pretty close friends and so it's

650

00:26:25,970 --> 00:26:23,160

been a great experience getting to know

651  
00:26:27,290 --> 00:26:25,980  
Dean and we ended up hanging out at the

652  
00:26:28,940 --> 00:26:27,300  
International UFO Congress with

653  
00:26:31,640 --> 00:26:28,950  
Alejandro who is the one ended up

654  
00:26:32,870 --> 00:26:31,650  
putting us together and and now here we

655  
00:26:35,750 --> 00:26:32,880  
are together on the same show together

656  
00:26:41,150 --> 00:26:35,760  
and some projects together

657  
00:26:47,300 --> 00:26:41,160  
is that true Dean I can neither confirm

658  
00:26:49,790 --> 00:26:47,310  
nor deny anything that he ever says no

659  
00:26:52,220 --> 00:26:49,800  
it's it's pretty accurate and that's a

660  
00:26:54,140 --> 00:26:52,230  
nice version of what we encountered with

661  
00:26:58,250 --> 00:26:54,150  
this producer where she was working both

662  
00:26:59,630 --> 00:26:58,260  
of us and it's a bummer because it was

663  
00:27:01,880 --> 00:26:59,640

funny I keep and I hung out the other

664

00:27:04,010 --> 00:27:01,890

day and I turn to Keith and I said you

665

00:27:06,260 --> 00:27:04,020

know it's it's really said that that the

666

00:27:08,660 --> 00:27:06,270

producers didn't realize that if they

667

00:27:13,490 --> 00:27:08,670

team us up they could have done so much

668

00:27:15,500 --> 00:27:13,500

more damage place and really blown this

669

00:27:18,530 --> 00:27:15,510

out huge instead of you know trying to

670

00:27:21,950 --> 00:27:18,540

take one from another but yeah and again

671

00:27:29,240 --> 00:27:21,960

Alejandro he's the great what's the word

672

00:27:31,210 --> 00:27:29,250

Yenta again you know Keith when we were

673

00:27:37,220 --> 00:27:31,220

at alien Con which is where Keith and I

674

00:27:38,720 --> 00:27:37,230

met he's he has his mind works as an

675

00:27:41,180 --> 00:27:38,730

engineer which I appreciate is I'm

676  
00:27:43,400 --> 00:27:41,190  
always with your filmmaker you are an

677  
00:27:46,370 --> 00:27:43,410  
engineer or you you're a magician I mean

678  
00:27:48,050 --> 00:27:46,380  
this is what we do and and and Keith

679  
00:27:49,670 --> 00:27:48,060  
looks at everything it's kind of like

680  
00:27:52,760 --> 00:27:49,680  
okay I know that this is how it works

681  
00:27:55,370 --> 00:27:52,770  
well why why don't we do it this way and

682  
00:27:57,530 --> 00:27:55,380  
and we're doing that the things that but

683  
00:27:59,030 --> 00:27:57,540  
I feel like I've done in my career that

684  
00:28:00,200 --> 00:27:59,040  
have done well I've always been faith

685  
00:28:02,720 --> 00:28:00,210  
it's like I know they're doing it this

686  
00:28:05,090 --> 00:28:02,730  
way but I'm excited about looking at now

687  
00:28:07,790 --> 00:28:05,100  
from this angle and so back when I did

688  
00:28:11,510 --> 00:28:07,800

the original and 89 the original UFO

689

00:28:14,180 --> 00:28:11,520

abduction we didn't have online you know

690

00:28:18,080 --> 00:28:14,190

really personal computers at the time to

691

00:28:20,060 --> 00:28:18,090

this extent so we used smoke signals of

692

00:28:26,000 --> 00:28:20,070

Morse code to get all of our viral now

693

00:28:29,330 --> 00:28:26,010

that's a joke campaign oh no this is an

694

00:28:30,890 --> 00:28:29,340

example of you know Keith you know

695

00:28:35,180 --> 00:28:30,900

looking at something and doing that and

696

00:28:37,340 --> 00:28:35,190

also we're storytellers you know whether

697

00:28:39,200 --> 00:28:37,350

we're working in the space of um you

698

00:28:41,720 --> 00:28:39,210

know whether I'm doing TV movies or

699

00:28:43,070 --> 00:28:41,730

music videos commercials whatever we're

700

00:28:45,080 --> 00:28:43,080

trying to tell stories and you know

701  
00:28:47,830 --> 00:28:45,090  
Keith with certainly with the video

702  
00:28:50,810 --> 00:28:47,840  
games it's all telling stories and it's

703  
00:28:53,210 --> 00:28:50,820  
you know the more they're based on

704  
00:28:55,070 --> 00:28:53,220  
actual effect the more authentic they

705  
00:28:57,440 --> 00:28:55,080  
have the more they resonate with a

706  
00:28:59,830 --> 00:28:57,450  
person and so you know before

707  
00:29:02,360 --> 00:28:59,840  
found-footage there was the cavemen our

708  
00:29:05,330 --> 00:29:02,370  
campfire and so this is just an

709  
00:29:07,460 --> 00:29:05,340  
extension of that and Dean I wanted to

710  
00:29:10,120 --> 00:29:07,470  
talk about you for a moment you did a

711  
00:29:12,500 --> 00:29:10,130  
lifetime film that came out last month

712  
00:29:14,720 --> 00:29:12,510  
wanted to cover that and also wanted to

713  
00:29:17,290 --> 00:29:14,730

mention that you're looking forward to

714

00:29:19,520 --> 00:29:17,300

the Fantastic Fest in Austin that does

715

00:29:22,190 --> 00:29:19,530

genre films it's in a month and a half

716

00:29:24,860 --> 00:29:22,200

and it will have the 30th anniversary of

717

00:29:27,020 --> 00:29:24,870

your UFO abduction film there it will

718

00:29:28,640 --> 00:29:27,030

have its first theatrical release there

719

00:29:31,310 --> 00:29:28,650

and it will be released to a dozen

720

00:29:33,080 --> 00:29:31,320

theaters and they premiered bad times at

721

00:29:36,980 --> 00:29:33,090

Hotel del Rey in the Halloween movie

722

00:29:41,030 --> 00:29:36,990

there and also there could be possibly a

723

00:29:49,700 --> 00:29:41,040

third installment of alien abduction so

724

00:29:52,070 --> 00:29:49,710

that correct I always junk your

725

00:29:52,610 --> 00:29:52,080

abduction has been the gift that keeps

726  
00:29:56,300 --> 00:29:52,620  
on giving

727  
00:29:57,980 --> 00:29:56,310  
it has more more lives than Frankenstein

728  
00:30:01,070 --> 00:29:57,990  
just keeps going and going and this is

729  
00:30:02,570 --> 00:30:01,080  
one of the things where because it was

730  
00:30:06,710 --> 00:30:02,580  
done a while ago there are a lot of kids

731  
00:30:08,720 --> 00:30:06,720  
who had seen if not the original saw the

732  
00:30:10,940 --> 00:30:08,730  
remake at the UPN alien abduction

733  
00:30:12,649 --> 00:30:10,950  
instant Lake County also known as an

734  
00:30:15,529 --> 00:30:12,659  
affair sand tape

735  
00:30:18,889 --> 00:30:15,539  
they they grew up with it and I would

736  
00:30:22,519 --> 00:30:18,899  
get their emails and stuff and and and

737  
00:30:24,590 --> 00:30:22,529  
sometimes calls and and all wanting to

738  
00:30:26,360 --> 00:30:24,600

know if this was real or not and and and

739

00:30:29,810 --> 00:30:26,370

some of the emails were like I still

740

00:30:33,139 --> 00:30:29,820

sleep with the lights on and one woman

741

00:30:35,419 --> 00:30:33,149

said she almost went in to choose

742

00:30:41,990 --> 00:30:35,429

pregnant and she said she almost went

743

00:30:44,299 --> 00:30:42,000

into pre labor and I kind of like what's

744

00:30:47,389 --> 00:30:44,309

wrong with these parents I think these

745

00:30:49,129 --> 00:30:47,399

kids watch you know this UPN thing that

746

00:30:50,750 --> 00:30:49,139

says you know warning there's graphic

747

00:30:52,940 --> 00:30:50,760

footage and whatever at the beginning of

748

00:30:54,649 --> 00:30:52,950

it and then there are a couple

749

00:30:56,210 --> 00:30:54,659

filmmakers that came from down at

750

00:30:57,710 --> 00:30:56,220

Toronto if you're called a vicious

751  
00:30:59,000 --> 00:30:57,720  
brothers and they're great and they're

752  
00:31:01,940 --> 00:30:59,010  
working the space whenever they make a

753  
00:31:06,200 --> 00:31:01,950  
movie they sneak in a line of one of my

754  
00:31:07,700 --> 00:31:06,210  
films and and so they you know I said

755  
00:31:10,279 --> 00:31:07,710  
I'm really sorry that they you know that

756  
00:31:11,570 --> 00:31:10,289  
they did that you saw that makes it are

757  
00:31:13,610 --> 00:31:11,580  
you kidding me this is the beginning of

758  
00:31:15,889 --> 00:31:13,620  
my imagination I love it this was

759  
00:31:18,169 --> 00:31:15,899  
fertilizer for me and so that's been

760  
00:31:20,539 --> 00:31:18,179  
awesome and and keith is experienced in

761  
00:31:23,389 --> 00:31:20,549  
the same thing where this is you know it

762  
00:31:26,029 --> 00:31:23,399  
boomerangs back and so the way the whole

763  
00:31:29,240 --> 00:31:26,039

way that the Fantastic Fest came back is

764

00:31:32,600 --> 00:31:29,250

the guy who is the director of the fest

765

00:31:35,240 --> 00:31:32,610

had been a fan for like 100 how many

766

00:31:37,430 --> 00:31:35,250

years and he tracked me down and said

767

00:31:39,769 --> 00:31:37,440

hey who has the right to this what's

768

00:31:42,680 --> 00:31:39,779

going on this is you know your name came

769

00:31:44,330 --> 00:31:42,690

up and I talked about he said you know I

770

00:31:48,470 --> 00:31:44,340

I said so funny that we're talking

771

00:31:50,990 --> 00:31:48,480

because next year this was a 2018 I said

772

00:31:52,370 --> 00:31:51,000

next year it's gonna be the you know

773

00:31:55,820 --> 00:31:52,380

it's been 30 years since was thinking

774

00:31:57,620 --> 00:31:55,830

about and he said okay so we're doing

775

00:31:59,330 --> 00:31:57,630

the 30th anniversary that's happening

776

00:32:01,879 --> 00:31:59,340

we're gonna do it at Fantastic Fest

777

00:32:04,220 --> 00:32:01,889

which is this great honor festival and

778

00:32:07,220 --> 00:32:04,230

as you mentioned they did the reboot of

779

00:32:08,330 --> 00:32:07,230

Halloween they do tons of big genre

780

00:32:13,399 --> 00:32:08,340

stuff they're coming to South by

781

00:32:14,930 --> 00:32:13,409

Southwest level of a genre film so he he

782

00:32:17,299 --> 00:32:14,940

said you know we're gonna do that and

783

00:32:20,960 --> 00:32:17,309

then you know our 300 all rights

784

00:32:23,180 --> 00:32:20,970

available and so I thought it was joking

785

00:32:25,850 --> 00:32:23,190

at the time because it's theatrical this

786

00:32:29,180 --> 00:32:25,860

was a VHS you know little project

787

00:32:33,110 --> 00:32:29,190

and I said yeah

788

00:32:34,880 --> 00:32:33,120

strangely yes they are and he said all

789

00:32:36,320 --> 00:32:34,890

right well we're gonna do a theatrical

790

00:32:38,840 --> 00:32:36,330

release we'd love to do that if you're

791

00:32:41,330 --> 00:32:38,850

cool with that and so it was just like

792

00:32:44,419 --> 00:32:41,340

this insane phone call and this was on

793

00:32:47,360 --> 00:32:44,429

the heels of alejandro reaching out to

794

00:32:49,700 --> 00:32:47,370

me about doing also in 2018 doing them

795

00:32:52,870 --> 00:32:49,710

the International UFO Congress

796

00:32:56,030 --> 00:32:52,880

convention given a 75 minute lecture and

797

00:32:58,640 --> 00:32:56,040

on the film's and the wax journey that

798

00:33:00,919 --> 00:32:58,650

both of them took and and you know the

799

00:33:03,409 --> 00:33:00,929

the infamy that that surrounds them even

800

00:33:07,070 --> 00:33:03,419

to this day and so it was kind of like

801  
00:33:08,960 --> 00:33:07,080  
it again boomerang back and and and

802  
00:33:12,530 --> 00:33:08,970  
because of it it's you know introduced

803  
00:33:14,419 --> 00:33:12,540  
me to so many wonderful people in this

804  
00:33:18,140 --> 00:33:14,429  
field that I have been kind of an

805  
00:33:23,560 --> 00:33:18,150  
armchair expert is stretching the truth

806  
00:33:26,600 --> 00:33:23,570  
an armchair amateur expert forever on

807  
00:33:28,730 --> 00:33:26,610  
and everything else so to work you know

808  
00:33:30,470 --> 00:33:28,740  
and again like Mike Keith to sit across

809  
00:33:35,990 --> 00:33:30,480  
my first podcast that I ever did was

810  
00:33:38,980 --> 00:33:36,000  
across from Sten and and Travis Walton

811  
00:33:42,650 --> 00:33:38,990  
and Nick Pope and all the luminaries and

812  
00:33:44,000 --> 00:33:42,660  
it was just insane and so you know I

813  
00:33:46,789 --> 00:33:44,010

feel really lucky to have had an

814

00:33:48,350 --> 00:33:46,799

opportunity to be with you know Stanton

815

00:33:51,260 --> 00:33:48,360

and everything and so and then that kind

816

00:33:52,940 --> 00:33:51,270

of you know has has led to you know

817

00:33:54,440 --> 00:33:52,950

looking at this again from a whole new

818

00:33:57,440 --> 00:33:54,450

angle where do we take this to the next

819

00:33:59,960 --> 00:33:57,450

step and you know and and that's kind of

820

00:34:01,720 --> 00:33:59,970

you know the Gophers what I wanted to

821

00:34:04,070 --> 00:34:01,730

bring up something interesting and then

822

00:34:05,870 --> 00:34:04,080

bring up something else after that and

823

00:34:08,030 --> 00:34:05,880

that is you shot Nick Pope's interview

824

00:34:10,970 --> 00:34:08,040

last year and you also did work for

825

00:34:13,220 --> 00:34:10,980

Travis Taylor of ancient aliens can you

826

00:34:15,889 --> 00:34:13,230

talk can you touch a little bit off upon

827

00:34:20,780 --> 00:34:15,899

those topics yeah what I can tell you is

828

00:34:24,169 --> 00:34:20,790

that when I was at alien Con I had

829

00:34:29,060 --> 00:34:24,179

between I guess February or March and

830

00:34:32,930 --> 00:34:29,070

February of 2018 and June of 2018 when I

831

00:34:36,260 --> 00:34:32,940

did a link on when I was at at I UFO see

832

00:34:38,119 --> 00:34:36,270

I hit on this idea which was I wanted I

833

00:34:39,680 --> 00:34:38,129

saw a perspective that hadn't been

834

00:34:44,210 --> 00:34:39,690

exploited yeah

835

00:34:49,040 --> 00:34:44,220

in the UFO genre or the UFO research

836

00:34:51,500 --> 00:34:49,050

Phil and so I hit on this idea and so

837

00:34:54,260 --> 00:34:51,510

while I was speaking that alien con I am

838

00:34:56,300 --> 00:34:54,270

I just reached out to Nick and started

839

00:34:57,680 --> 00:34:56,310

videotaping him and I had a list of

840

00:34:59,839 --> 00:34:57,690

questions and stuff that were leading us

841

00:35:04,220 --> 00:34:59,849

into that direction and then interview

842

00:35:06,589 --> 00:35:04,230

Travis and Travis was interesting

843

00:35:09,500 --> 00:35:06,599

because he interviewed over something

844

00:35:11,030 --> 00:35:09,510

would be sphere but crying yeah it's

845

00:35:12,890 --> 00:35:11,040

good a while but yeah I've seen it

846

00:35:16,670 --> 00:35:12,900

oh the book is really good the movies in

847

00:35:18,200 --> 00:35:16,680

okay so anyway it was about this guy

848

00:35:21,140 --> 00:35:18,210

that wrote this kind of briefing like if

849

00:35:22,880 --> 00:35:21,150

we were to you know meet UFOs how would

850

00:35:24,650 --> 00:35:22,890

that go down how would we do disclosure

851  
00:35:28,490 --> 00:35:24,660  
and everything else if it you know Kim

852  
00:35:30,859 --> 00:35:28,500  
to that so that level a reveal and he

853  
00:35:33,559 --> 00:35:30,869  
wrote this thing and then it actually

854  
00:35:37,450 --> 00:35:33,569  
kind of got out there and kind of

855  
00:35:40,579 --> 00:35:37,460  
circulated and he became the de facto

856  
00:35:43,130 --> 00:35:40,589  
head in that field in in the government

857  
00:35:45,349 --> 00:35:43,140  
and so he was actually doing this where

858  
00:35:47,630 --> 00:35:45,359  
he was you know created what that first

859  
00:35:49,040 --> 00:35:47,640  
contact would be and then each name is

860  
00:35:51,260 --> 00:35:49,050  
heard about this and brought him on and

861  
00:35:53,210 --> 00:35:51,270  
so he's pretty new that genre as well

862  
00:35:54,710 --> 00:35:53,220  
and so I interviewed him and I and I

863  
00:35:57,410 --> 00:35:54,720

figured he had thought about what that

864

00:35:59,930 --> 00:35:57,420

would be like and so um I can't tell you

865

00:36:03,020 --> 00:35:59,940

exactly what that perspective is but um

866

00:36:05,180 --> 00:36:03,030

it's new hasn't been done before and so

867

00:36:07,760 --> 00:36:05,190

interviewed you know Nick it was great

868

00:36:10,250 --> 00:36:07,770

really funny guy it's really interesting

869

00:36:12,349 --> 00:36:10,260

well if Keith and I we intersect with

870

00:36:14,270 --> 00:36:12,359

all these people and they all have an

871

00:36:16,280 --> 00:36:14,280

awesome sense of humor you know and I

872

00:36:18,190 --> 00:36:16,290

met Alejandro I said okay I'll speak at

873

00:36:21,260 --> 00:36:18,200

the festival but I'm gonna bring levity

874

00:36:23,089 --> 00:36:21,270

because everything has it and if you

875

00:36:25,040 --> 00:36:23,099

take things too serious then they're too

876

00:36:27,500 --> 00:36:25,050

brittle and they break so you have to

877

00:36:29,780 --> 00:36:27,510

you know have a range of of that and

878

00:36:33,260 --> 00:36:29,790

everyone is you know great Earl Grey is

879

00:36:35,839 --> 00:36:33,270

hysterical I mean everyone that's it is

880

00:36:38,690 --> 00:36:35,849

funny I mean these guys are all you know

881

00:36:41,829 --> 00:36:38,700

good people and so you know it's just

882

00:36:44,300 --> 00:36:41,839

kind of trying to continue that and

883

00:36:48,500 --> 00:36:44,310

propagate it in a positive way

884

00:36:50,150 --> 00:36:48,510

and you know and hopefully uncover I

885

00:36:53,280 --> 00:36:50,160

mean we're all trying to pull back that

886

00:36:55,410 --> 00:36:53,290

you know sheets on this

887

00:36:57,089 --> 00:36:55,420

you're going to be doing another project

888

00:36:58,890 --> 00:36:57,099

on the road that's close to your heart

889

00:36:59,940 --> 00:36:58,900

and it's a cross between all the

890

00:37:03,270 --> 00:36:59,950

President's Men and Close Encounters

891

00:37:04,859 --> 00:37:03,280

which is a mystery and there's an

892

00:37:07,079 --> 00:37:04,869

investigative element to it that has a

893

00:37:08,490 --> 00:37:07,089

deep throat kind of character as you

894

00:37:11,660 --> 00:37:08,500

were saying when we talked prior to the

895

00:37:14,460 --> 00:37:11,670

show it has a contemporary issue that

896

00:37:16,950 --> 00:37:14,470

you have one you wanted to mention

897

00:37:19,079 --> 00:37:16,960

actually or they make the point up and

898

00:37:22,079 --> 00:37:19,089

that is newspapers going dead and

899

00:37:24,750 --> 00:37:22,089

everything is going online and the

900

00:37:27,810 --> 00:37:24,760

camaraderie of working in person at a

901  
00:37:29,960 --> 00:37:27,820  
newspaper in that close-knit reporter

902  
00:37:33,630 --> 00:37:29,970  
type community in a smaller newspaper is

903  
00:37:35,430 --> 00:37:33,640  
disappearing it's becoming extinct can

904  
00:37:40,980 --> 00:37:35,440  
you tell us a little bit about that

905  
00:37:45,210 --> 00:37:40,990  
project it basic story is about a

906  
00:37:47,069 --> 00:37:45,220  
reporter and a blogger who they it's on

907  
00:37:48,690 --> 00:37:47,079  
it's on the crust I mean it's it's been

908  
00:37:52,680 --> 00:37:48,700  
going on for some time so it's nothing

909  
00:37:55,260 --> 00:37:52,690  
new that that print is you know on the

910  
00:37:57,000 --> 00:37:55,270  
way out the door and and even though

911  
00:37:58,910 --> 00:37:57,010  
going green it's great for the trees and

912  
00:38:01,470 --> 00:37:58,920  
everything there's just something about

913  
00:38:03,750 --> 00:38:01,480

you know that paper landing on your

914

00:38:08,220 --> 00:38:03,760

doorstep open it up and showing that

915

00:38:10,170 --> 00:38:08,230

chalk you know paper that the smell of

916

00:38:12,180 --> 00:38:10,180

it opening it's like kind of you know

917

00:38:16,680 --> 00:38:12,190

opening a gift on every page and that

918

00:38:19,290 --> 00:38:16,690

that tactile thing is going away and and

919

00:38:21,750 --> 00:38:19,300

this was kind of coming from my morning

920

00:38:23,490 --> 00:38:21,760

of that and and even a lot of people

921

00:38:25,710 --> 00:38:23,500

papers have been able to keep both some

922

00:38:27,839 --> 00:38:25,720

now are phasing out even even bet and so

923

00:38:29,370 --> 00:38:27,849

it's all online and so here's a young

924

00:38:32,430 --> 00:38:29,380

reporter who's really trying to get his

925

00:38:34,200 --> 00:38:32,440

start going before it happens in his

926

00:38:38,880 --> 00:38:34,210

paper it's been announced that it's it's

927

00:38:40,710 --> 00:38:38,890

um it is going to be ending and 30 days

928

00:38:44,220 --> 00:38:40,720

who's got 30 days ago his first front

929

00:38:47,809 --> 00:38:44,230

page and excuse me front page

930

00:38:50,130 --> 00:38:47,819

you know article and enter a blogger who

931

00:38:52,020 --> 00:38:50,140

young blogger who comes into it he's

932

00:38:53,309 --> 00:38:52,030

gonna write for the paper and he's going

933

00:38:58,770 --> 00:38:53,319

to be doing his opinions and stuff and

934

00:39:02,760 --> 00:38:58,780

so this story actually starts a briefly

935

00:39:04,859 --> 00:39:02,770

year before then when there is a vehicle

936

00:39:06,970 --> 00:39:04,869

that crash lands on the moon in it's so

937

00:39:10,750 --> 00:39:06,980

big that you can't hide

938

00:39:12,910 --> 00:39:10,760

government can hide it and so it starts

939

00:39:14,800 --> 00:39:12,920

from there and then we cut back to it

940

00:39:17,320 --> 00:39:14,810

movie begins a year later it's these two

941

00:39:20,349 --> 00:39:17,330

guys meeting up and they discover this

942

00:39:22,599 --> 00:39:20,359

thread this this conspiracy threatened

943

00:39:24,580 --> 00:39:22,609

they start to tug at it and it seems to

944

00:39:27,099 --> 00:39:24,590

break off but it doesn't it keeps

945

00:39:28,510 --> 00:39:27,109

pulling and unraveling and so very much

946

00:39:32,140 --> 00:39:28,520

like all the President's Men

947

00:39:34,720 --> 00:39:32,150

it's these these two young bucks if you

948

00:39:36,550 --> 00:39:34,730

will who discover this thing and it goes

949

00:39:41,310 --> 00:39:36,560

on and on and the themes that are laid

950

00:39:43,570 --> 00:39:41,320

in all throughout is from fake news to

951

00:39:45,730 --> 00:39:43,580

respecting the research that goes in

952

00:39:47,620 --> 00:39:45,740

because you're you know opinion bloggers

953

00:39:49,300 --> 00:39:47,630

Huffington Post all these you know great

954

00:39:52,240 --> 00:39:49,310

publications they're still these are

955

00:39:55,599 --> 00:39:52,250

just opinions second real word opinion a

956

00:39:59,770 --> 00:39:55,609

nurse are on it is now the opinion NATO

957

00:40:02,790 --> 00:39:59,780

and so um so it's it's hitting on that

958

00:40:07,030 --> 00:40:02,800

and it's also at its core which is

959

00:40:08,980 --> 00:40:07,040

factoring into to my work a lot is the

960

00:40:12,460 --> 00:40:08,990

environment and what we're doing and how

961

00:40:14,920 --> 00:40:12,470

we don't have an appreciation for this

962

00:40:17,500 --> 00:40:14,930

planet and everything that they're we're

963

00:40:20,230 --> 00:40:17,510

doing right now is you know screwing

964

00:40:21,460 --> 00:40:20,240

that it's kind of like you know we've

965

00:40:23,560 --> 00:40:21,470

had a great party and now we're gonna

966

00:40:25,660 --> 00:40:23,570

set the party on fire as we leave so the

967

00:40:27,849 --> 00:40:25,670

other people in line don't get

968

00:40:29,620 --> 00:40:27,859

experienced it that's kind of how it is

969

00:40:30,580 --> 00:40:29,630

I mean it's kind of a crass way to to

970

00:40:34,840 --> 00:40:30,590

say it but that's we're doing this

971

00:40:37,450 --> 00:40:34,850

planning so it's about that and a few

972

00:40:41,560 --> 00:40:37,460

other things but but that's high on my

973

00:40:43,450 --> 00:40:41,570

list to do as soon as possible and get

974

00:40:46,630 --> 00:40:43,460

that going we're looking at casting

975

00:40:48,609 --> 00:40:46,640

right now so we'll see well my advice is

976  
00:40:52,170 --> 00:40:48,619  
to get up some fake documents and put

977  
00:40:57,190 --> 00:40:52,180  
those out there and now that all the

978  
00:41:01,210 --> 00:40:59,260  
wanted to mention I'm forgive me if you

979  
00:41:04,270 --> 00:41:01,220  
mentioned this because my audio broke up

980  
00:41:05,530 --> 00:41:04,280  
it's my fault Dean but my understands

981  
00:41:08,200 --> 00:41:05,540  
you're working on a sci-fi thriller

982  
00:41:11,830 --> 00:41:08,210  
related projects where women save

983  
00:41:14,620 --> 00:41:11,840  
themselves in these jeopardy related or

984  
00:41:19,120 --> 00:41:14,630  
type films is that correct am I saying

985  
00:41:20,470 --> 00:41:19,130  
that correctly yeah so there's been a

986  
00:41:23,590 --> 00:41:20,480  
huge market

987  
00:41:25,599 --> 00:41:23,600  
four years from the femme fatale way

988  
00:41:28,000 --> 00:41:25,609

back in the 30s and 40s

989

00:41:29,560 --> 00:41:28,010

film noir happened after him you dropped

990

00:41:31,420 --> 00:41:29,570

the bomb because we had lost her

991

00:41:34,450 --> 00:41:31,430

innocence and so he had once great Sam

992

00:41:37,960 --> 00:41:34,460

fuller films and Park Avenue always

993

00:41:40,810 --> 00:41:37,970

awesome awesome films and and you know

994

00:41:42,790 --> 00:41:40,820

Hitchcock they had an industry out of it

995

00:41:45,849 --> 00:41:42,800

you know the man would always save the

996

00:41:47,800 --> 00:41:45,859

women at the end well my mother raised

997

00:41:50,380 --> 00:41:47,810

three boys on her own

998

00:41:52,480 --> 00:41:50,390

we always rented a home she did it

999

00:41:54,010 --> 00:41:52,490

without a credit card we were all

1000

00:41:55,390 --> 00:41:54,020

working since we were kids from paper

1001  
00:42:00,190 --> 00:41:55,400  
outs you know mowing lawns to paper

1002  
00:42:03,340 --> 00:42:00,200  
rounds etc she was also an activist and

1003  
00:42:05,260 --> 00:42:03,350  
had a newsletter across the country it

1004  
00:42:07,750 --> 00:42:05,270  
was about surviving single motherhood

1005  
00:42:09,460 --> 00:42:07,760  
and so she was dragging us I mean this

1006  
00:42:15,400 --> 00:42:09,470  
is after Vietnam but she's dragging us

1007  
00:42:17,890 --> 00:42:15,410  
to to all of these rallies and protests

1008  
00:42:20,890 --> 00:42:17,900  
to make sure Vietnam doesn't happen

1009  
00:42:22,720 --> 00:42:20,900  
again and so we had I mean went to this

1010  
00:42:24,160 --> 00:42:22,730  
like no nukes thing with Jane Fonda has

1011  
00:42:27,190 --> 00:42:24,170  
kids and stuff she dragged us to all

1012  
00:42:30,099 --> 00:42:27,200  
these things and so I'm looking women is

1013  
00:42:31,570 --> 00:42:30,109

you know by and large strong and a lot

1014

00:42:34,990 --> 00:42:31,580

of ways stronger than men and so the

1015

00:42:36,430 --> 00:42:35,000

idea of these female in jeopardy you

1016

00:42:38,620 --> 00:42:36,440

know having a genre called female in

1017

00:42:40,390 --> 00:42:38,630

jeopardy is just asinine and so I

1018

00:42:42,099 --> 00:42:40,400

thought how can you work in that space

1019

00:42:44,200 --> 00:42:42,109

because again it's an opportunity you

1020

00:42:45,670 --> 00:42:44,210

know Keith and I as you mentioned you

1021

00:42:48,250 --> 00:42:45,680

know looking at a space how can we look

1022

00:42:50,440 --> 00:42:48,260

at it from a different angle and and and

1023

00:42:54,040 --> 00:42:50,450

get into it and put some more realism

1024

00:42:55,540 --> 00:42:54,050

into it and so I started working in the

1025

00:43:00,670 --> 00:42:55,550

genre the first and it was a

1026  
00:43:04,480 --> 00:43:00,680  
supernatural you know female in jeopardy

1027  
00:43:06,270 --> 00:43:04,490  
but it's actually more about a woman who

1028  
00:43:09,550 --> 00:43:06,280  
suffers from PTSD

1029  
00:43:13,060 --> 00:43:09,560  
she has Eisler phobia which is fear of

1030  
00:43:16,000 --> 00:43:13,070  
being alone and so she has to deal with

1031  
00:43:18,250 --> 00:43:16,010  
her past in order to remedy her current

1032  
00:43:20,800 --> 00:43:18,260  
situation which is stuck in a cabin out

1033  
00:43:23,109 --> 00:43:20,810  
in the woods after an avalanche by

1034  
00:43:26,650 --> 00:43:23,119  
herself and she's got to confront her

1035  
00:43:29,109 --> 00:43:26,660  
demons and so um and and she's also gay

1036  
00:43:33,250 --> 00:43:29,119  
which is for me putting you know

1037  
00:43:34,000 --> 00:43:33,260  
diversity into any injected into any

1038  
00:43:35,860 --> 00:43:34,010

story

1039

00:43:38,440 --> 00:43:35,870

you know the more you do it the less you

1040

00:43:40,840 --> 00:43:38,450

make it this unique thing the more you

1041

00:43:42,010 --> 00:43:40,850

normalize it so it's not an issue it's

1042

00:43:44,440 --> 00:43:42,020

just this is who we are this is the

1043

00:43:45,880 --> 00:43:44,450

fabric of who we are and so I've got a

1044

00:43:49,090 --> 00:43:45,890

few other things like that and the TV

1045

00:43:52,840 --> 00:43:49,100

movie the Lifetime movie Tina I did was

1046

00:43:55,000 --> 00:43:52,850

also that concept real briefly was about

1047

00:43:58,060 --> 00:43:55,010

a young girl whose father had passed

1048

00:44:00,370 --> 00:43:58,070

away a year before she's about to about

1049

00:44:01,720 --> 00:44:00,380

the college and so it's down to the

1050

00:44:03,370 --> 00:44:01,730

wife's like six months away and she's

1051

00:44:05,050 --> 00:44:03,380

gonna be taken off and and her mom

1052

00:44:06,760 --> 00:44:05,060

hasn't been dating she's all alone and

1053

00:44:08,530 --> 00:44:06,770

she feels protective and she wants her

1054

00:44:11,260 --> 00:44:08,540

to have her man and have a husband and

1055

00:44:14,260 --> 00:44:11,270

and and and be taken care of while she's

1056

00:44:16,840 --> 00:44:14,270

away and so she engineers going online

1057

00:44:18,400 --> 00:44:16,850

and you know tracking down a suitor and

1058

00:44:23,410 --> 00:44:18,410

everything seems great turns out this

1059

00:44:25,600 --> 00:44:23,420

guy is a complete yeah he

1060

00:44:27,370 --> 00:44:25,610

collapsed the mother and you know

1061

00:44:29,800 --> 00:44:27,380

terrorizes them and everything and

1062

00:44:33,070 --> 00:44:29,810

ultimately they take this guy out and

1063

00:44:34,510 --> 00:44:33,080

the last scene is her you know the

1064

00:44:37,000 --> 00:44:34,520

mother and the daughter realizing that

1065

00:44:39,040 --> 00:44:37,010

it's okay to be alone it's okay to have

1066

00:44:40,870 --> 00:44:39,050

a lone time you don't need to be

1067

00:44:42,220 --> 00:44:40,880

partnered up you can you can have that

1068

00:44:46,390 --> 00:44:42,230

and you can have your own life and

1069

00:44:48,970 --> 00:44:46,400

that's that's enough and so yeah so

1070

00:44:51,220 --> 00:44:48,980

that's kind of the themes that I'm you

1071

00:44:54,280 --> 00:44:51,230

know I think you're exploring them in a

1072

00:44:56,320 --> 00:44:54,290

commercial space Dean is it true that

1073

00:45:01,090 --> 00:44:56,330

you might be at the Austin Film Festival

1074

00:45:04,080 --> 00:45:01,100

in November yeah well we'll see

1075

00:45:08,140 --> 00:45:04,090

I did a the end of the year I did this

1076

00:45:11,500 --> 00:45:08,150

supernatural thriller comedy called

1077

00:45:14,350 --> 00:45:11,510

portal and we're locking distribution

1078

00:45:16,660 --> 00:45:14,360

right now and so I'm not sure what they

1079

00:45:19,620 --> 00:45:16,670

coming out you know marketing or plans

1080

00:45:22,660 --> 00:45:19,630

are going to be for announced it but

1081

00:45:25,060 --> 00:45:22,670

that's one possible thing there the

1082

00:45:27,700 --> 00:45:25,070

other is a couple other scripts and

1083

00:45:29,170 --> 00:45:27,710

projects so I only you know as we get

1084

00:45:31,750 --> 00:45:29,180

closer they're the thing that we did

1085

00:45:35,440 --> 00:45:31,760

portal was really fun because again that

1086

00:45:37,930 --> 00:45:35,450

was that concept there is about fake

1087

00:45:42,730 --> 00:45:37,940

news and it's in the guise of here are

1088

00:45:46,600 --> 00:45:42,740

these guys these low-rent you Ghost

1089

00:45:47,490 --> 00:45:46,610

Hunters who are the most honest Ghost

1090

00:45:48,930 --> 00:45:47,500

Hunters out there

1091

00:45:50,280 --> 00:45:48,940

that they don't have a lot of raids

1092

00:45:51,690 --> 00:45:50,290

because they're not seeing ghosts every

1093

00:45:54,150 --> 00:45:51,700

single time to go out like all these

1094

00:45:57,000 --> 00:45:54,160

other ghost shows and then the hits

1095

00:45:58,770 --> 00:45:57,010

the fan as they start augmenting and so

1096

00:46:03,120 --> 00:45:58,780

as they go from real news to fake news

1097

00:46:04,950 --> 00:46:03,130

this happens and and you know wanted to

1098

00:46:06,990 --> 00:46:04,960

mentioned I'm sorry if you already

1099

00:46:09,960 --> 00:46:07,000

mentioned this I apologize just let me

1100

00:46:12,990 --> 00:46:09,970

know if you did James Fox and you are

1101  
00:46:18,380 --> 00:46:13,000  
working together on a project is that

1102  
00:46:23,130 --> 00:46:18,390  
correct it's too premature to say that

1103  
00:46:26,520 --> 00:46:23,140  
James we've intersected on a phone call

1104  
00:46:28,770 --> 00:46:26,530  
and so are not a few phone calls and

1105  
00:46:31,860 --> 00:46:28,780  
stuff I'm very very interested in what

1106  
00:46:33,630 --> 00:46:31,870  
James does and in this field every time

1107  
00:46:36,600 --> 00:46:33,640  
he does something that's usually moving

1108  
00:46:37,830 --> 00:46:36,610  
the needle up further and so he's got

1109  
00:46:41,430 --> 00:46:37,840  
this great project that he's been

1110  
00:46:43,140 --> 00:46:41,440  
working on for a few years now and it

1111  
00:46:45,630 --> 00:46:43,150  
you know I've seen the footage it's

1112  
00:46:47,640 --> 00:46:45,640  
amazing but I can't really can't wait if

1113  
00:46:51,510 --> 00:46:47,650

I can help him in any way I will he

1114

00:46:54,450 --> 00:46:51,520

doesn't need my help but we're you know

1115

00:46:57,180 --> 00:46:54,460

trying to connect when he's in town here

1116

00:47:00,330 --> 00:46:57,190

or when I'm in the Bay Area there and so

1117

00:47:01,530 --> 00:47:00,340

yeah before we moved back onto keith

1118

00:47:03,330 --> 00:47:01,540

again because i have quite a few

1119

00:47:06,060 --> 00:47:03,340

questions for keith i wanted to ask him

1120

00:47:08,520 --> 00:47:06,070

i wanted to ask you regarding the panel

1121

00:47:10,770 --> 00:47:08,530

you were on with us where we reviewed

1122

00:47:11,490 --> 00:47:10,780

the unidentified a series from The

1123

00:47:13,350 --> 00:47:11,500

History Channel

1124

00:47:17,520 --> 00:47:13,360

were there any last things you wanted to

1125

00:47:22,260 --> 00:47:17,530

say about that that topic I had your

1126

00:47:24,300 --> 00:47:22,270

review of it well we had done a whole

1127

00:47:26,520 --> 00:47:24,310

bunch of notes so we all took per

1128

00:47:30,840 --> 00:47:26,530

episode and as you know there were about

1129

00:47:32,490 --> 00:47:30,850

seven right yes I think it would have

1130

00:47:37,920 --> 00:47:32,500

been the longest podcast in the history

1131

00:47:41,370 --> 00:47:37,930

of every episode down I would say you

1132

00:47:44,330 --> 00:47:41,380

know in in summary random thoughts I

1133

00:47:50,730 --> 00:47:44,340

thought it was I thought it was really

1134

00:47:51,930 --> 00:47:50,740

well conceived I thought that some of it

1135

00:47:56,760 --> 00:47:51,940

was kind of stretching out what was

1136

00:47:59,820 --> 00:47:56,770

there and and but the execution of it

1137

00:48:01,079 --> 00:47:59,830

was great I love going back and forth it

1138

00:48:03,449 --> 00:48:01,089

rang me a lot

1139

00:48:04,709 --> 00:48:03,459

of all the president's men work they

1140

00:48:06,269 --> 00:48:04,719

would go out in the field and then it

1141

00:48:07,649 --> 00:48:06,279

would come back to the government you

1142

00:48:09,239 --> 00:48:07,659

know and their research to almost get

1143

00:48:11,099 --> 00:48:09,249

confirmation

1144

00:48:13,289 --> 00:48:11,109

they were very transparent I mean that

1145

00:48:14,819 --> 00:48:13,299

moment where he says you know I have to

1146

00:48:15,870 --> 00:48:14,829

be very careful that I'm not going out

1147

00:48:17,569 --> 00:48:15,880

you know

1148

00:48:21,630 --> 00:48:17,579

Karina's perception that I'm going out

1149

00:48:23,640 --> 00:48:21,640

looking for ancestors you know that I

1150

00:48:27,359 --> 00:48:23,650

already know the answer to questions

1151  
00:48:28,949 --> 00:48:27,369  
already know the answer to and so you

1152  
00:48:33,779 --> 00:48:28,959  
know I think the team's interesting and

1153  
00:48:37,199 --> 00:48:33,789  
everything you know I people I know he's

1154  
00:48:38,489 --> 00:48:37,209  
controversial Tom DeLonge right um you

1155  
00:48:40,919 --> 00:48:38,499  
know screw it it's because of him that

1156  
00:48:43,169 --> 00:48:40,929  
we've got a lot of this information that

1157  
00:48:46,349 --> 00:48:43,179  
he's been pushing that open and and so

1158  
00:48:47,429 --> 00:48:46,359  
we should all be rooting for him and you

1159  
00:48:50,159 --> 00:48:47,439  
know I wish that there was a little more

1160  
00:48:52,439 --> 00:48:50,169  
of his music I like his music in the end

1161  
00:48:56,669 --> 00:48:52,449  
in the series but it's not about him and

1162  
00:48:58,049 --> 00:48:56,679  
I so yeah and and Lou is a very credible

1163  
00:49:01,890 --> 00:48:58,059

person and all these people coming out

1164

00:49:03,359 --> 00:49:01,900

and speaking um you know I I thought

1165

00:49:05,370 --> 00:49:03,369

they'd create a safe space for these

1166

00:49:07,229 --> 00:49:05,380

guys to do that which is is half of it

1167

00:49:08,459 --> 00:49:07,239

you know it's you know because the

1168

00:49:10,890 --> 00:49:08,469

people that come forward and want to

1169

00:49:12,179 --> 00:49:10,900

speak usually the ones who are screaming

1170

00:49:13,709 --> 00:49:12,189

hey look at me look at me those the ones

1171

00:49:15,569 --> 00:49:13,719

you don't really want to be intersected

1172

00:49:17,969 --> 00:49:15,579

way it's the ones that you have to go to

1173

00:49:20,039 --> 00:49:17,979

and you have to say hey I know that this

1174

00:49:21,599 --> 00:49:20,049

is sensitive and everything but can we

1175

00:49:24,449 --> 00:49:21,609

find a way that we can talk about this

1176  
00:49:26,870 --> 00:49:24,459  
and and you know in an Integris way and

1177  
00:49:30,739 --> 00:49:26,880  
and so I thought overall it was a

1178  
00:49:36,899 --> 00:49:30,749  
success I love it when Lou when I'm

1179  
00:49:39,959 --> 00:49:36,909  
Louis would lose his this is real

1180  
00:49:41,459 --> 00:49:39,969  
when are they gonna understand like

1181  
00:49:47,640 --> 00:49:41,469  
maybe he was yelling at the craft

1182  
00:49:51,719 --> 00:49:47,650  
service guy peanut butter with chunky so

1183  
00:49:53,429 --> 00:49:51,729  
it could be about UFOs you know UFO

1184  
00:49:56,399 --> 00:49:53,439  
folks could be a really tough crowd when

1185  
00:49:57,689 --> 00:49:56,409  
it comes to criticizing TV shows and I

1186  
00:49:59,489 --> 00:49:57,699  
think it went over really well

1187  
00:50:01,079 --> 00:49:59,499  
yeah and they should be they should

1188  
00:50:03,989 --> 00:50:01,089

because God knows there's enough stuff

1189

00:50:05,069 --> 00:50:03,999

out there and and and you know Keith and

1190

00:50:08,189 --> 00:50:05,079

I are doing it a whole other dimension

1191

00:50:12,839 --> 00:50:08,199

as well but um so it's ya know

1192

00:50:14,489 --> 00:50:12,849

absolutely great um Keith you have your

1193

00:50:14,850 --> 00:50:14,499

own recording studio and you direct a

1194

00:50:17,640 --> 00:50:14,860

lot of

1195

00:50:19,290 --> 00:50:17,650

talent regarding performances with folks

1196

00:50:23,120 --> 00:50:19,300

having to do with dialogue in video

1197

00:50:25,500 --> 00:50:23,130

games which is absolutely amazing and

1198

00:50:26,760 --> 00:50:25,510

Adeem will probably deny this but he

1199

00:50:33,540 --> 00:50:26,770

said that he thinks your work is

1200

00:50:35,280 --> 00:50:33,550

phenomenal you have a full house with a

1201  
00:50:36,180 --> 00:50:35,290  
lot of projects going on regarding video

1202  
00:50:38,850 --> 00:50:36,190  
games and more

1203  
00:50:41,760 --> 00:50:38,860  
can you just flesh that out and let us

1204  
00:50:44,550 --> 00:50:41,770  
know kind of allowed the listener to

1205  
00:50:45,840 --> 00:50:44,560  
visualize what an average day is for you

1206  
00:50:50,940 --> 00:50:45,850  
what it's like I'm sure it's not the

1207  
00:50:52,830 --> 00:50:50,950  
same everyday benefit and challenge to

1208  
00:50:55,680 --> 00:50:52,840  
my work is that every day is something

1209  
00:50:58,470 --> 00:50:55,690  
completely different I'm kind of a

1210  
00:51:00,120 --> 00:50:58,480  
generalist in a sense that I have a an

1211  
00:51:02,280 --> 00:51:00,130  
engineering background and a technology

1212  
00:51:04,710 --> 00:51:02,290  
background but I'm a creative at heart I

1213  
00:51:07,440 --> 00:51:04,720

started in the music industry so I was a

1214

00:51:09,570 --> 00:51:07,450

composer and I was with biohazard and

1215

00:51:11,580 --> 00:51:09,580

contagion back when I was a kid so I was

1216

00:51:13,680 --> 00:51:11,590

starting off you know writing and

1217

00:51:17,910 --> 00:51:13,690

producing and touring playing music and

1218

00:51:20,040 --> 00:51:17,920

got into films and video games from a

1219

00:51:24,480 --> 00:51:20,050

production standpoint and even though as

1220

00:51:25,950 --> 00:51:24,490

a storyteller I always loved that just

1221

00:51:27,480 --> 00:51:25,960

fascination of going into a movie

1222

00:51:29,100 --> 00:51:27,490

theater and just losing myself and I

1223

00:51:30,900 --> 00:51:29,110

never really wanted to lose that magic

1224

00:51:32,460 --> 00:51:30,910

so I stayed away from films

1225

00:51:35,670 --> 00:51:32,470

intentionally just because I didn't want

1226

00:51:38,400 --> 00:51:35,680

to really know how they were made but as

1227

00:51:40,790 --> 00:51:38,410

I got into production and through music

1228

00:51:43,800 --> 00:51:40,800

and then sound that turned into me

1229

00:51:47,160 --> 00:51:43,810

directing and I started working with

1230

00:51:48,900 --> 00:51:47,170

actors when I was a kid just sort of

1231

00:51:50,460 --> 00:51:48,910

because I was the audio guy and suddenly

1232

00:51:51,900 --> 00:51:50,470

they throw me in with the celebrities

1233

00:51:54,180 --> 00:51:51,910

because I was the only one who knew how

1234

00:51:58,320 --> 00:51:54,190

to use the equipment and I had to record

1235

00:52:01,110 --> 00:51:58,330

the actors and as I started to really

1236

00:52:03,270 --> 00:52:01,120

enjoy that process a lot of the actors

1237

00:52:05,400 --> 00:52:03,280

and celebrities would come to me and say

1238

00:52:06,360 --> 00:52:05,410

when are you doing your stuff I mean we

1239

00:52:07,890 --> 00:52:06,370

love the video games that we're doing

1240

00:52:10,680 --> 00:52:07,900

but what are you going to be doing your

1241

00:52:12,690 --> 00:52:10,690

stuff and I remember I had done a

1242

00:52:15,300 --> 00:52:12,700

session years ago with Gary Oldman and

1243

00:52:17,190 --> 00:52:15,310

he was just this amazing performer to

1244

00:52:18,840 --> 00:52:17,200

direct because you're you're just

1245

00:52:20,760 --> 00:52:18,850

sitting back and watching him do his

1246

00:52:22,350 --> 00:52:20,770

craft and your guiding sort of the

1247

00:52:23,950 --> 00:52:22,360

overall direction of the project but

1248

00:52:25,720 --> 00:52:23,960

it's you're not

1249

00:52:27,790 --> 00:52:25,730

you know you're just watching more than

1250

00:52:30,430 --> 00:52:27,800

and learning from him and anything as a

1251

00:52:31,750 --> 00:52:30,440

director so but he turned to me and he

1252

00:52:32,920 --> 00:52:31,760

said when are you doing your projects

1253

00:52:35,740 --> 00:52:32,930

what are you what are you gonna be doing

1254

00:52:38,320 --> 00:52:35,750

your your work and so I had started to

1255

00:52:40,240 --> 00:52:38,330

write graphic novels and comic books

1256

00:52:42,670 --> 00:52:40,250

because I hadn't any experience writing

1257

00:52:44,140 --> 00:52:42,680

screenplays I've been working on scripts

1258

00:52:45,250 --> 00:52:44,150

for games and other things but never

1259

00:52:47,590 --> 00:52:45,260

really knowing how to do a motion

1260

00:52:48,880 --> 00:52:47,600

picture or television show so graphic

1261

00:52:52,270 --> 00:52:48,890

novels were sort of the the first

1262

00:52:54,640 --> 00:52:52,280

inroads for what I was doing and my

1263

00:52:56,980 --> 00:52:54,650

first one that I was working on was this

1264

00:52:59,650 --> 00:52:56,990

this dream that I had had about these

1265

00:53:01,930 --> 00:52:59,660

angels and demons that were fighting in

1266

00:53:04,450 --> 00:53:01,940

this purgatory this this war called the

1267

00:53:06,600 --> 00:53:04,460

purgatory wars and it was his

1268

00:53:08,470 --> 00:53:06,610

post-apocalyptic heaven where these

1269

00:53:10,810 --> 00:53:08,480

legions were fighting these endless

1270

00:53:12,520 --> 00:53:10,820

battles with no end in sight and not

1271

00:53:15,460 --> 00:53:12,530

even knowing what caused this more and

1272

00:53:17,800 --> 00:53:15,470

because heaven had been destroyed souls

1273

00:53:20,320 --> 00:53:17,810

couldn't sort of recreate through this

1274

00:53:22,540 --> 00:53:20,330

to the cycle of life so these angels

1275

00:53:24,640 --> 00:53:22,550

started sending their strongest warriors

1276

00:53:28,090 --> 00:53:24,650

down to earth and harvesting these souls

1277

00:53:29,850 --> 00:53:28,100

into the purgatory wars and Sony was

1278

00:53:33,400 --> 00:53:29,860

this big dream that I had I ended up

1279

00:53:36,460 --> 00:53:33,410

sort of writing this story as a comic

1280

00:53:38,770 --> 00:53:36,470

book or as a graphic novel and a friend

1281

00:53:40,390 --> 00:53:38,780

of mine who was a large film writer saw

1282

00:53:41,680 --> 00:53:40,400

this and he said wow you know this is a

1283

00:53:43,900 --> 00:53:41,690

graphic novel you have to get this

1284

00:53:44,980 --> 00:53:43,910

published and we sent a few pages over

1285

00:53:48,160 --> 00:53:44,990

to Image Comics

1286

00:53:49,810 --> 00:53:48,170

and it ended up becoming the number one

1287

00:53:52,600 --> 00:53:49,820

selling book for image and it turned out

1288

00:53:54,010 --> 00:53:52,610

to be the top I think 17 top-selling

1289

00:53:56,050 --> 00:53:54,020

graphic novel in the country for that

1290

00:53:58,960 --> 00:53:56,060

year there was this book called ascend

1291

00:54:02,470 --> 00:53:58,970

and and so that was really my first

1292

00:54:04,600 --> 00:54:02,480

inroads into creating as well as working

1293

00:54:08,470 --> 00:54:04,610

in the studio's and music and everything

1294

00:54:11,350 --> 00:54:08,480

else and so over the years I've sort of

1295

00:54:14,050 --> 00:54:11,360

developed my career into two sides one

1296

00:54:17,020 --> 00:54:14,060

has been working in videogames and in

1297

00:54:18,460 --> 00:54:17,030

music and in television and film as more

1298

00:54:21,160 --> 00:54:18,470

on the service side like they're coming

1299

00:54:23,110 --> 00:54:21,170

into direct coming in to produce coming

1300

00:54:25,420 --> 00:54:23,120

in to sort of oversee post-production

1301

00:54:27,460 --> 00:54:25,430

and so I build PCB productions here in

1302

00:54:31,030 --> 00:54:27,470

Los Angeles and we have five stages now

1303

00:54:35,410 --> 00:54:31,040

and we work on about 30 or 40 projects a

1304

00:54:37,630 --> 00:54:35,420

year mainly video games so I've done 11

1305

00:54:40,000 --> 00:54:37,640

of the call duty games I've done

1306

00:54:42,100 --> 00:54:40,010

majority of the Ghost Recon and Rainbow

1307

00:54:46,690 --> 00:54:42,110

six series did a lot of the Tony Hawk

1308

00:54:49,680 --> 00:54:46,700

games so over the past 20 years is our

1309

00:54:53,440 --> 00:54:49,690

20th year now being in business as PCB

1310

00:54:57,310 --> 00:54:53,450

it really gave me a great opportunity to

1311

00:54:59,820 --> 00:54:57,320

work with development teams and other

1312

00:55:02,500 --> 00:54:59,830

creators and collaborate with these

1313

00:55:04,900 --> 00:55:02,510

amazing technical teams to really

1314

00:55:07,840 --> 00:55:04,910

develop these big franchises and that

1315

00:55:10,060 --> 00:55:07,850

gave me the inspiration and the guidance

1316

00:55:12,460 --> 00:55:10,070

along with these great actors like Gary

1317

00:55:13,840 --> 00:55:12,470

and other actors to start to take my own

1318

00:55:16,210 --> 00:55:13,850

projects like these comic books and

1319

00:55:18,670 --> 00:55:16,220

develop my own work so the second half

1320

00:55:22,420 --> 00:55:18,680

of my company is now PCB entertainment

1321

00:55:25,570 --> 00:55:22,430

and that is creating these motion

1322

00:55:28,030 --> 00:55:25,580

pictures television shows original video

1323

00:55:31,180 --> 00:55:28,040

games graphic novels and doing projects

1324

00:55:33,010 --> 00:55:31,190

based on my own stories and so that's

1325

00:55:36,130 --> 00:55:33,020

been the most fulfilling and rewarding

1326

00:55:38,380 --> 00:55:36,140

sort of experience is to continue to be

1327

00:55:41,020 --> 00:55:38,390

relevant in the production space and

1328

00:55:43,090 --> 00:55:41,030

working on these big franchises and this

1329

00:55:45,070 --> 00:55:43,100

year we had monster hunter and judgment

1330

00:55:46,990 --> 00:55:45,080

and Kathryn and persona all these big

1331

00:55:49,180 --> 00:55:47,000

games that are coming up to get to work

1332

00:55:50,920 --> 00:55:49,190

on but on the side I get to work on

1333

00:55:52,540 --> 00:55:50,930

projects now I've got a project one with

1334

00:55:54,280 --> 00:55:52,550

Wesley Snipes I've got a prequel for

1335

00:55:55,840 --> 00:55:54,290

Phoenix I've got this new infect

1336

00:55:57,040 --> 00:55:55,850

animated series that's coming out I've

1337

00:55:59,140 --> 00:55:57,050

got two other films that are in

1338

00:56:00,940 --> 00:55:59,150

development so my day kind of goes back

1339

00:56:02,650 --> 00:56:00,950

and forth between maintaining our

1340

00:56:04,480 --> 00:56:02,660

studios for all of our clients and our

1341

00:56:06,790 --> 00:56:04,490

big projects there and then being

1342

00:56:09,040 --> 00:56:06,800

creative on my own and finding time to

1343

00:56:11,620 --> 00:56:09,050

do my own work so it's a great time now

1344

00:56:13,060 --> 00:56:11,630

a key that you're the first person we've

1345

00:56:15,280 --> 00:56:13,070

ever had on the show who's got a big

1346

00:56:18,040 --> 00:56:15,290

background in the gaming and there's

1347

00:56:21,310 --> 00:56:18,050

been a lot of talk over the years recent

1348

00:56:23,950 --> 00:56:21,320

years among theoretical physicists about

1349

00:56:25,780 --> 00:56:23,960

the simulation theory and I'd like to

1350

00:56:28,630 --> 00:56:25,790

know if a you're familiar with that and

1351

00:56:32,320 --> 00:56:28,640

if you have any thoughts about it

1352

00:56:34,180 --> 00:56:32,330

you know it's amazing I a huge fan of

1353

00:56:36,460 --> 00:56:34,190

films like The Matrix and Total Recall

1354

00:56:39,250 --> 00:56:36,470

and even films like Inception that sort

1355

00:56:41,410 --> 00:56:39,260

of tie into a lot of the theories that

1356

00:56:42,970 --> 00:56:41,420

are there and a lot of even some of the

1357

00:56:44,290 --> 00:56:42,980

video games you know Blade chronicles

1358

00:56:45,970 --> 00:56:44,300

that I worked on a number other ones

1359

00:56:49,120 --> 00:56:45,980

kind of deal with the idea that the

1360

00:56:50,910 --> 00:56:49,130

power world is a simulation I'm always

1361

00:56:55,579 --> 00:56:50,920

fascinated by the ideas

1362

00:56:58,230 --> 00:56:55,589

alternate reality and and it's always

1363

00:57:00,089 --> 00:56:58,240

great like late night discussion to kind

1364

00:57:01,890 --> 00:57:00,099

of get into is its are we living in a

1365

00:57:03,690 --> 00:57:01,900

simulation and what are the different

1366

00:57:06,920 --> 00:57:03,700

alternate realities that sort of exists

1367

00:57:10,880 --> 00:57:06,930

based on our universe and where we're at

1368

00:57:13,170 --> 00:57:10,890

I'm not as well-versed in some of the

1369

00:57:15,150 --> 00:57:13,180

theoretical science and some of the

1370

00:57:16,620 --> 00:57:15,160

proof that we have outside of the

1371

00:57:20,009 --> 00:57:16,630

entertainment topics that we've talked

1372

00:57:22,890 --> 00:57:20,019

about but it's it for someone like

1373

00:57:25,470 --> 00:57:22,900

myself that always has that what-if sort

1374

00:57:27,630 --> 00:57:25,480

of scenario and what if we are in the

1375

00:57:29,730 --> 00:57:27,640

simulation and what if our reality is

1376

00:57:32,309 --> 00:57:29,740

not what we think it is or or a path

1377

00:57:34,529 --> 00:57:32,319

that's a different alternate version of

1378

00:57:36,210 --> 00:57:34,539

where we could have gone is something

1379

00:57:37,859 --> 00:57:36,220

that I do spend a lot of time thinking

1380

00:57:39,779 --> 00:57:37,869

about creatively and I'm always

1381

00:57:41,849 --> 00:57:39,789

fascinating hearing that the real

1382

00:57:44,130 --> 00:57:41,859

researchers kind of debate it and talk

1383

00:57:45,960 --> 00:57:44,140

about it it is pretty interesting I've

1384

00:57:47,250 --> 00:57:45,970

heard a couple of debates of big

1385

00:57:49,200 --> 00:57:47,260

roundtables with the theoretical

1386

00:57:51,089 --> 00:57:49,210

physicist usually at the end the

1387

00:57:53,160 --> 00:57:51,099

conclusion is well what do you think

1388

00:57:55,799 --> 00:57:53,170

what do you think the chances are that

1389

00:57:57,779 --> 00:57:55,809

that this is the world that we're really

1390

00:58:00,029 --> 00:57:57,789

living in just a big simulation and they

1391

00:58:02,819 --> 00:58:00,039

say nah but you know they talk about it

1392

00:58:04,440 --> 00:58:02,829

anyway that's usually the conclusion but

1393

00:58:07,559 --> 00:58:04,450

another thing that has come up in

1394

00:58:09,779 --> 00:58:07,569

relation to contactees and that is a

1395

00:58:12,630 --> 00:58:09,789

number of them have said that the

1396

00:58:15,029 --> 00:58:12,640

experience they had seemed like a just

1397

00:58:17,069 --> 00:58:15,039

literally a different reality a

1398

00:58:19,769 --> 00:58:17,079

different level of reality maybe even a

1399

00:58:21,630 --> 00:58:19,779

virtual reality and since that is tied

1400

00:58:24,089 --> 00:58:21,640

into gaming a little bit I wanted to get

1401

00:58:25,890 --> 00:58:24,099

your feedback on that as well it was

1402

00:58:27,870 --> 00:58:25,900

interesting I mean the the abduction

1403

00:58:29,999 --> 00:58:27,880

phenomenon has been something that has

1404

00:58:31,680 --> 00:58:30,009

been as fascinated me for years I have a

1405

00:58:35,160 --> 00:58:31,690

film that I'm actually writing that that

1406

00:58:36,990 --> 00:58:35,170

kind of deals with the topic but what

1407

00:58:38,549 --> 00:58:37,000

was interesting for me and this is kind

1408

00:58:40,440 --> 00:58:38,559

of a hot topic within the community and

1409

00:58:42,620 --> 00:58:40,450

and and for anyone who has a different

1410

00:58:46,200 --> 00:58:42,630

opinion I'm not meaning to be

1411

00:58:48,680 --> 00:58:46,210

controversial or upsetting to them but

1412

00:58:51,210 --> 00:58:48,690

when I did a lot of research especially

1413

00:58:54,269 --> 00:58:51,220

for this film

1414

00:58:57,410 --> 00:58:54,279

the majority almost all of the abduction

1415

00:59:02,279 --> 00:58:57,420

cases that I researched had come out

1416

00:59:05,430 --> 00:59:02,289

through hypnotherapy and and had come

1417

00:59:07,589 --> 00:59:05,440

out through this process

1418

00:59:09,420 --> 00:59:07,599

this regression hypnotherapy and then

1419

00:59:12,620 --> 00:59:09,430

really going back and discovering what

1420

00:59:16,080 --> 00:59:12,630

had happened to them and I was

1421

00:59:18,720 --> 00:59:16,090

fascinated by this sort of research that

1422

00:59:23,700 --> 00:59:18,730

was being done on night terrors and the

1423

00:59:26,599 --> 00:59:23,710

idea that Sleep Disorders had a really

1424

00:59:29,609 --> 00:59:26,609

big impact on on a lot of these

1425

00:59:32,910 --> 00:59:29,619

abductees as a potential explanation for

1426

00:59:35,460 --> 00:59:32,920

why they may have happened and there's a

1427

00:59:37,530 --> 00:59:35,470

sleep disorder it's it's known as as a

1428

00:59:39,839 --> 00:59:37,540

night terror and it's where when you go

1429

00:59:44,400 --> 00:59:39,849

to sleep your body goes into a form of

1430

00:59:45,720 --> 00:59:44,410

paralysis where you don't act out your

1431

00:59:47,670 --> 00:59:45,730

dreams because if you have a dream that

1432

00:59:49,320 --> 00:59:47,680

you're running and you're jumping off a

1433

00:59:50,820 --> 00:59:49,330

cliff and you got out of bed and you

1434

00:59:52,109 --> 00:59:50,830

were to actually run through your glass

1435

00:59:54,780 --> 00:59:52,119

plate window or something else like that

1436

00:59:56,460 --> 00:59:54,790

you would obviously cause severe injury

1437

00:59:59,730 --> 00:59:56,470

to yourself so your body has this

1438

01:00:01,980 --> 00:59:59,740

natural mechanism to sort of paralyze

1439

01:00:03,540 --> 01:00:01,990

itself during sleep you can still turn

1440

01:00:05,910 --> 01:00:03,550

over but you don't really really get up

1441

01:00:07,620 --> 01:00:05,920

in night terrors it's a sleep disorder

1442

01:00:09,839 --> 01:00:07,630

and it actually happens to the majority

1443

01:00:11,730 --> 01:00:09,849

of people at some point during their

1444

01:00:14,280 --> 01:00:11,740

life some people are more prone to it

1445

01:00:16,280 --> 01:00:14,290

than others but almost everyone has had

1446

01:00:18,960 --> 01:00:16,290

it at one point in their life or another

1447

01:00:21,630 --> 01:00:18,970

and typically what happens is is that

1448

01:00:25,470 --> 01:00:21,640

the person wakes up during an activity

1449

01:00:27,540 --> 01:00:25,480

of high REM activity and during REM

1450

01:00:29,430 --> 01:00:27,550

activity your brain and your and your

1451

01:00:31,109 --> 01:00:29,440

sleep cycle you're at the at a very

1452

01:00:34,020 --> 01:00:31,119

heightened state of awareness within

1453

01:00:37,380 --> 01:00:34,030

your dreams and but when you wake up

1454

01:00:39,810 --> 01:00:37,390

with a night terror the body doesn't

1455

01:00:43,050 --> 01:00:39,820

release the paralysis that it's still

1456

01:00:44,849 --> 01:00:43,060

under so you sort of wake up mentally in

1457

01:00:47,250 --> 01:00:44,859

sort of a disoriented and heightened

1458

01:00:49,050 --> 01:00:47,260

state but your body feels like it's

1459

01:00:50,760 --> 01:00:49,060

being held down because of the paralysis

1460

01:00:51,630 --> 01:00:50,770

and if you've ever had anesthesia or

1461

01:00:53,490 --> 01:00:51,640

something you kind of almost feel like

1462

01:00:57,000 --> 01:00:53,500

pressure or there's someone holding you

1463

01:00:59,400 --> 01:00:57,010

down and when that happens you're very

1464

01:01:01,470 --> 01:00:59,410

sensitive to light there is a sense that

1465

01:01:06,270 --> 01:01:01,480

there's a someone or a presence in the

1466

01:01:08,250 --> 01:01:06,280

room and it is terrifying and and it's

1467

01:01:10,170 --> 01:01:08,260

so prevalent that it's been documented

1468

01:01:12,240 --> 01:01:10,180

in almost every culture around the world

1469

01:01:15,329 --> 01:01:12,250

for hundreds if not thousands of years

1470

01:01:18,299 --> 01:01:15,339

and in South America there's a cat that

1471

01:01:20,400 --> 01:01:18,309

sits on your chest and steals your soul

1472

01:01:22,439 --> 01:01:20,410

in Europe there's a troll that sits in

1473

01:01:25,410 --> 01:01:22,449

the corner and and does this and in

1474

01:01:27,299 --> 01:01:25,420

Japan it's an old hag that is it was

1475

01:01:30,059 --> 01:01:27,309

causing this spell that to be you know

1476

01:01:32,279 --> 01:01:30,069

placed on you but it's a very irrational

1477

01:01:34,259 --> 01:01:32,289

kind of feeling because you're in this

1478

01:01:35,699 --> 01:01:34,269

REM cycle and a lot of people just end

1479

01:01:37,469 --> 01:01:35,709

up thinking it's a nightmare and they

1480

01:01:40,140 --> 01:01:37,479

fall back asleep and they don't recall

1481

01:01:42,359 --> 01:01:40,150

it but for people who are awake and can

1482

01:01:43,589 --> 01:01:42,369

retain that all they know is that there

1483

01:01:46,559 --> 01:01:43,599

was someone in the room someone holding

1484

01:01:49,249 --> 01:01:46,569

them down and it terrified and a number

1485

01:01:52,769 --> 01:01:49,259

of these people have gone into hypno

1486

01:01:53,999 --> 01:01:52,779

regression therapy to kind of find out

1487

01:01:56,699 --> 01:01:54,009

what happened to them because they can't

1488

01:01:58,349 --> 01:01:56,709

remember what's there and what's amazing

1489

01:02:00,630 --> 01:01:58,359

about hypno regression therapy is that

1490

01:02:02,039 --> 01:02:00,640

and I'm not sure the actual scientific

1491

01:02:03,719 --> 01:02:02,049

term for it

1492

01:02:06,029 --> 01:02:03,729

or I can't remember it offhand but

1493

01:02:09,870 --> 01:02:06,039

what's interesting is is that when you

1494

01:02:13,549 --> 01:02:09,880

go and regress back in hypnotherapy you

1495

01:02:15,449 --> 01:02:13,559

are very susceptible to suggestion and

1496

01:02:17,370 --> 01:02:15,459

I've had friends who have gone through

1497

01:02:20,549 --> 01:02:17,380

it who have cured themselves of fear of

1498

01:02:24,509 --> 01:02:20,559

flying or or to stop smoking and other

1499

01:02:27,599 --> 01:02:24,519

things but if there is sort of any type

1500

01:02:28,499 --> 01:02:27,609

of suggestion or even self suggestion

1501

01:02:31,819 --> 01:02:28,509

that there was something else that

1502

01:02:35,059 --> 01:02:31,829

happened that memory then becomes

1503

01:02:36,900 --> 01:02:35,069

absolutely cemented into your memory and

1504

01:02:38,849 --> 01:02:36,910

and then it becomes real no matter

1505

01:02:40,229 --> 01:02:38,859

whether it was suggested to you or not

1506

01:02:41,729 --> 01:02:40,239

whether it was a thought that came

1507

01:02:43,620 --> 01:02:41,739

afterwards it becomes part of your

1508

01:02:45,390 --> 01:02:43,630

memory and from all the cases that I

1509

01:02:47,099 --> 01:02:45,400

studied that was the case that they had

1510

01:02:49,229 --> 01:02:47,109

all gone through some form of have no

1511

01:02:51,029 --> 01:02:49,239

regression therapy and in the United

1512

01:02:53,249 --> 01:02:51,039

States though we don't have old hags or

1513

01:02:56,249 --> 01:02:53,259

cats or trolls or other things that are

1514

01:02:58,549 --> 01:02:56,259

part of our culture but UFOs and aliens

1515

01:03:00,989 --> 01:02:58,559

have been and so I think that from the

1516

01:03:03,239 --> 01:03:00,999

the research I was doing it and again no

1517

01:03:04,709 --> 01:03:03,249

disrespect to the cases that are outside

1518

01:03:07,169 --> 01:03:04,719

of this but from the majority of ones I

1519

01:03:09,870 --> 01:03:07,179

saw that were this they were sort of

1520

01:03:11,640 --> 01:03:09,880

finding that a lot of this may have come

1521

01:03:14,279 --> 01:03:11,650

through a suggestion even a self

1522

01:03:18,269 --> 01:03:14,289

suggestion during this hypno regression

1523

01:03:19,859 --> 01:03:18,279

hypnotherapy and and so anyway so I was

1524

01:03:20,999 --> 01:03:19,869

always fascinated by that because some

1525

01:03:22,679 --> 01:03:21,009

of the stories I've met people like

1526

01:03:25,459 --> 01:03:22,689

Travis and other people who have been

1527

01:03:27,509 --> 01:03:25,469

through some obviously life-altering

1528

01:03:30,599 --> 01:03:27,519

experiences and so I was trying to

1529

01:03:31,950 --> 01:03:30,609

rectify sort of that feeling of what

1530

01:03:33,690 --> 01:03:31,960

they've gone through versus

1531

01:03:35,730 --> 01:03:33,700

the research that has been done and

1532

01:03:37,380 --> 01:03:35,740

trying to find a film or a television so

1533

01:03:39,630 --> 01:03:37,390

they can explore that that's an

1534

01:03:42,390 --> 01:03:39,640

interesting topic and Dean um I was

1535

01:03:44,070 --> 01:03:42,400

gonna ask you a little bit about that

1536

01:03:48,890 --> 01:03:44,080

topic could you touch on the sleep

1537

01:03:52,290 --> 01:03:48,900

paralysis subject yeah first of all I

1538

01:04:01,970 --> 01:03:52,300

think it's now older grumpy person I

1539

01:04:05,760 --> 01:04:01,980

think it's it's interesting because

1540

01:04:09,750 --> 01:04:05,770

there's this footage of this dog that's

1541

01:04:11,730 --> 01:04:09,760

online that's gone viral down and it you

1542

01:04:13,740 --> 01:04:11,740

see the dog lying there and it's like a

1543

01:04:16,349 --> 01:04:13,750

greyhound you know which are great

1544

01:04:18,690 --> 01:04:16,359

runners and it's its legs are moving as

1545

01:04:20,700 --> 01:04:18,700

it's sleeping and they're like picking

1546

01:04:23,280 --> 01:04:20,710

up speed as it's going and then all of a

1547

01:04:26,130 --> 01:04:23,290

sudden it pops up and runs straight into

1548

01:04:27,839 --> 01:04:26,140

the wall and once it's back and is like

1549

01:04:31,050 --> 01:04:27,849

completely you know chicken so that

1550

01:04:33,390 --> 01:04:31,060

paralysis is absolutely you know

1551  
01:04:38,550 --> 01:04:33,400  
much-needed the thing that I'm I'm kind

1552  
01:04:42,990 --> 01:04:38,560  
of my daughter um when she was younger

1553  
01:04:45,690 --> 01:04:43,000  
she had childhood epilepsy and so what

1554  
01:04:47,490 --> 01:04:45,700  
that would mean is that it was nocturnal

1555  
01:04:54,680 --> 01:04:47,500  
so at night she would have these

1556  
01:04:58,859 --> 01:04:54,690  
seizures and then she would go into a

1557  
01:05:01,020 --> 01:04:58,869  
state where you know we would go to the

1558  
01:05:04,710 --> 01:05:01,030  
hospital she was given ativan as a

1559  
01:05:08,820 --> 01:05:04,720  
muscle relaxant to to end prevent that

1560  
01:05:12,089 --> 01:05:08,830  
the seizing from continuing and she

1561  
01:05:14,940 --> 01:05:12,099  
started drawing these pictures that

1562  
01:05:18,780 --> 01:05:14,950  
looked like kind of overhead schematics

1563  
01:05:20,520 --> 01:05:18,790

and and had like these these patterns

1564

01:05:21,990 --> 01:05:20,530

some of it spiral some of it was

1565

01:05:25,020 --> 01:05:22,000

straight across like a grid it was like

1566

01:05:29,010 --> 01:05:25,030

these boxes one after another all lined

1567

01:05:31,380 --> 01:05:29,020

up and almost like a checkerboard that

1568

01:05:33,089 --> 01:05:31,390

was that was kind of misshapen and she

1569

01:05:36,120 --> 01:05:33,099

said this is what she sees when she

1570

01:05:38,760 --> 01:05:36,130

leaves her body and so she would see us

1571

01:05:40,020 --> 01:05:38,770

her getting lower loaded into the

1572

01:05:42,000 --> 01:05:40,030

ambulance and heading out so she was

1573

01:05:44,670 --> 01:05:42,010

having a lot of body experiences and

1574

01:05:45,600 --> 01:05:44,680

this went on for a couple of years when

1575

01:05:48,180 --> 01:05:45,610

she was having these

1576

01:05:49,860 --> 01:05:48,190

before we got the proper medication and

1577

01:05:52,740 --> 01:05:49,870

started doing other things and I could

1578

01:05:56,310 --> 01:05:52,750

work in order to dye that back and make

1579

01:05:59,550 --> 01:05:56,320

it containable but um I I believe we

1580

01:06:02,460 --> 01:05:59,560

leave our body every night I subscribe

1581

01:06:06,920 --> 01:06:02,470

to that whole hard light I think I'm you

1582

01:06:09,960 --> 01:06:06,930

know I mean not to go too far up

1583

01:06:10,500 --> 01:06:09,970

esoteric limb but you know that's what

1584

01:06:14,190 --> 01:06:10,510

we're here for

1585

01:06:17,550 --> 01:06:14,200

yeah let's let's feed that animal vent

1586

01:06:20,010 --> 01:06:17,560

so it's I think what's what's going on

1587

01:06:24,150 --> 01:06:20,020

is you know with regards to simulation

1588

01:06:26,010 --> 01:06:24,160

this is one big school you know it's

1589

01:06:28,620 --> 01:06:26,020

it's there's nothing more depressing me

1590

01:06:31,200 --> 01:06:28,630

think that that here's a child who grows

1591

01:06:33,720 --> 01:06:31,210

up happens to grow up into you know a

1592

01:06:35,790 --> 01:06:33,730

home with two crackhead parents and now

1593

01:06:38,400 --> 01:06:35,800

they've got mental and physical issues

1594

01:06:39,930 --> 01:06:38,410

because of that genetically and they're

1595

01:06:41,280 --> 01:06:39,940

predisposed to it and then they you know

1596

01:06:44,010 --> 01:06:41,290

become homelessness so that's the only

1597

01:06:46,920 --> 01:06:44,020

shot that they get it like that's that

1598

01:06:48,750 --> 01:06:46,930

doesn't seem fair I believe that you

1599

01:06:50,850 --> 01:06:48,760

know we've been here many a time there's

1600

01:06:55,740 --> 01:06:50,860

a thing called Zeno glossy which is a

1601  
01:06:57,360 --> 01:06:55,750  
condition where say a child at like four

1602  
01:06:59,220 --> 01:06:57,370  
years old or three years only starts

1603  
01:07:01,170 --> 01:06:59,230  
talking they start talking in language

1604  
01:07:03,650 --> 01:07:01,180  
that they wouldn't know how would

1605  
01:07:06,360 --> 01:07:03,660  
someone who you know grew up in Nebraska

1606  
01:07:09,390 --> 01:07:06,370  
born there how can they speak you know

1607  
01:07:11,490 --> 01:07:09,400  
Mandarin and so that is on record you

1608  
01:07:13,610 --> 01:07:11,500  
know as being it legit phenomenon or

1609  
01:07:16,110 --> 01:07:13,620  
being able to sit the piano and play

1610  
01:07:18,960 --> 01:07:16,120  
perfect I think those four you know

1611  
01:07:21,330 --> 01:07:18,970  
residuals from past life and so I like

1612  
01:07:22,800 --> 01:07:21,340  
to believe that we're all evolving and

1613  
01:07:24,840 --> 01:07:22,810

we're all getting there to the finish

1614

01:07:27,930 --> 01:07:24,850

line I mean unfortunately technology is

1615

01:07:30,240 --> 01:07:27,940

such right now that you know Moore's law

1616

01:07:33,330 --> 01:07:30,250

which tracks development of mankind and

1617

01:07:34,860 --> 01:07:33,340

technology is now so bifurcated that

1618

01:07:36,660 --> 01:07:34,870

it's no longer running concurrent

1619

01:07:38,850 --> 01:07:36,670

technologies shut straight up so it's

1620

01:07:40,770 --> 01:07:38,860

like a cat a young little kitten that's

1621

01:07:44,160 --> 01:07:40,780

running down a hallway its hind legs are

1622

01:07:46,650 --> 01:07:44,170

running past it and tripping over and

1623

01:07:51,600 --> 01:07:46,660

that's kind of where we're at but with

1624

01:07:53,130 --> 01:07:51,610

regards to how we all you know at night

1625

01:07:54,870 --> 01:07:53,140

we go I think we need to shut down I

1626

01:07:58,140 --> 01:07:54,880

think we need to you know maybe we go

1627

01:07:58,819 --> 01:07:58,150

into our higher self and reconnect you

1628

01:08:00,620 --> 01:07:58,829

know there's some

1629

01:08:02,599 --> 01:08:00,630

have tons of energy they're amazing like

1630

01:08:05,120 --> 01:08:02,609

seeing Paul McCartney at Dodger Stadium

1631

01:08:07,400 --> 01:08:05,130

last night you know again he's you know

1632

01:08:09,169 --> 01:08:07,410

77 years old running around three hours

1633

01:08:12,859 --> 01:08:09,179

three sips of water that's all he needs

1634

01:08:15,859 --> 01:08:12,869

it's like holy crap this is insane yeah

1635

01:08:19,640 --> 01:08:15,869

and so I look at that and and you know

1636

01:08:21,079 --> 01:08:19,650

there's there's stories of yeah people

1637

01:08:22,309 --> 01:08:21,089

have a feel sluggish and stuff and

1638

01:08:25,370 --> 01:08:22,319

they're being told last life you've had

1639

01:08:27,769 --> 01:08:25,380

too much of your soul in you and so now

1640

01:08:30,349 --> 01:08:27,779

you're only having so much but just to

1641

01:08:32,599 --> 01:08:30,359

bring it back I think you know that

1642

01:08:34,490 --> 01:08:32,609

paralysis and stuff I believe to an

1643

01:08:37,789 --> 01:08:34,500

extent because I've experienced it a few

1644

01:08:40,579 --> 01:08:37,799

times is us maybe re-entering our body

1645

01:08:43,370 --> 01:08:40,589

because you know you will be conscious

1646

01:08:46,970 --> 01:08:43,380

it's like I'm aware that I'm kind of in

1647

01:08:48,559 --> 01:08:46,980

my body space but I can't move and you

1648

01:08:50,120 --> 01:08:48,569

start to panic and it's the worst it's

1649

01:08:51,740 --> 01:08:50,130

closer I'm closer phobic and so that's

1650

01:08:53,450 --> 01:08:51,750

the worst for me I have to like calm

1651  
01:08:54,919 --> 01:08:53,460  
myself and say everything's gonna be

1652  
01:08:56,629 --> 01:08:54,929  
okay get back in your body back and

1653  
01:08:58,549 --> 01:08:56,639  
buying all of a sudden I can now start

1654  
01:09:00,680 --> 01:08:58,559  
to move my body so I wonder if that's

1655  
01:09:05,870 --> 01:09:00,690  
not like you know OBE out-of-body

1656  
01:09:08,959 --> 01:09:05,880  
experience projecting oneself these are

1657  
01:09:11,780 --> 01:09:08,969  
all good questions I have a off-the-wall

1658  
01:09:15,319 --> 01:09:11,790  
question for both you and Keith and that

1659  
01:09:18,049 --> 01:09:15,329  
is what this is totally random what do

1660  
01:09:20,839 --> 01:09:18,059  
you all do if you ever get to the point

1661  
01:09:24,950 --> 01:09:20,849  
in your lives where you absolutely have

1662  
01:09:27,470 --> 01:09:24,960  
no impetus or drive to do any directing

1663  
01:09:31,189 --> 01:09:27,480

or producing of any kind regarding the

1664

01:09:36,189 --> 01:09:31,199

kinds of things that you do no idea what

1665

01:09:39,829 --> 01:09:36,199

those words mean so once once a director

1666

01:09:42,140 --> 01:09:39,839

for life yeah I mean it's it's funny I

1667

01:09:44,599 --> 01:09:42,150

mean it's it I think Dean and I don't do

1668

01:09:47,329 --> 01:09:44,609

this it's not because God knows it's not

1669

01:09:48,260 --> 01:09:47,339

because of the money it's if you want to

1670

01:09:50,539 --> 01:09:48,270

make money there's better ways than

1671

01:09:52,370 --> 01:09:50,549

trying to be a director or other things

1672

01:09:54,530 --> 01:09:52,380

I mean it's it's great to be able to

1673

01:09:55,879 --> 01:09:54,540

just support yourself doing this but I

1674

01:09:58,280 --> 01:09:55,889

think it's more for the creative and the

1675

01:09:59,899 --> 01:09:58,290

love of telling these stories you know

1676

01:10:01,189 --> 01:09:59,909

we would be sitting around like like he

1677

01:10:03,080 --> 01:10:01,199

said earlier like Dean was talking about

1678

01:10:04,669 --> 01:10:03,090

we'd be you know cave people sitting

1679

01:10:07,580 --> 01:10:04,679

around a campfire telling these stories

1680

01:10:09,790 --> 01:10:07,590

it whatever medium we can tell these in

1681

01:10:12,229 --> 01:10:09,800

and I think that's why we move between

1682

01:10:14,629 --> 01:10:12,239

film and television and game

1683

01:10:17,470 --> 01:10:14,639

and comics and anything we can tell a

1684

01:10:20,330 --> 01:10:17,480

story and because the way the audience

1685

01:10:21,589 --> 01:10:20,340

experiences stories is right now we're

1686

01:10:23,540 --> 01:10:21,599

telling a story that would be through a

1687

01:10:26,600 --> 01:10:23,550

podcast we're talking stories you know

1688

01:10:28,489 --> 01:10:26,610

every day when we're you know telling

1689

01:10:30,890 --> 01:10:28,499

things to our families we're telling

1690

01:10:33,200 --> 01:10:30,900

stories to friends when we're out at you

1691

01:10:35,479 --> 01:10:33,210

know at a bar or over breakfast so I

1692

01:10:37,370 --> 01:10:35,489

think that as a storyteller to be able

1693

01:10:39,080 --> 01:10:37,380

to come up with these ideas and take

1694

01:10:41,390 --> 01:10:39,090

especially for us we take things are

1695

01:10:42,979 --> 01:10:41,400

inspired by reality and then tell a

1696

01:10:45,319 --> 01:10:42,989

what-if story and talk about an

1697

01:10:46,819 --> 01:10:45,329

alternate universe and other realities

1698

01:10:48,200 --> 01:10:46,829

that are there and that really

1699

01:10:49,790 --> 01:10:48,210

fascinates people and I think people

1700

01:10:51,950 --> 01:10:49,800

love the idea that they can take their

1701

01:10:54,259 --> 01:10:51,960

world and he play and and sort of

1702

01:10:56,689 --> 01:10:54,269

envision a different life in a different

1703

01:10:59,810 --> 01:10:56,699

place and either empathize with those

1704

01:11:02,299 --> 01:10:59,820

characters remembered remember him he

1705

01:11:03,950 --> 01:11:02,309

did deer hunter Michael Chu mono and he

1706

01:11:05,950 --> 01:11:03,960

actually evolved into kind of a

1707

01:11:08,839 --> 01:11:05,960

different person over a period of time

1708

01:11:10,430 --> 01:11:08,849

he was not the same person as when he

1709

01:11:13,279 --> 01:11:10,440

first directed the deer hunter

1710

01:11:15,680 --> 01:11:13,289

in fact he evolved into actually quite a

1711

01:11:17,899 --> 01:11:15,690

completely different person where I'm

1712

01:11:20,660 --> 01:11:17,909

going with this is are you the same

1713

01:11:23,089 --> 01:11:20,670

person when you first start doing

1714

01:11:25,489 --> 01:11:23,099

directing both of you or have you

1715

01:11:36,950 --> 01:11:25,499

changed completely from the point you

1716

01:11:42,290 --> 01:11:36,960

first started to know so you go keys

1717

01:11:45,500 --> 01:11:42,300

I'll go after I think for me it's a

1718

01:11:48,109 --> 01:11:45,510

great question I think that everything

1719

01:11:49,520 --> 01:11:48,119

you do affects you in some way and not

1720

01:11:51,470 --> 01:11:49,530

just your life experiences but

1721

01:11:53,509 --> 01:11:51,480

creatively when you do things and and

1722

01:11:56,390 --> 01:11:53,519

being a creative you're really putting

1723

01:11:58,040 --> 01:11:56,400

out a lot out there and especially now

1724

01:12:00,680 --> 01:11:58,050

that we're all so connected online and

1725

01:12:01,970 --> 01:12:00,690

and you know you you have YouTube and

1726

01:12:04,069 --> 01:12:01,980

Twitter and so many other places where

1727

01:12:06,049 --> 01:12:04,079

the audience has direct connection to

1728

01:12:08,509 --> 01:12:06,059

you as a filmmakers and creatives and

1729

01:12:10,220 --> 01:12:08,519

and creatively you're really taking a

1730

01:12:11,810 --> 01:12:10,230

very personal like or personal

1731

01:12:14,299 --> 01:12:11,820

experience and putting it out there and

1732

01:12:16,580 --> 01:12:14,309

sharing it with the world and based on

1733

01:12:17,899 --> 01:12:16,590

that feedback some people really respond

1734

01:12:19,819 --> 01:12:17,909

to that either positively or negatively

1735

01:12:21,529 --> 01:12:19,829

and it's great for the audience to love

1736

01:12:24,049 --> 01:12:21,539

something and it's also heartbreaking if

1737

01:12:25,140 --> 01:12:24,059

somebody crushes you by by insulting

1738

01:12:28,770 --> 01:12:25,150

your work

1739

01:12:31,320 --> 01:12:28,780

for me I started very early in music and

1740

01:12:35,280 --> 01:12:31,330

then moved into games and then moves

1741

01:12:38,040 --> 01:12:35,290

into directing so as a director I'm

1742

01:12:41,310 --> 01:12:38,050

still this was just my first film and in

1743

01:12:43,470 --> 01:12:41,320

that space but having 650 games and

1744

01:12:45,960 --> 01:12:43,480

other projects over 20 years really gave

1745

01:12:48,420 --> 01:12:45,970

me a chance to sort of learn the craft

1746

01:12:49,920 --> 01:12:48,430

and not be influenced by the audience as

1747

01:12:52,950 --> 01:12:49,930

much as just kind of getting to play in

1748

01:12:55,830 --> 01:12:52,960

these worlds so I guess now I am a much

1749

01:12:57,740 --> 01:12:55,840

different person because I'm looking at

1750

01:13:00,360 --> 01:12:57,750

not just the business of it but kind of

1751

01:13:02,220 --> 01:13:00,370

giving back to society and kind of

1752

01:13:04,920 --> 01:13:02,230

hoping that that the work that I

1753

01:13:07,680 --> 01:13:04,930

contribute can help further things in

1754

01:13:09,660 --> 01:13:07,690

the future and as well as giving back to

1755

01:13:12,510 --> 01:13:09,670

actors in the audience in other ways so

1756

01:13:14,430 --> 01:13:12,520

I think I've just matured as a human and

1757

01:13:16,710 --> 01:13:14,440

using the entertainment sort of backbone

1758

01:13:19,440 --> 01:13:16,720

is doing that but I think that had I

1759

01:13:20,460 --> 01:13:19,450

started earlier in life those projects

1760

01:13:24,120 --> 01:13:20,470

probably would have affected me in a

1761

01:13:27,450 --> 01:13:24,130

different way Diann ready to go er yeah

1762

01:13:31,320 --> 01:13:27,460

I think I fully transmuted I've got you

1763

01:13:39,050 --> 01:13:31,330

you know I think what it comes down to

1764

01:13:41,750 --> 01:13:39,060

is we are we're both extremely curious

1765

01:13:44,370 --> 01:13:41,760

everything starts out of curiosity um

1766

01:13:46,860 --> 01:13:44,380

and then the cause and effect of

1767

01:13:50,250 --> 01:13:46,870

curiosity and exploring something is

1768

01:13:52,560 --> 01:13:50,260

once we've discovered something then

1769

01:13:56,190 --> 01:13:52,570

this this strange thing happens which is

1770

01:13:58,470 --> 01:13:56,200

we become pointers where we go look at

1771

01:14:01,080 --> 01:13:58,480

this look at this thing I discovered

1772

01:14:03,630 --> 01:14:01,090

look at this thing that that is really

1773

01:14:05,820 --> 01:14:03,640

cool take a look at we're pointing it

1774

01:14:08,220 --> 01:14:05,830

that's why you see directors those

1775

01:14:10,530 --> 01:14:08,230

stills they're always pointing you know

1776

01:14:12,120 --> 01:14:10,540

they're pointing over here we're trying

1777

01:14:14,130 --> 01:14:12,130

to direct people's attention to

1778

01:14:16,890 --> 01:14:14,140

something interesting that we feel is

1779

01:14:19,170 --> 01:14:16,900

valid and so the other complaint radio

1780

01:14:22,440 --> 01:14:19,180

you're going to choose a speaker and

1781

01:14:23,700 --> 01:14:22,450

you're saying something so you better

1782

01:14:26,100 --> 01:14:23,710

have something to say because it's a

1783

01:14:28,200 --> 01:14:26,110

it's a lost opportunity if you don't so

1784

01:14:30,060 --> 01:14:28,210

so you know the spaces that we're

1785

01:14:33,420 --> 01:14:30,070

working in are kind of with a

1786

01:14:35,520 --> 01:14:33,430

fantastical but that is you know like

1787

01:14:37,620 --> 01:14:35,530

one might think of for me the perfect

1788

01:14:38,520 --> 01:14:37,630

film which captures everything that I

1789

01:14:41,370 --> 01:14:38,530

trying every

1790

01:14:45,180 --> 01:14:41,380

and I'm still striving for it

1791

01:14:46,680 --> 01:14:45,190

desperately this blender and when I see

1792

01:14:49,290 --> 01:14:46,690

Close Encounters of the Third Kind

1793

01:14:51,840 --> 01:14:49,300

it's wonder that look of opening the

1794

01:14:54,870 --> 01:14:51,850

door looking at this light wonder what

1795

01:14:57,480 --> 01:14:54,880

this thing is and to create that in a

1796

01:15:00,540 --> 01:14:57,490

movie is just golden and when you open

1797

01:15:02,370 --> 01:15:00,550

up people's idea of wonder you can you

1798

01:15:04,230 --> 01:15:02,380

can you know feed them anything that's

1799

01:15:07,440 --> 01:15:04,240

positive it will resonate it'll stick

1800

01:15:08,400 --> 01:15:07,450

much easier event than preaching or you

1801

01:15:10,620 --> 01:15:08,410

know everything else so it's finding

1802

01:15:13,800 --> 01:15:10,630

that that line there but it does each

1803

01:15:15,870 --> 01:15:13,810

film changes you because you know you'll

1804

01:15:18,120 --> 01:15:15,880

see actors I work with many actor who

1805

01:15:20,430 --> 01:15:18,130

when they're done finishing shooting

1806

01:15:22,740 --> 01:15:20,440

they go and they get a haircut they dye

1807

01:15:24,750 --> 01:15:22,750

their hair it's kind of like I need to

1808

01:15:26,430 --> 01:15:24,760

let that go that experience haven't shed

1809

01:15:27,780 --> 01:15:26,440

that skin and move on to the next and

1810

01:15:31,620 --> 01:15:27,790

you carry that and that's in your tool

1811

01:15:33,570 --> 01:15:31,630

bag and and as artists the challenge is

1812

01:15:35,970 --> 01:15:33,580

every year we have to dump out the tool

1813

01:15:38,490 --> 01:15:35,980

bag people don't stay relevant when you

1814

01:15:40,740 --> 01:15:38,500

hold on closely that tool bag this is my

1815

01:15:42,150 --> 01:15:40,750

stick you've got to empty it out you

1816

01:15:44,040 --> 01:15:42,160

have to put new stuff in because every

1817

01:15:46,470 --> 01:15:44,050

year communication the way that humans

1818

01:15:49,590 --> 01:15:46,480

communicate is different and the tools

1819

01:15:51,690 --> 01:15:49,600

in which they use are that are they the

1820

01:15:54,780 --> 01:15:51,700

apparatus is they use to take in that

1821

01:15:57,060 --> 01:15:54,790

communication changes and so we have to

1822

01:15:59,130 --> 01:15:57,070

go with it and if we're lucky if we're

1823

01:16:02,400 --> 01:15:59,140

lucky we're right there on the precipice

1824

01:16:06,720 --> 01:16:02,410

that's going on I was you know twenty

1825

01:16:10,080 --> 01:16:06,730

years or ten years too early with with

1826

01:16:12,660 --> 01:16:10,090

UFO abduction and that wasn't good you

1827

01:16:14,580 --> 01:16:12,670

don't want to be too early so you know

1828

01:16:18,780 --> 01:16:14,590

the timings gotta line up right but

1829

01:16:21,180 --> 01:16:18,790

ultimately yeah it's it does change you

1830

01:16:25,560 --> 01:16:21,190

at that as much as you change it

1831

01:16:26,370 --> 01:16:25,570

hopefully sorry sorry Frank I didn't

1832

01:16:29,430 --> 01:16:26,380

mean to interrupt you

1833

01:16:31,440 --> 01:16:29,440

I did want to Undine thank you very much

1834

01:16:32,970 --> 01:16:31,450

for having answered that really

1835

01:16:35,190 --> 01:16:32,980

appreciate your insight regarding that

1836

01:16:37,410 --> 01:16:35,200

we have a very special guest he's gonna

1837

01:16:38,030 --> 01:16:37,420

join us briefly here for as long as she

1838

01:16:41,190 --> 01:16:38,040

wishes

1839

01:16:43,890 --> 01:16:41,200

she's a wonderful person she's deeply

1840

01:16:48,180 --> 01:16:43,900

involved regarding PCB productions which

1841

01:16:51,300 --> 01:16:48,190

is owned by Keith REM and this is the

1842

01:16:52,320 --> 01:16:51,310

wife of Keith Valerie and she's involved

1843

01:16:54,240 --> 01:16:52,330

also I believe

1844

01:16:56,580 --> 01:16:54,250

and voice acting is that correct Valerie

1845

01:16:58,380 --> 01:16:56,590

yes good morning it is correct I am a

1846

01:17:00,300 --> 01:16:58,390

voice actor as well as a voice of her

1847

01:17:03,270 --> 01:17:00,310

talent director it's fantastic are you

1848

01:17:09,510 --> 01:17:03,280

also co-owner PCB productions I am the

1849

01:17:12,810 --> 01:17:09,520

co-owner and basically the entire UFO

1850

01:17:15,510 --> 01:17:12,820

field is largely storyteller a lot of

1851

01:17:17,430 --> 01:17:15,520

times it's just folks speaking at

1852

01:17:21,030 --> 01:17:17,440

conferences doing interviews shows like

1853

01:17:23,010 --> 01:17:21,040

this but they don't have big budgets and

1854

01:17:25,350 --> 01:17:23,020

special effects it's just them telling

1855

01:17:28,830 --> 01:17:25,360

the story now anybody who's had any kind

1856

01:17:31,290 --> 01:17:28,840

of a sighting experience or a closer

1857

01:17:34,290 --> 01:17:31,300

encounter they want to tell their story

1858

01:17:36,990 --> 01:17:34,300

what advice do you have to them in terms

1859

01:17:38,670 --> 01:17:37,000

of that getting things together before

1860

01:17:40,260 --> 01:17:38,680

they go public with what they've got to

1861

01:17:46,040 --> 01:17:40,270

say you have any advice for those folks

1862

01:17:48,270 --> 01:17:46,050

you miss the rights to their story I

1863

01:17:53,070 --> 01:17:48,280

think they need to be well researched

1864

01:17:56,280 --> 01:17:53,080

and and to be taken credibly they really

1865

01:18:00,720 --> 01:17:56,290

need to understand that even if it's a

1866

01:18:03,300 --> 01:18:00,730

very personal and very sort of

1867

01:18:05,130 --> 01:18:03,310

challenging thing to be able to bring

1868

01:18:07,410 --> 01:18:05,140

that out in public to come out with that

1869

01:18:09,300 --> 01:18:07,420

information that they have to understand

1870

01:18:10,920 --> 01:18:09,310

that there's always going to be

1871

01:18:13,320 --> 01:18:10,930

skepticism there's always going to be

1872

01:18:15,600 --> 01:18:13,330

criticism there's gonna be doubters on

1873

01:18:17,250 --> 01:18:15,610

every side so the more research and the

1874

01:18:18,330 --> 01:18:17,260

more they understand the context of what

1875

01:18:20,840 --> 01:18:18,340

they saw

1876

01:18:23,250 --> 01:18:20,850

so they can balance out their opinion

1877

01:18:24,630 --> 01:18:23,260

the better so they don't just feel like

1878

01:18:28,320 --> 01:18:24,640

it doesn't sound like it's coming from

1879

01:18:30,360 --> 01:18:28,330

someone who doesn't have any

1880

01:18:33,060 --> 01:18:30,370

understanding of the context of where

1881

01:18:34,950 --> 01:18:33,070

they saw that Valerie I was going to ask

1882

01:18:37,640 --> 01:18:34,960

you could you please let us know a

1883

01:18:40,890 --> 01:18:37,650

little bit about what you do regarding

1884

01:18:44,480 --> 01:18:40,900

PCB productions just sort of give us a

1885

01:18:47,640 --> 01:18:44,490

general scope of you know everyday

1886

01:18:49,280 --> 01:18:47,650

activities regarding what you do I run

1887

01:18:52,400 --> 01:18:49,290

and run and run and run and run

1888

01:18:55,290 --> 01:18:52,410

[Laughter]

1889

01:18:57,720 --> 01:18:55,300

currently I am the main talent director

1890

01:18:59,130 --> 01:18:57,730

here at PCP so what I do is I direct the

1891

01:19:02,340 --> 01:18:59,140

voice-over talent who comes in to work

1892

01:19:06,000 --> 01:19:02,350

on our video game titles that are

1893

01:19:08,250 --> 01:19:06,010

brought to us so I've been working on

1894

01:19:12,570 --> 01:19:08,260

big titles such as like persona 5 and

1895

01:19:14,910 --> 01:19:12,580

Monster Hunter World and Katherine and

1896

01:19:16,620 --> 01:19:14,920

Metro and several other of the really

1897

01:19:18,060 --> 01:19:16,630

big titles so what I do is when the

1898

01:19:19,350 --> 01:19:18,070

actors come in we put them in the

1899

01:19:22,410 --> 01:19:19,360

voice-over booth and I'm the person who

1900

01:19:23,550 --> 01:19:22,420

sort of directs their performances and

1901

01:19:24,750 --> 01:19:23,560

make sure that they're consistent with

1902

01:19:25,830 --> 01:19:24,760

the rest of the game and the rest of the

1903

01:19:27,630 --> 01:19:25,840

performances we're getting so that we

1904

01:19:31,170 --> 01:19:27,640

get like sort of our entire cohesive

1905

01:19:32,940 --> 01:19:31,180

picture cohesive storyline do you have

1906

01:19:39,180 --> 01:19:32,950

any interesting stories from the Senate

1907

01:19:40,320 --> 01:19:39,190

to share with us the people we get to

1908

01:19:42,960 --> 01:19:40,330

work with on a daily basis are just

1909

01:19:45,810 --> 01:19:42,970

absolutely fascinating because they they

1910

01:19:48,000 --> 01:19:45,820

get to go you know from booth to booth

1911

01:19:49,770 --> 01:19:48,010

to booth being incredibly different

1912

01:19:51,870 --> 01:19:49,780

people you know they can be a child at

1913

01:19:53,370 --> 01:19:51,880

one moment and then be a giant ogre or a

1914

01:19:55,050 --> 01:19:53,380

monster the next moment and so I think

1915

01:19:56,640 --> 01:19:55,060

the most interesting thing I don't have

1916

01:19:58,470 --> 01:19:56,650

a specific story to tell but I think the

1917

01:20:00,660 --> 01:19:58,480

most interesting thing is that I get to

1918

01:20:03,330 --> 01:20:00,670

work with people that are basically

1919

01:20:05,130 --> 01:20:03,340

human vocal shapeshifters you know and

1920

01:20:07,740 --> 01:20:05,140

it's it's really fascinating to watch

1921

01:20:10,260 --> 01:20:07,750

them perfect these things and to grow as

1922

01:20:11,550 --> 01:20:10,270

we work with them over the past 20 years

1923

01:20:13,200 --> 01:20:11,560

that we've owned our business to watch

1924

01:20:14,610 --> 01:20:13,210

these people go from being unknown to

1925

01:20:16,050 --> 01:20:14,620

being like some of the top people in the

1926

01:20:18,330 --> 01:20:16,060

industry and just watching sort of that

1927

01:20:20,850 --> 01:20:18,340

growth that happened and Balor is also a

1928

01:20:22,470 --> 01:20:20,860

voice actor herself she Jenna she's she

1929

01:20:25,080 --> 01:20:22,480

had started on camera and done modeling

1930

01:20:29,340 --> 01:20:25,090

and and as she started to help me grow

1931

01:20:33,510 --> 01:20:29,350

PCB the other actors and clients

1932

01:20:35,010 --> 01:20:33,520

absolutely loved working with her and as

1933

01:20:37,580 --> 01:20:35,020

I've been moving into film and

1934

01:20:39,960 --> 01:20:37,590

television and these other crazy sort of

1935

01:20:42,120 --> 01:20:39,970

aspects of our company she's been really

1936

01:20:45,030 --> 01:20:42,130

taking over all the game side and she

1937

01:20:46,860 --> 01:20:45,040

not only lends her acting background to

1938

01:20:51,090 --> 01:20:46,870

directing these other actors but she's

1939

01:20:54,090 --> 01:20:51,100

bit and then at least 50 or 100 and huge

1940

01:20:55,920 --> 01:20:54,100

titles herself and I try to not to be

1941

01:20:57,450 --> 01:20:55,930

very nepotistic on our projects I'll

1942

01:20:58,860 --> 01:20:57,460

always if she's up for a project she's

1943

01:21:01,080 --> 01:20:58,870

always auditioning and doing things

1944

01:21:03,750 --> 01:21:01,090

outside of me being the director on my

1945

01:21:05,490 --> 01:21:03,760

projects so but she's been on Call of

1946

01:21:06,690 --> 01:21:05,500

Duty and she's been on what are some of

1947

01:21:08,910 --> 01:21:06,700

the top titles that I think he would

1948

01:21:11,580 --> 01:21:08,920

talk about call of duty and titanfall

1949

01:21:18,480 --> 01:21:11,590

and persona 4 she's the voice of the

1950

01:21:19,860 --> 01:21:18,490

Batmobile and the arcade game and I see

1951

01:21:21,960 --> 01:21:19,870

I'm looking at your website that you do

1952

01:21:23,640 --> 01:21:21,970

a motion capture there as well is that

1953

01:21:25,260 --> 01:21:23,650

something you started out with oh the ad

1954

01:21:27,810 --> 01:21:25,270

it is you went along and how did that

1955

01:21:30,690 --> 01:21:27,820

all come about and tell us a little bit

1956

01:21:32,790 --> 01:21:30,700

about that process the motion capture

1957

01:21:35,430 --> 01:21:32,800

has really been a great addition to our

1958

01:21:37,350 --> 01:21:35,440

company and as well as facial capture in

1959

01:21:38,940 --> 01:21:37,360

video games it you don't have the

1960

01:21:41,250 --> 01:21:38,950

benefit of just putting up a camera and

1961

01:21:43,860 --> 01:21:41,260

recording an actor everything is done

1962

01:21:46,380 --> 01:21:43,870

with computer generated models so that

1963

01:21:48,990 --> 01:21:46,390

means the body the face and the voice

1964

01:21:52,500 --> 01:21:49,000

are all Frankenstein together into a

1965

01:21:54,300 --> 01:21:52,510

performance and you can do traditional

1966

01:21:56,730 --> 01:21:54,310

what we call performance capture or

1967

01:21:58,710 --> 01:21:56,740

motion capture on a big stage where you

1968

01:22:00,420 --> 01:21:58,720

have these cameras we have about 200

1969

01:22:02,790 --> 01:22:00,430

cameras on these larger stages and

1970

01:22:04,170 --> 01:22:02,800

they're not actually regular cameras

1971

01:22:05,490 --> 01:22:04,180

that the way you would figure out let

1972

01:22:07,560 --> 01:22:05,500

you know would you see on film or

1973

01:22:10,140 --> 01:22:07,570

television these are infrared cameras

1974

01:22:12,150 --> 01:22:10,150

and they're only looking for light so

1975

01:22:15,900 --> 01:22:12,160

the actors wear these skin tight suits

1976

01:22:18,240 --> 01:22:15,910

that are very flattering and little

1977

01:22:20,370 --> 01:22:18,250

reflective markers on all their joints

1978

01:22:23,250 --> 01:22:20,380

on their elbows on their shoulders on

1979

01:22:25,320 --> 01:22:23,260

their wrists and these 200 cameras on

1980

01:22:27,660 --> 01:22:25,330

these stages they only see those points

1981

01:22:29,820 --> 01:22:27,670

of light so the actors basically become

1982

01:22:32,280 --> 01:22:29,830

marionettes they become these puppeteers

1983

01:22:35,580 --> 01:22:32,290

that are moving around their characters

1984

01:22:37,110 --> 01:22:35,590

and it's an amazing technology it's

1985

01:22:38,730 --> 01:22:37,120

different than what you see Pixar when

1986

01:22:41,630 --> 01:22:38,740

Pixar does one of their films their

1987

01:22:44,970 --> 01:22:41,640

animators hand animate all of their

1988

01:22:46,230 --> 01:22:44,980

characters by hand and with motion

1989

01:22:48,960 --> 01:22:46,240

capture these actors are actually

1990

01:22:51,290 --> 01:22:48,970

performing but the difference is is that

1991

01:22:54,000 --> 01:22:51,300

a lot of the people in the game industry

1992

01:22:56,310 --> 01:22:54,010

also kind of see the way movies are done

1993

01:22:58,470 --> 01:22:56,320

they see these these great actors coming

1994

01:23:00,450 --> 01:22:58,480

together and performing together so a

1995

01:23:03,300 --> 01:23:00,460

lot of times motion capture sets are

1996

01:23:04,860 --> 01:23:03,310

sort of emulating film sets which is a

1997

01:23:06,840 --> 01:23:04,870

little unfair to the actors because the

1998

01:23:08,970 --> 01:23:06,850

actors don't have lighting or they don't

1999

01:23:10,950 --> 01:23:08,980

have props and they don't have costumes

2000

01:23:13,650 --> 01:23:10,960

they're on these big giant stages with

2001  
01:23:15,750 --> 01:23:13,660  
no props trying to sort of imagine what

2002  
01:23:17,580 --> 01:23:15,760  
these 500-foot creatures are looking

2003  
01:23:19,560 --> 01:23:17,590  
like or these tanks they're rolling in

2004  
01:23:22,020 --> 01:23:19,570  
they're using their imagination which is

2005  
01:23:23,280 --> 01:23:22,030  
a lot of fun but it's very hard on some

2006  
01:23:24,810 --> 01:23:23,290  
of these actors to sort of understand

2007  
01:23:26,880 --> 01:23:24,820  
the context and deliver the same kind of

2008  
01:23:29,790 --> 01:23:26,890  
performances so what Valerie and I do

2009  
01:23:31,009 --> 01:23:29,800  
here is we sort of dissect the different

2010  
01:23:34,369 --> 01:23:31,019  
parts of performance

2011  
01:23:36,099 --> 01:23:34,379  
so the voice the face and the body we

2012  
01:23:38,719 --> 01:23:36,109  
sort of treat those equally in

2013  
01:23:41,029 --> 01:23:38,729

independently and importantly when we

2014

01:23:43,549 --> 01:23:41,039

direct the actors to just do their face

2015

01:23:45,709 --> 01:23:43,559

and sometimes we're recording an actor

2016

01:23:47,599 --> 01:23:45,719

just doing the facial motions without

2017

01:23:49,159 --> 01:23:47,609

their voice on their body and then we'll

2018

01:23:51,199 --> 01:23:49,169

move to a motion capture stage and just

2019

01:23:53,119 --> 01:23:51,209

capture that motion and then we'll also

2020

01:23:56,179 --> 01:23:53,129

go in and do the voice and so that's

2021

01:23:58,489 --> 01:23:56,189

what makes our job very interesting and

2022

01:24:01,369 --> 01:23:58,499

difficult is that you're asking a very

2023

01:24:04,309 --> 01:24:01,379

skilled actor to work in a very

2024

01:24:05,719 --> 01:24:04,319

technical box and sound natural and say

2025

01:24:09,079 --> 01:24:05,729

I need you to come into the soundproof

2026

01:24:10,729 --> 01:24:09,089

room and I need you to repeat a line in

2027

01:24:12,619 --> 01:24:10,739

two point three four seconds within 15

2028

01:24:14,000 --> 01:24:12,629

percent of the original mocap material

2029

01:24:15,889 --> 01:24:14,010

and you have to do that a hundred times

2030

01:24:17,689 --> 01:24:15,899

an hour and the first or second take and

2031

01:24:23,119 --> 01:24:17,699

the actor looks at us and goes what the

2032

01:24:24,739 --> 01:24:23,129

hell now Keitha when you did the Phoenix

2033

01:24:26,539 --> 01:24:24,749

incident you used a lot of the voice

2034

01:24:28,549 --> 01:24:26,549

actor I'm assuming a lot of the same

2035

01:24:31,149 --> 01:24:28,559

people you generally use in the studio

2036

01:24:33,469 --> 01:24:31,159

used a lot of voice actors in that movie

2037

01:24:35,629 --> 01:24:33,479

yeah what was interesting was that we

2038

01:24:37,879 --> 01:24:35,639

knew we had a pretty tight budget and we

2039

01:24:40,159 --> 01:24:37,889

only had 14 days to shoot the movie so I

2040

01:24:42,289 --> 01:24:40,169

really really needed actors that I could

2041

01:24:43,699 --> 01:24:42,299

depend on that I trusted that I had a

2042

01:24:46,429 --> 01:24:43,709

shorthand with that I'd worked on

2043

01:24:49,339 --> 01:24:46,439

hundreds of games with already so I

2044

01:24:50,869 --> 01:24:49,349

could sort of lean on them to really

2045

01:24:53,929 --> 01:24:50,879

portray characters that were very

2046

01:24:56,359 --> 01:24:53,939

natural to them and to help us work in a

2047

01:24:57,889 --> 01:24:56,369

space that either was scripted we were

2048

01:24:59,569 --> 01:24:57,899

using a very unscripted sort of

2049

01:25:03,349 --> 01:24:59,579

methodology of how to get through some

2050

01:25:05,629 --> 01:25:03,359

of these scenes so Troy Baker who is now

2051

01:25:08,029 --> 01:25:05,639

it's been in the last of us and Bioshock

2052

01:25:09,679 --> 01:25:08,039

a lot of big games travis willingham

2053

01:25:13,339 --> 01:25:09,689

who's now on critical role and he was on

2054

01:25:15,649 --> 01:25:13,349

halo Liam O'Brien also kind of a newer

2055

01:25:17,000 --> 01:25:15,659

actor that for the film space but in

2056

01:25:18,679 --> 01:25:17,010

games he's done hundreds of big games

2057

01:25:21,259 --> 01:25:18,689

like Oscars wrath and now he's on

2058

01:25:23,389 --> 01:25:21,269

critical role and Yuri Lowenthal who was

2059

01:25:24,739 --> 01:25:23,399

still do spider-man and a big Sony

2060

01:25:26,509 --> 01:25:24,749

spider-man game but he was also in the

2061

01:25:28,639 --> 01:25:26,519

Prince of Persia and hundreds of other

2062

01:25:30,500 --> 01:25:28,649

characters so these are really seasoned

2063

01:25:31,699 --> 01:25:30,510

actors that most people in the film and

2064

01:25:33,859 --> 01:25:31,709

television space don't know what they

2065

01:25:35,419 --> 01:25:33,869

look like but any gamer would know that

2066

01:25:38,329 --> 01:25:35,429

these are some of the top guys working

2067

01:25:40,819 --> 01:25:38,339

in the space so I really wanted to bring

2068

01:25:42,979 --> 01:25:40,829

in very familiar and very skilled actors

2069

01:25:43,970 --> 01:25:42,989

to help me in this space so we could

2070

01:25:45,890 --> 01:25:43,980

play for

2071

01:25:48,080 --> 01:25:45,900

my first film and I thought that gave me

2072

01:25:51,260 --> 01:25:48,090

a great backbone to be able to have

2073

01:25:53,180 --> 01:25:51,270

great performances in in this very tight

2074

01:25:55,610 --> 01:25:53,190

sort of production window that we were

2075

01:25:57,229 --> 01:25:55,620

going to do they like the adjustment

2076

01:25:59,000 --> 01:25:57,239

going from the controlled environment of

2077

01:26:00,979 --> 01:25:59,010

a studio to going out and shooting a

2078

01:26:02,900 --> 01:26:00,989

movie yeah I was like being on a giant

2079

01:26:05,720 --> 01:26:02,910

mocap stage and we shot the scenes just

2080

01:26:08,840 --> 01:26:05,730

like a mocap set except for our

2081

01:26:11,540 --> 01:26:08,850

cameraman became sort of the focal point

2082

01:26:13,729 --> 01:26:11,550

and we would have headsets for for

2083

01:26:16,850 --> 01:26:13,739

Brendan Cox it was our DP and he would

2084

01:26:19,190 --> 01:26:16,860

shadow Yuri Lowenthal the the cameraman

2085

01:26:20,540 --> 01:26:19,200

basically in the film and they had this

2086

01:26:22,220 --> 01:26:20,550

amazing dance that they would work

2087

01:26:24,140 --> 01:26:22,230

through and we would do these scenes in

2088

01:26:25,490 --> 01:26:24,150

five minutes scenes as opposed to

2089

01:26:28,220 --> 01:26:25,500

individual cuts we would actually go

2090

01:26:29,810 --> 01:26:28,230

through the entire scene together and it

2091

01:26:31,940 --> 01:26:29,820

was it was a great process and I think

2092

01:26:33,650 --> 01:26:31,950

that they loved being able to expand

2093

01:26:35,990 --> 01:26:33,660

what they have done in games and onto

2094

01:26:37,880 --> 01:26:36,000

camera I'm Valerie wanted to ask you a

2095

01:26:40,370 --> 01:26:37,890

question and then I posed this question

2096

01:26:43,250 --> 01:26:40,380

to your husband and then also to Dean

2097

01:26:45,950 --> 01:26:43,260

after that and that is up I know that

2098

01:26:48,920 --> 01:26:45,960

you love what you do I know you probably

2099

01:26:51,410 --> 01:26:48,930

live it and breathe it every day and

2100

01:26:54,800 --> 01:26:51,420

probably every night what do you and

2101  
01:26:57,650 --> 01:26:54,810  
your husband do to be able to get away

2102  
01:27:00,160 --> 01:26:57,660  
from everything after a while just to be

2103  
01:27:10,940 --> 01:27:00,170  
able to you know get a breather from it

2104  
01:27:13,070 --> 01:27:10,950  
so you don't burn out that Keith is my

2105  
01:27:19,160 --> 01:27:13,080  
little shark and if he stops swimming

2106  
01:27:21,200 --> 01:27:19,170  
he'll die he never stops so he really

2107  
01:27:23,290 --> 01:27:21,210  
the only thing I found that can make him

2108  
01:27:26,030 --> 01:27:23,300  
stop is I have to take him to some

2109  
01:27:28,250 --> 01:27:26,040  
middle of the ocean Islands that has no

2110  
01:27:29,540 --> 01:27:28,260  
Wi-Fi or put him on a cruise ship that

2111  
01:27:31,250 --> 01:27:29,550  
goes out into the middle of the ocean

2112  
01:27:32,479 --> 01:27:31,260  
where we have absolutely no connection

2113  
01:27:34,580 --> 01:27:32,489

to the outside world because it's

2114

01:27:36,950 --> 01:27:34,590

literally the only way I can make him

2115

01:27:38,360 --> 01:27:36,960

stop working and the funny thing is is

2116

01:27:39,710 --> 01:27:38,370

that every time I've done that he'll

2117

01:27:43,070 --> 01:27:39,720

usually sit there and write a new script

2118

01:27:44,810 --> 01:27:43,080

or something so that like he entirely

2119

01:27:46,550 --> 01:27:44,820

stops working since he stops doing our

2120

01:27:49,580 --> 01:27:46,560

day-to-day and then focuses more on the

2121

01:27:51,290 --> 01:27:49,590

creative of it yeah it for me it my

2122

01:27:54,709 --> 01:27:51,300

brain just doesn't turn off and I can

2123

01:27:57,690 --> 01:27:54,719

tell it's a really it's a curse and a

2124

01:28:00,480 --> 01:27:57,700

blessing because when I get an idea

2125

01:28:01,770 --> 01:28:00,490

I can't stop until I get that at that

2126

01:28:04,740 --> 01:28:01,780

idea out of my head

2127

01:28:07,020 --> 01:28:04,750

whether it's visually or we're sharing

2128

01:28:08,940 --> 01:28:07,030

it with someone even a sin that first

2129

01:28:10,980 --> 01:28:08,950

book I did it was a dream we Val took me

2130

01:28:13,350 --> 01:28:10,990

up doing up the Arctic Circle with our

2131

01:28:14,580 --> 01:28:13,360

brand new baby daughter Julia and she's

2132

01:28:16,530 --> 01:28:14,590

like how although she was like nine

2133

01:28:18,660 --> 01:28:16,540

months six months old we're on this

2134

01:28:21,120 --> 01:28:18,670

little boat up in the Arctic Circle away

2135

01:28:23,160 --> 01:28:21,130

from email away from the Internet away

2136

01:28:24,510 --> 01:28:23,170

from anything and I wake up in the

2137

01:28:27,080 --> 01:28:24,520

middle of the night and I just dreamt

2138

01:28:29,580 --> 01:28:27,090

the entire movie and the entire book and

2139

01:28:31,230 --> 01:28:29,590

and I would always have you know big

2140

01:28:32,730 --> 01:28:31,240

dreams like this about once a year but I

2141

01:28:34,290 --> 01:28:32,740

would always lose them because I pick up

2142

01:28:36,840 --> 01:28:34,300

and I fall back asleep and then I just

2143

01:28:39,210 --> 01:28:36,850

sort of forget about it and this time I

2144

01:28:41,640 --> 01:28:39,220

knew I couldn't lose this story and so I

2145

01:28:44,580 --> 01:28:41,650

literally this is an inside cabin in his

2146

01:28:46,680 --> 01:28:44,590

little boat and I shook her awake like

2147

01:28:55,650 --> 01:28:46,690

for the morning pitch-black our daughter

2148

01:28:57,720 --> 01:28:55,660

is like sound asleep and so one hour I

2149

01:28:59,880 --> 01:28:57,730

just tell her this dream this giant war

2150

01:29:01,350 --> 01:28:59,890

the purgatory wars and these angels that

2151  
01:29:02,820 --> 01:29:01,360  
are harvesting these souls to be in this

2152  
01:29:04,170 --> 01:29:02,830  
giant war and these brothers that are

2153  
01:29:05,850 --> 01:29:04,180  
caught in the middle of this whole thing

2154  
01:29:09,720 --> 01:29:05,860  
and and I just told her the whole story

2155  
01:29:11,880 --> 01:29:09,730  
and and at the end of this story she's

2156  
01:29:13,440 --> 01:29:11,890  
silent and and I kind of lean in because

2157  
01:29:16,440 --> 01:29:13,450  
I can't see her cuz it's pitch black I

2158  
01:29:18,690 --> 01:29:16,450  
said did you fall back asleep I just

2159  
01:29:20,850 --> 01:29:18,700  
like in stunned silence and she said you

2160  
01:29:22,170 --> 01:29:20,860  
just dreamt all of that and I was like

2161  
01:29:23,340 --> 01:29:22,180  
well I didn't have that when we had to

2162  
01:29:25,440 --> 01:29:23,350  
bat a few hours ago

2163  
01:29:27,120 --> 01:29:25,450

and but then I couldn't get those images

2164

01:29:29,930 --> 01:29:27,130

out of my head I don't know what that's

2165

01:29:32,460 --> 01:29:29,940

the excited or terrified but all that

2166

01:29:34,740 --> 01:29:32,470

well and that just goes to show you you

2167

01:29:41,070 --> 01:29:34,750

can't even sleep to get away from it

2168

01:29:43,110 --> 01:29:41,080

your worsening in your sleep yes when he

2169

01:29:44,700 --> 01:29:43,120

sleeps and grabs these little nuggets of

2170

01:29:46,710 --> 01:29:44,710

things and bring oh yeah yeah let me

2171

01:29:48,480 --> 01:29:46,720

before you jump back to D my me yeah

2172

01:29:50,640 --> 01:29:48,490

jump in with Keith really quick and that

2173

01:29:53,280 --> 01:29:50,650

is regarding just their the graphic

2174

01:29:55,800 --> 01:29:53,290

novel form if you've got an idea for a

2175

01:29:59,460 --> 01:29:55,810

story that seems like that's about the

2176  
01:30:01,590 --> 01:29:59,470  
lowest tech approach that you can take

2177  
01:30:03,720 --> 01:30:01,600  
they get that story told and get that

2178  
01:30:05,880 --> 01:30:03,730  
out there and can you just talk about

2179  
01:30:07,860 --> 01:30:05,890  
the form a little bit it seems like it's

2180  
01:30:09,900 --> 01:30:07,870  
a very inclusive that pretty much

2181  
01:30:10,880 --> 01:30:09,910  
anybody really has a shot at it if they

2182  
01:30:14,090 --> 01:30:10,890  
think they've got a good

2183  
01:30:16,930 --> 01:30:14,100  
work it it's the absolute best way to

2184  
01:30:19,640 --> 01:30:16,940  
take an idea and really flesh it out

2185  
01:30:22,490 --> 01:30:19,650  
it's not the best way to sort of dive

2186  
01:30:24,140 --> 01:30:22,500  
into the in-depth personalities and

2187  
01:30:27,080 --> 01:30:24,150  
characters because it is a more of a

2188  
01:30:31,100 --> 01:30:27,090

visual medium than it is from from a

2189

01:30:32,750 --> 01:30:31,110

storytelling dialog perspective but what

2190

01:30:34,070 --> 01:30:32,760

it does allow you to do is that if

2191

01:30:36,350 --> 01:30:34,080

you're envisioning a world and

2192

01:30:39,680 --> 01:30:36,360

characters and and the interaction and

2193

01:30:42,530 --> 01:30:39,690

sort of the arc of a story you and

2194

01:30:44,780 --> 01:30:42,540

another artist or just yourself you can

2195

01:30:46,010 --> 01:30:44,790

sort of envision what a giant war

2196

01:30:47,560 --> 01:30:46,020

between having the hell's going to look

2197

01:30:50,510 --> 01:30:47,570

like if you're going to envision an

2198

01:30:52,700 --> 01:30:50,520

armada of spaceships attacking a planet

2199

01:30:56,090 --> 01:30:52,710

an artist can draw that without a whole

2200

01:30:58,760 --> 01:30:56,100

team of visual effects animators and all

2201  
01:31:01,370 --> 01:30:58,770  
whole studio to do a scene just just an

2202  
01:31:03,920 --> 01:31:01,380  
artist can can visualize that so what

2203  
01:31:06,080 --> 01:31:03,930  
would normally be storyboards or just

2204  
01:31:08,540 --> 01:31:06,090  
stick figures of deciding what an idea

2205  
01:31:10,490 --> 01:31:08,550  
is gonna be a graphic novel you can

2206  
01:31:13,250 --> 01:31:10,500  
really establish an idea and put it out

2207  
01:31:14,750 --> 01:31:13,260  
there and for me it's absolutely the

2208  
01:31:16,310 --> 01:31:14,760  
best way to start off with a project

2209  
01:31:18,770 --> 01:31:16,320  
because you can now share that with

2210  
01:31:21,020 --> 01:31:18,780  
someone show them the pacing the

2211  
01:31:23,360 --> 01:31:21,030  
characters the world and then use that

2212  
01:31:26,270 --> 01:31:23,370  
to develop it you can't make any money

2213  
01:31:28,190 --> 01:31:26,280

off doing it unfortunately is very

2214

01:31:30,470 --> 01:31:28,200

difficult and hopefully we're finding

2215

01:31:32,240 --> 01:31:30,480

some new ways to change that but it is

2216

01:31:35,360 --> 01:31:32,250

absolutely the best way I think for me

2217

01:31:37,580 --> 01:31:35,370

as a storyteller to start the beginning

2218

01:31:40,880 --> 01:31:37,590

of an idea indeed how do you get away

2219

01:31:48,680 --> 01:31:40,890

from it all I don't have a husband so

2220

01:31:50,000 --> 01:31:48,690

I'm not sure how it's you never get away

2221

01:31:53,630 --> 01:31:50,010

that's the problem

2222

01:31:55,580 --> 01:31:53,640

never ever um we're driving an alley my

2223

01:31:58,100 --> 01:31:55,590

girlfriend will tell you I'm like

2224

01:32:00,140 --> 01:31:58,110

thinking on something and I see

2225

01:32:04,220 --> 01:32:00,150

something on the street or whatever and

2226

01:32:06,740 --> 01:32:04,230

that gets a domino effect going and you

2227

01:32:09,740 --> 01:32:06,750

know and then it's like I have to tell

2228

01:32:12,200 --> 01:32:09,750

her I've got it that's the first first

2229

01:32:14,690 --> 01:32:12,210

level of realization of it is speaking

2230

01:32:16,730 --> 01:32:14,700

it to someone else many a time I've done

2231

01:32:18,800 --> 01:32:16,740

the same thing it's not really cool that

2232

01:32:21,440 --> 01:32:18,810

we do that but oh I'll do the same thing

2233

01:32:24,110 --> 01:32:21,450

in the morning if I even wait til the

2234

01:32:26,930 --> 01:32:24,120

morning and I'll hit Ally with an idea

2235

01:32:30,590 --> 01:32:26,940

that I have and and then it's kind of

2236

01:32:33,860 --> 01:32:30,600

you know usually after you have coffee

2237

01:32:35,900 --> 01:32:33,870

you can tell if the idea has some some

2238

01:32:38,270 --> 01:32:35,910

you know legs to it sometimes it's just

2239

01:32:42,080 --> 01:32:38,280

one aspect of it but usually when it

2240

01:32:44,420 --> 01:32:42,090

comes it comes hard and fast I always

2241

01:32:47,060 --> 01:32:44,430

look at like you know way back before

2242

01:32:50,090 --> 01:32:47,070

you know like Socrates and Plato they

2243

01:32:52,970 --> 01:32:50,100

would the term having a muse was a real

2244

01:32:54,650 --> 01:32:52,980

thing they could yeah they considered

2245

01:32:56,420 --> 01:32:54,660

that you know someone who was really

2246

01:32:58,280 --> 01:32:56,430

good in some field they would say

2247

01:33:01,370 --> 01:32:58,290

whether your muse must be very powerful

2248

01:33:03,890 --> 01:33:01,380

and in fact those artists or those you

2249

01:33:06,260 --> 01:33:03,900

know whatever their field was they would

2250

01:33:08,660 --> 01:33:06,270

give credit to the muse and then at some

2251

01:33:10,250 --> 01:33:08,670

point they stopped doing that I still

2252

01:33:12,080 --> 01:33:10,260

like to give credit to them because I

2253

01:33:14,480 --> 01:33:12,090

know when something comes and you're

2254

01:33:16,040 --> 01:33:14,490

like you know Keith can you know relate

2255

01:33:18,140 --> 01:33:16,050

to this I'm sure and same with Valerie

2256

01:33:21,380 --> 01:33:18,150

it hits you you're like where the hell

2257

01:33:23,030 --> 01:33:21,390

did that come from and then your job is

2258

01:33:26,210 --> 01:33:23,040

there's a there's a portal that has

2259

01:33:28,580 --> 01:33:26,220

opened up between up above or whatever

2260

01:33:31,100 --> 01:33:28,590

your muse is hitting you and and it

2261

01:33:33,860 --> 01:33:31,110

doesn't stay open forever so I always

2262

01:33:35,270 --> 01:33:33,870

say to you know you know I've been

2263

01:33:38,360 --> 01:33:35,280

coming filmmakers and stuff that's for

2264

01:33:41,420 --> 01:33:38,370

advice I say when you hit that you you

2265

01:33:42,830 --> 01:33:41,430

stop everything and you go you know it

2266

01:33:48,110 --> 01:33:42,840

sounds like ally and I need to take a

2267

01:33:51,950 --> 01:33:48,120

girls weekend I want to say is when I

2268

01:33:54,470 --> 01:33:51,960

met Keith an alien kind he had the best

2269

01:33:57,290 --> 01:33:54,480

booth there I mean it was Jesus it was

2270

01:34:00,590 --> 01:33:57,300

it was the Keith and Valerie show it's

2271

01:34:02,840 --> 01:34:00,600

just called what it is beautiful and I

2272

01:34:05,900 --> 01:34:02,850

was across the way and what was most

2273

01:34:06,890 --> 01:34:05,910

impressive wasn't the huge backdrop very

2274

01:34:09,710 --> 01:34:06,900

high

2275

01:34:12,590 --> 01:34:09,720

it was the teamwork between he and

2276

01:34:15,920 --> 01:34:12,600

Valerie and their kids they were there

2277

01:34:18,920 --> 01:34:15,930

and to see this like you know this kind

2278

01:34:21,950 --> 01:34:18,930

of Nouveau mom and pop organization that

2279

01:34:25,730 --> 01:34:21,960

was that was all pulling it together I

2280

01:34:27,380 --> 01:34:25,740

mean they're all you know we're all

2281

01:34:29,720 --> 01:34:27,390

striving for the same thing they all

2282

01:34:30,920 --> 01:34:29,730

have you know again wonder it's like

2283

01:34:35,360 --> 01:34:30,930

they're doing this adventure together

2284

01:34:36,530 --> 01:34:35,370

and it's very admirable and you know

2285

01:34:37,950 --> 01:34:36,540

their kids are gonna benefit greatly

2286

01:34:42,000 --> 01:34:37,960

from them and

2287

01:34:45,380 --> 01:34:42,010

and from this and and so that was yeah

2288

01:34:49,610 --> 01:34:45,390

that's funny about that is that if our

2289

01:34:52,260 --> 01:34:49,620

kids now are growing up pretty fast and

2290

01:34:54,720 --> 01:34:52,270

and even though they may want to join

2291

01:34:56,940 --> 01:34:54,730

the business at some point you really

2292

01:35:01,170 --> 01:34:56,950

see that they've sort of inherited a lot

2293

01:35:03,150 --> 01:35:01,180

of our energy and madness and but but

2294

01:35:05,520 --> 01:35:03,160

I've always felt that people need to do

2295

01:35:07,530 --> 01:35:05,530

what they love to do and that should be

2296

01:35:09,540 --> 01:35:07,540

their their careers it's not what they

2297

01:35:11,130 --> 01:35:09,550

have to do not what they're being paid

2298

01:35:13,709 --> 01:35:11,140

to do but what they love to do and

2299

01:35:15,840 --> 01:35:13,719

that's what was for me for music and and

2300

01:35:18,150 --> 01:35:15,850

even to this day I really still feel

2301

01:35:20,190 --> 01:35:18,160

like I'm just playing in my hobby but

2302

01:35:24,479 --> 01:35:20,200

what was interesting is our daughter

2303

01:35:25,620 --> 01:35:24,489

Julia who's 17 is this unbelievable

2304

01:35:27,360 --> 01:35:25,630

Baker

2305

01:35:29,010 --> 01:35:27,370

she loves to bake it's just for

2306

01:35:31,680 --> 01:35:29,020

something for her just makes her pet

2307

01:35:34,530 --> 01:35:31,690

Serena in her zone she just loves what

2308

01:35:36,120 --> 01:35:34,540

she does and she discovered that she had

2309

01:35:39,120 --> 01:35:36,130

a thyroid condition where she couldn't

2310

01:35:41,190 --> 01:35:39,130

really have wheat or soy and but she

2311

01:35:43,700 --> 01:35:41,200

loved to bake and how you do that so she

2312

01:35:46,050 --> 01:35:43,710

started researching all these different

2313

01:35:47,700 --> 01:35:46,060

sort of ingredients and other things and

2314

01:35:50,940 --> 01:35:47,710

she came up with these cupcakes that are

2315

01:35:53,459 --> 01:35:50,950

these like just gluten-free gourmet

2316

01:35:55,620 --> 01:35:53,469

things but but being in a world where

2317

01:35:58,020 --> 01:35:55,630

we're surrounded by celebrities and

2318

01:35:59,610 --> 01:35:58,030

video games and movies and and and pop

2319

01:36:01,530 --> 01:35:59,620

culture and she loves it as much as

2320

01:36:04,770 --> 01:36:01,540

she's a fan as much as she is working in

2321

01:36:05,940 --> 01:36:04,780

the industry and and so what's funny is

2322

01:36:07,410 --> 01:36:05,950

is that you see all this work that we

2323

01:36:09,660 --> 01:36:07,420

put into our video games and our movies

2324

01:36:11,280 --> 01:36:09,670

and the promotion in our boots and so

2325

01:36:15,959 --> 01:36:11,290

our daughter came up with this company

2326

01:36:17,820 --> 01:36:15,969

at 17 it's called naked bakes and what's

2327

01:36:20,850 --> 01:36:17,830

hilarious is I mean and Bao came up with

2328

01:36:25,229 --> 01:36:20,860

a slogan for it naked of gluten negative

2329

01:36:27,330 --> 01:36:25,239

so I fully dressed in flavor so at 17

2330

01:36:31,560 --> 01:36:27,340

she's the CEO of this cupcake company

2331

01:36:33,420 --> 01:36:31,570

which is about three months ago and now

2332

01:36:36,120 --> 01:36:33,430

she's been at DreamWorks she's at

2333

01:36:37,800 --> 01:36:36,130

Universal she's been at I mean movies

2334

01:36:39,360 --> 01:36:37,810

but if you go to my daughter's site and

2335

01:36:41,640 --> 01:36:39,370

her Instagram is now flowing up and

2336

01:36:43,380 --> 01:36:41,650

everything you better make banks calm

2337

01:36:44,940 --> 01:36:43,390

and I'm not doing a shameless plug it's

2338

01:36:46,890 --> 01:36:44,950

just I'm just so proud of what do you

2339

01:36:50,580 --> 01:36:46,900

want Harry please draw in a few times

2340

01:36:51,520 --> 01:36:50,590

yes she's made it when Alejandro calls

2341

01:36:55,020 --> 01:36:51,530

and says what's

2342

01:36:57,940 --> 01:36:55,030

with the cupcake right that's right and

2343

01:36:59,560 --> 01:36:57,950

and so it's so funny because Dean was

2344

01:37:01,840 --> 01:36:59,570

talking about is that our family really

2345

01:37:04,240 --> 01:37:01,850

does operate as a unit and and we're at

2346

01:37:05,800 --> 01:37:04,250

Comic Con this week and the whole kid

2347

01:37:06,400 --> 01:37:05,810

that the family's coming out they work

2348

01:37:07,930 --> 01:37:06,410

in the booth

2349

01:37:08,950 --> 01:37:07,940

people are saying well you know you got

2350

01:37:10,780 --> 01:37:08,960

to make yourselves a little bit

2351  
01:37:11,950 --> 01:37:10,790  
unobtainable than other people who work

2352  
01:37:13,870 --> 01:37:11,960  
the front of the booth and you come out

2353  
01:37:15,400 --> 01:37:13,880  
and do the autographs and signings and

2354  
01:37:16,810 --> 01:37:15,410  
we're like hell no we're gonna be out

2355  
01:37:19,300 --> 01:37:16,820  
there with the fans meeting everybody

2356  
01:37:20,650 --> 01:37:19,310  
every day because we love that

2357  
01:37:22,330 --> 01:37:20,660  
interaction and getting the feedback

2358  
01:37:23,500 --> 01:37:22,340  
from the fans and our kids have been

2359  
01:37:24,580 --> 01:37:23,510  
there since they were kids you know

2360  
01:37:26,560 --> 01:37:24,590  
since they were little and they're still

2361  
01:37:29,680 --> 01:37:26,570  
working a booth want to know the the

2362  
01:37:32,560 --> 01:37:29,690  
name of her website again please yes

2363  
01:37:39,250 --> 01:37:32,570

so it's naked bakes naked like no

2364

01:37:40,990 --> 01:37:39,260

clothes naked naked bakes her idea for

2365

01:37:43,600 --> 01:37:41,000

the naked was that it was I'm making a

2366

01:37:45,430 --> 01:37:43,610

baked stock okay I see it now okay can

2367

01:37:47,320 --> 01:37:45,440

you send me a small bio and everything

2368

01:37:49,750 --> 01:37:47,330

on that so I can explain it to the

2369

01:37:58,720 --> 01:37:49,760

listeners when I when I promote it with

2370

01:38:00,280 --> 01:37:58,730

this podcast working for our kids right

2371

01:38:01,950 --> 01:38:00,290

I was just going to say she's gonna end

2372

01:38:04,300 --> 01:38:01,960

up being a millionaire out of all of us

2373

01:38:05,860 --> 01:38:04,310

exactly and I and that's actually just

2374

01:38:07,960 --> 01:38:05,870

one thing to point out what Dean just

2375

01:38:09,610 --> 01:38:07,970

said is that's exactly what it is as

2376

01:38:12,010 --> 01:38:09,620

hard as I was working since the time I

2377

01:38:13,780 --> 01:38:12,020

was a kid I never knew why I was working

2378

01:38:16,180 --> 01:38:13,790

so hard I had all these ideas and I

2379

01:38:18,610 --> 01:38:16,190

loved working but the moment that Val

2380

01:38:20,440 --> 01:38:18,620

and I decided to have kids it suddenly

2381

01:38:23,490 --> 01:38:20,450

clicked and I realized that we're doing

2382

01:38:26,020 --> 01:38:23,500

this for them and not in just like a

2383

01:38:27,430 --> 01:38:26,030

sort of a charity way it's just sort of

2384

01:38:30,910 --> 01:38:27,440

everything you're doing is to sort of

2385

01:38:33,520 --> 01:38:30,920

help them grow their lives and and

2386

01:38:35,860 --> 01:38:33,530

that's not meant to be patronizing it's

2387

01:38:37,660 --> 01:38:35,870

just sort of like I now have a reason to

2388

01:38:39,760 --> 01:38:37,670

work hard because I want to make a

2389

01:38:41,140 --> 01:38:39,770

better life for them and if she's really

2390

01:38:45,670 --> 01:38:41,150

successful she'll be able to finance

2391

01:38:48,250 --> 01:38:45,680

your movies right she'll be she'll be

2392

01:38:49,870 --> 01:38:48,260

supporting you beautiful name

2393

01:38:55,210 --> 01:38:49,880

could you please tell her to make some

2394

01:38:57,760 --> 01:38:55,220

UFO hahaha cupcakes we would appreciate

2395

01:39:01,750 --> 01:38:57,770

that by the way before we wrap this up

2396

01:39:03,400 --> 01:39:01,760

and I do have to Frank you know if he

2397

01:39:04,899 --> 01:39:03,410

has any more questions yeah I do have

2398

01:39:08,859 --> 01:39:04,909

one last one that was sticking

2399

01:39:12,009 --> 01:39:08,869

my head laughter you asked that okay

2400

01:39:14,770 --> 01:39:12,019

yeah one for all three of you actually

2401

01:39:16,449 --> 01:39:14,780

yeah when you go into a the idea of

2402

01:39:19,060 --> 01:39:16,459

making a movie you've got an idea for a

2403

01:39:20,679 --> 01:39:19,070

movie but this is a going to be a

2404

01:39:22,750 --> 01:39:20,689

project it's gonna take a while it might

2405

01:39:24,669 --> 01:39:22,760

take years for it to come to fruition

2406

01:39:26,649 --> 01:39:24,679

is there a tipping point is there

2407

01:39:29,020 --> 01:39:26,659

something at some point a little voice

2408

01:39:31,479 --> 01:39:29,030

tells you that yeah this is the idea I

2409

01:39:33,699 --> 01:39:31,489

there's a movie here I'm gonna go for it

2410

01:39:35,560 --> 01:39:33,709

because I'm sure you know for every good

2411

01:39:38,379 --> 01:39:35,570

idea there might have been two or three

2412

01:39:40,839 --> 01:39:38,389

that you tossed away so if you could

2413

01:39:43,709 --> 01:39:40,849

talk a little bit about that system that

2414

01:39:51,330 --> 01:39:43,719

process that would be great

2415

01:39:53,979 --> 01:39:51,340

yeah Dean you take this one oh yeah

2416

01:39:56,799 --> 01:39:53,989

here's a thing whenever you get one of

2417

01:40:00,879 --> 01:39:56,809

those ideas automatically a couple dozen

2418

01:40:04,409 --> 01:40:00,889

people in LA get the same idea so you're

2419

01:40:07,060 --> 01:40:04,419

racing to get it done you're racing to

2420

01:40:12,069 --> 01:40:07,070

uphold what was great about the idea and

2421

01:40:13,929 --> 01:40:12,079

keep it consistent but it boy those are

2422

01:40:15,250 --> 01:40:13,939

almost like mirages man you get him and

2423

01:40:18,609 --> 01:40:15,260

it's like oh my god this is total

2424

01:40:22,299 --> 01:40:18,619

zeitgeist and I've run with a few of

2425

01:40:25,199 --> 01:40:22,309

those and and you know I did this one I

2426

01:40:28,679 --> 01:40:25,209

work also I've done a couple superhero

2427

01:40:32,890 --> 01:40:28,689

scripts and one of them was this teenage

2428

01:40:34,839 --> 01:40:32,900

character dark dark kind of it kind of

2429

01:40:38,609 --> 01:40:34,849

like Heather's meets us meets a Spider

2430

01:40:41,409 --> 01:40:38,619

Man and he had these elastic powers and

2431

01:40:43,060 --> 01:40:41,419

and so I was able to get through a buddy

2432

01:40:45,089 --> 01:40:43,070

mind that was up to this big agency I

2433

01:40:47,259 --> 01:40:45,099

was able to get it out there and

2434

01:40:50,319 --> 01:40:47,269

literally the week before it was gonna

2435

01:40:51,699 --> 01:40:50,329

go out to to Sony Paramount Warner

2436

01:40:53,319 --> 01:40:51,709

Brothers 20 Century Fox

2437

01:40:56,890 --> 01:40:53,329

Spielberg announced that he was going to

2438

01:40:58,569 --> 01:40:56,900

do Plastic Man and so no one wants to

2439

01:41:01,870 --> 01:40:58,579

compete with Spielberg out in Hawaii

2440

01:41:03,489 --> 01:41:01,880

but I can't imagine yeah it all came

2441

01:41:05,709 --> 01:41:03,499

back and it was like no one wants to do

2442

01:41:07,209 --> 01:41:05,719

that so thanks for playing and that was

2443

01:41:09,879 --> 01:41:07,219

it and then the brothers that they never

2444

01:41:11,469 --> 01:41:09,889

made a movie and so on

2445

01:41:15,759 --> 01:41:11,479

I think when it you know when it does

2446

01:41:16,689 --> 01:41:15,769

come yeah you know it'll let you know

2447

01:41:18,790 --> 01:41:16,699

you just have to kind of pay attention

2448

01:41:20,680 --> 01:41:18,800

and be open and

2449

01:41:23,950 --> 01:41:20,690

and that's half but it's being open and

2450

01:41:25,810 --> 01:41:23,960

receptive especially dream-life I mean

2451

01:41:27,759 --> 01:41:25,820

that's don't underestimate the

2452

01:41:30,009 --> 01:41:27,769

subconscious because it's working for us

2453

01:41:32,950 --> 01:41:30,019

a lot of times your idea is ahead of its

2454

01:41:34,660 --> 01:41:32,960

time where it's the right idea but it

2455

01:41:36,729 --> 01:41:34,670

just isn't the right time for the

2456

01:41:38,620 --> 01:41:36,739

audience and they used to say that from

2457

01:41:42,040 --> 01:41:38,630

script to screen for a movie with seven

2458

01:41:44,259 --> 01:41:42,050

years and and and it's very true in some

2459

01:41:46,649 --> 01:41:44,269

respects is that if you're have an idea

2460

01:41:49,810 --> 01:41:46,659

and you want to get something made

2461

01:41:51,669 --> 01:41:49,820

there's there's a lot of challenges not

2462

01:41:53,529 --> 01:41:51,679

just from a financing standpoint but

2463

01:41:55,750 --> 01:41:53,539

also just distribution and getting it

2464

01:41:57,879 --> 01:41:55,760

out there to the audience and even what

2465

01:41:59,770 --> 01:41:57,889

I experienced with with Phoenix you know

2466

01:42:02,169 --> 01:41:59,780

I got the movie out in 2016 and now the

2467

01:42:03,250 --> 01:42:02,179

stuff that happened with undisclosed and

2468

01:42:06,790 --> 01:42:03,260

the History Channel and the nimitz

2469

01:42:09,430 --> 01:42:06,800

coming out in 2017 2018 the movie was

2470

01:42:12,069 --> 01:42:09,440

just a year or two ahead of its time for

2471

01:42:14,140 --> 01:42:12,079

hitting that wave of the public's

2472

01:42:15,850 --> 01:42:14,150

awareness of what it was trying to say

2473

01:42:18,220 --> 01:42:15,860

so sometimes you might have a great idea

2474

01:42:19,479 --> 01:42:18,230

but there's just not the audience ready

2475

01:42:22,060 --> 01:42:19,489

for it

2476

01:42:23,830 --> 01:42:22,070

so as a filmmaker I think you have all

2477

01:42:25,600 --> 01:42:23,840

these stories floating in your head and

2478

01:42:27,339 --> 01:42:25,610

that's what's so overwhelming for film

2479

01:42:29,830 --> 01:42:27,349

executives and people that are meeting

2480

01:42:32,100 --> 01:42:29,840

with people like Dean and myself and Val

2481

01:42:34,600 --> 01:42:32,110

where we have all these great ideas and

2482

01:42:36,549 --> 01:42:34,610

weirdest puing ideas and they're like

2483

01:42:38,470 --> 01:42:36,559

whoa how do you pick what you're working

2484

01:42:40,509 --> 01:42:38,480

on why don't you just focus on one and

2485

01:42:42,339 --> 01:42:40,519

the problem is is it's impossible to

2486

01:42:44,109 --> 01:42:42,349

focus on one because if you put all your

2487

01:42:45,489 --> 01:42:44,119

eggs in one basket you'll never get a

2488

01:42:47,259 --> 01:42:45,499

head and you'll be waiting seven years

2489

01:42:49,569 --> 01:42:47,269

for that picture yeah and not just the

2490

01:42:52,720 --> 01:42:49,579

follow-up the turnaround time on the

2491

01:42:55,560 --> 01:42:52,730

unidentified TTS a show basically the

2492

01:42:59,890 --> 01:42:55,570

along and his team announced the project

2493

01:43:03,149 --> 01:42:59,900

in October of 2017 and the show

2494

01:43:06,549 --> 01:43:03,159

basically wraps up in the early July of

2495

01:43:09,399 --> 01:43:06,559

2019 so you're talking maybe a year and

2496

01:43:11,500 --> 01:43:09,409

three quarters roughly from the start of

2497

01:43:13,720 --> 01:43:11,510

the project to actually getting the show

2498

01:43:16,299 --> 01:43:13,730

done and getting six installments run on

2499

01:43:18,220 --> 01:43:16,309

cable would you say that's a pretty good

2500

01:43:20,739 --> 01:43:18,230

turnaround time it seems to me like it

2501  
01:43:22,810 --> 01:43:20,749  
is based on what you're telling me that

2502  
01:43:24,549 --> 01:43:22,820  
is a quick turnaround time but also it

2503  
01:43:27,279 --> 01:43:24,559  
doesn't have to be that way Yul Berg did

2504  
01:43:29,950 --> 01:43:27,289  
the post in ten months from agreeing to

2505  
01:43:32,620 --> 01:43:29,960  
do the script to going to screen and ten

2506  
01:43:34,720 --> 01:43:32,630  
months time that that is

2507  
01:43:37,860 --> 01:43:34,730  
moving almost at the speed of thought a

2508  
01:43:40,300 --> 01:43:37,870  
speed of creativity let's say and so

2509  
01:43:42,879 --> 01:43:40,310  
Keith and I are you know we're always

2510  
01:43:45,729 --> 01:43:42,889  
interested in how do we get it not only

2511  
01:43:48,669 --> 01:43:45,739  
to the art the audience because every

2512  
01:43:50,770 --> 01:43:48,679  
idea even the worst idea has a huge

2513  
01:43:52,479 --> 01:43:50,780

audience that has a certain section of

2514

01:43:54,790 --> 01:43:52,489

cross-section people who love that so

2515

01:43:56,350 --> 01:43:54,800

it's a matter of bridging that gap and

2516

01:43:58,810 --> 01:43:56,360

going directly to them and getting it

2517

01:44:00,370 --> 01:43:58,820

out there the fact is technology has

2518

01:44:01,780 --> 01:44:00,380

never been first of all it's the most

2519

01:44:04,689 --> 01:44:01,790

expensive art form in the history of

2520

01:44:06,790 --> 01:44:04,699

mankind and so to have technology where

2521

01:44:09,129 --> 01:44:06,800

you can get your DSLR camera you know I

2522

01:44:12,100 --> 01:44:09,139

get a five thousand dollar film a couple

2523

01:44:13,990 --> 01:44:12,110

years ago and did this thing and it was

2524

01:44:15,550 --> 01:44:14,000

all done editing everything within four

2525

01:44:18,040 --> 01:44:15,560

months so technically that could have

2526

01:44:20,140 --> 01:44:18,050

gone to market and so it was just me was

2527

01:44:21,760 --> 01:44:20,150

a very small you know crew but it is

2528

01:44:23,770 --> 01:44:21,770

possible to do it the only problem is

2529

01:44:27,640 --> 01:44:23,780

that you have to intersect with the

2530

01:44:29,470 --> 01:44:27,650

people who who have the yeses and so

2531

01:44:32,290 --> 01:44:29,480

depending how big your budget is that's

2532

01:44:33,370 --> 01:44:32,300

the that's the duration of how long it's

2533

01:44:37,780 --> 01:44:33,380

gonna take to get out there

2534

01:44:39,010 --> 01:44:37,790

traditionally I'm sorry well you're

2535

01:44:40,510 --> 01:44:39,020

seeing an intersection right because

2536

01:44:41,919 --> 01:44:40,520

you're seeing games now being one

2537

01:44:44,470 --> 01:44:41,929

hundred forty billion dollar industry

2538

01:44:47,290 --> 01:44:44,480

and help selling music and television

2539

01:44:49,209 --> 01:44:47,300

and film and everything combined but the

2540

01:44:51,939 --> 01:44:49,219

development time of a big game like a

2541

01:44:53,709 --> 01:44:51,949

console games three years and as Dean

2542

01:44:55,689 --> 01:44:53,719

was saying is that you can you know you

2543

01:44:58,810 --> 01:44:55,699

can produce a film the actual production

2544

01:45:00,700 --> 01:44:58,820

of a film even a big blockbuster film is

2545

01:45:02,830 --> 01:45:00,710

fourteen eighteen months so if you have

2546

01:45:05,770 --> 01:45:02,840

a three year video game at a fourteen

2547

01:45:07,600 --> 01:45:05,780

year fourteen month motion picture they

2548

01:45:10,330 --> 01:45:07,610

don't line up so if you're getting a

2549

01:45:12,310 --> 01:45:10,340

giant movie out you really have to go

2550

01:45:14,500 --> 01:45:12,320

backwards in time and make sure that

2551  
01:45:17,140 --> 01:45:14,510  
you're planning out your video game and

2552  
01:45:19,060 --> 01:45:17,150  
all your other launches to go forward

2553  
01:45:20,830 --> 01:45:19,070  
but that being the case the production

2554  
01:45:22,720 --> 01:45:20,840  
time is not really what holds up the

2555  
01:45:26,050 --> 01:45:22,730  
movie it's what Dean was saying it's

2556  
01:45:29,229 --> 01:45:26,060  
it's sort of the the the yes people to

2557  
01:45:31,689 --> 01:45:29,239  
agree to finance and distribute and

2558  
01:45:33,189 --> 01:45:31,699  
promote and market and get your project

2559  
01:45:35,649 --> 01:45:33,199  
out there and that's unfortunately

2560  
01:45:37,959 --> 01:45:35,659  
what's really hurt filmmakers is there's

2561  
01:45:39,669 --> 01:45:37,969  
such a saturation of great talented

2562  
01:45:42,010 --> 01:45:39,679  
people out there that the distributors

2563  
01:45:43,540 --> 01:45:42,020

and the people who are really holding

2564

01:45:46,360 --> 01:45:43,550

the purse strings and the distribution

2565

01:45:47,800 --> 01:45:46,370

strings really it

2566

01:45:49,990 --> 01:45:47,810

the buyers market for them and they can

2567

01:45:53,980 --> 01:45:50,000

really pick and choose what they want to

2568

01:45:55,480 --> 01:45:53,990

be able to push forward and yeah one

2569

01:45:59,560 --> 01:45:55,490

more follow up I'd then back to you

2570

01:46:01,780 --> 01:45:59,570

chant basically let's say that I was I'm

2571

01:46:05,290 --> 01:46:01,790

a TV executive and I'm coming to you

2572

01:46:07,660 --> 01:46:05,300

Dean and Keith and I'm asking guys that

2573

01:46:09,940 --> 01:46:07,670

there's this great citing case that I've

2574

01:46:12,490 --> 01:46:09,950

been following and I want to do a TV

2575

01:46:14,740 --> 01:46:12,500

special about it one hour that's it but

2576

01:46:16,330 --> 01:46:14,750

you know I know who the witnesses are

2577

01:46:18,040 --> 01:46:16,340

I've got more or less everything lined

2578

01:46:19,600 --> 01:46:18,050

up before you you've got to go out and

2579

01:46:22,060 --> 01:46:19,610

shoot it and get it done and get it

2580

01:46:23,590 --> 01:46:22,070

ready for broadcast ASAP here's the

2581

01:46:25,360 --> 01:46:23,600

check whatever it is it's good enough

2582

01:46:28,270 --> 01:46:25,370

for you guys how quickly could you get

2583

01:46:49,990 --> 01:46:28,280

something like that turned around super

2584

01:46:51,580 --> 01:46:50,000

quick obviously if you have the right

2585

01:46:53,020 --> 01:46:51,590

resources in the right locations and

2586

01:46:54,310 --> 01:46:53,030

everything set up you could turn that

2587

01:46:55,720 --> 01:46:54,320

around in weeks I mean with today's

2588

01:46:57,640 --> 01:46:55,730

technology and be able to do that

2589

01:47:01,030 --> 01:46:57,650

absolutely

2590

01:47:03,730 --> 01:47:01,040

even with post ok are you all ready for

2591

01:47:07,360 --> 01:47:03,740

my question it's the last question yes

2592

01:47:08,860 --> 01:47:07,370

it's big it's a biggie and my question

2593

01:47:11,350 --> 01:47:08,870

is gonna be posted Valerie first then

2594

01:47:13,330 --> 01:47:11,360

Keith and Eden and my question for you

2595

01:47:17,680 --> 01:47:13,340

Valerie which is the same for everybody

2596

01:47:21,340 --> 01:47:17,690

else what is your takeaway regarding

2597

01:47:24,070 --> 01:47:21,350

everything you've done having to do with

2598

01:47:27,490 --> 01:47:24,080

the company PCB productions that you and

2599

01:47:30,580 --> 01:47:27,500

your husband owned together from the

2600

01:47:32,620 --> 01:47:30,590

point of its inception until right now

2601  
01:47:34,840 --> 01:47:32,630  
and by the way just so our listeners

2602  
01:47:36,730 --> 01:47:34,850  
know they're currently getting ready

2603  
01:47:38,500 --> 01:47:36,740  
we're very lucky to have them on today

2604  
01:47:40,420 --> 01:47:38,510  
because they're in the midst of getting

2605  
01:47:42,010 --> 01:47:40,430  
ready for something else tomorrow which

2606  
01:47:45,820 --> 01:47:42,020  
you can mention what it is if you'd like

2607  
01:47:48,130 --> 01:47:45,830  
Keith but uh or Valerie but Valerie what

2608  
01:47:50,380 --> 01:47:48,140  
is your takeaway regarding everything

2609  
01:47:52,210 --> 01:47:50,390  
you've done what's the moral of the

2610  
01:47:53,710 --> 01:47:52,220  
story for you what have you learned from

2611  
01:47:55,810 --> 01:47:53,720  
everything that you've been involved in

2612  
01:48:11,919 --> 01:47:55,820  
regarding what you and your husband are

2613  
01:48:18,790 --> 01:48:15,010

I think the takeaway is to do what you

2614

01:48:20,799 --> 01:48:18,800

love do it with integrity and surround

2615

01:48:24,910 --> 01:48:20,809

yourself with good people there's no

2616

01:48:29,049 --> 01:48:24,920

time to work book you are bad energy or

2617

01:48:31,089 --> 01:48:29,059

bad attitudes because it just eats away

2618

01:48:33,600 --> 01:48:31,099

at your creativity and it eats away at

2619

01:48:36,790 --> 01:48:33,610

the positive experience and in the end

2620

01:48:37,959 --> 01:48:36,800

it's not about the end result it really

2621

01:48:40,149 --> 01:48:37,969

is about the journey to get there

2622

01:48:41,680 --> 01:48:40,159

because if you spend three years toiling

2623

01:48:43,870 --> 01:48:41,690

away at something in its absolute hell

2624

01:48:45,819 --> 01:48:43,880

then who cares if the end process comes

2625

01:48:47,379 --> 01:48:45,829

out great it was three years of your

2626

01:48:49,930 --> 01:48:47,389

life that you don't get back that you

2627

01:48:51,850 --> 01:48:49,940

spent you know with negativity or bad

2628

01:48:54,700 --> 01:48:51,860

energy or you know not wanting to do it

2629

01:48:58,000 --> 01:48:54,710

so I think it's really about having that

2630

01:48:59,229 --> 01:48:58,010

positive journey and if the journey is

2631

01:49:01,450 --> 01:48:59,239

positive I think that the results will

2632

01:49:04,000 --> 01:49:01,460

always come out well yeah we've had we

2633

01:49:06,879 --> 01:49:04,010

have the same here that that when people

2634

01:49:10,000 --> 01:49:06,889

say that the end justifies the means

2635

01:49:12,069 --> 01:49:10,010

we don't subscribe to that because if

2636

01:49:13,870 --> 01:49:12,079

you have a successful project but it was

2637

01:49:16,390 --> 01:49:13,880

a nightmare getting there we don't want

2638

01:49:18,850 --> 01:49:16,400

any part of that because for us it's all

2639

01:49:21,189 --> 01:49:18,860

about the means that justifies the end

2640

01:49:23,229 --> 01:49:21,199

the idea that your day to day is awesome

2641

01:49:27,040 --> 01:49:23,239

I get to work every day with my with my

2642

01:49:29,319 --> 01:49:27,050

wife my family's here I get to see my

2643

01:49:32,319 --> 01:49:29,329

kids grow up I get to work with some of

2644

01:49:35,350 --> 01:49:32,329

the most amazing talented performers in

2645

01:49:38,169 --> 01:49:35,360

the world as a result of working on

2646

01:49:40,030 --> 01:49:38,179

these big projects and and it's an

2647

01:49:41,859 --> 01:49:40,040

amazing magical thing for us and it's

2648

01:49:43,810 --> 01:49:41,869

inspiring every day because we really

2649

01:49:45,640 --> 01:49:43,820

genuinely love what we do and we love

2650

01:49:47,080 --> 01:49:45,650

the people we're working with and the

2651  
01:49:49,540 --> 01:49:47,090  
moment we have someone whom we've had a

2652  
01:49:52,240 --> 01:49:49,550  
couple over the 20 years you can count

2653  
01:49:54,129 --> 01:49:52,250  
them on less than one hand but we've had

2654  
01:49:57,250 --> 01:49:54,139  
a few people that just when they bring a

2655  
01:50:00,310 --> 01:49:57,260  
negativity or some kind of just sign

2656  
01:50:03,010 --> 01:50:00,320  
agenda to the to the table if life is

2657  
01:50:04,660 --> 01:50:03,020  
too short you know and for us we just

2658  
01:50:06,850 --> 01:50:04,670  
want to really like Valerie said work

2659  
01:50:08,980 --> 01:50:06,860  
with good people and and be inspired by

2660  
01:50:10,990 --> 01:50:08,990  
those people that Rhian spire the

2661  
01:50:13,080 --> 01:50:11,000  
the artwork that we're producing and I

2662  
01:50:16,510 --> 01:50:13,090  
think that's the real takeaway is that

2663  
01:50:18,040 --> 01:50:16,520

at the end of the day it really is what

2664

01:50:19,990 --> 01:50:18,050

we did to get there and it's been a

2665

01:50:22,060 --> 01:50:20,000

great journey and that's why you know

2666

01:50:23,710 --> 01:50:22,070

this year in October Valley are

2667

01:50:27,730 --> 01:50:23,720

celebrating our 25th wedding anniversary

2668

01:50:33,340 --> 01:50:27,740

and and we've been together for I'm

2669

01:50:34,780 --> 01:50:33,350

taking him to an island but that's it

2670

01:50:37,930 --> 01:50:34,790

because you know Val and I have been a

2671

01:50:39,880 --> 01:50:37,940

team the whole whole way and and and now

2672

01:50:41,860 --> 01:50:39,890

that she's sort of taking over PCB on

2673

01:50:44,290 --> 01:50:41,870

the game side in the studios and

2674

01:50:46,660 --> 01:50:44,300

allowing me to just you know be my shark

2675

01:50:49,540 --> 01:50:46,670

self and kind of go and create these

2676

01:50:52,090 --> 01:50:49,550

projects and have madness it's been a

2677

01:50:53,320 --> 01:50:52,100

good good process and and we love it and

2678

01:50:55,150 --> 01:50:53,330

our kids are now getting to the point

2679

01:51:03,280 --> 01:50:55,160

where they're gonna go up to college and

2680

01:51:06,520 --> 01:51:03,290

have their own adventures Dean um yeah I

2681

01:51:10,630 --> 01:51:06,530

have to underscore what Valentin said

2682

01:51:13,420 --> 01:51:10,640

100 percent having been in a few bands

2683

01:51:15,220 --> 01:51:13,430

before that is kind of the perfect

2684

01:51:17,140 --> 01:51:15,230

analogy the chemistry of a band is

2685

01:51:18,280 --> 01:51:17,150

critical because you're trying to create

2686

01:51:20,800 --> 01:51:18,290

something that's gonna play it a certain

2687

01:51:23,470 --> 01:51:20,810

harmony a certain level and it just

2688

01:51:25,870 --> 01:51:23,480

takes one person to throw you off

2689

01:51:28,570 --> 01:51:25,880

looking I may not be the fanciest

2690

01:51:31,810 --> 01:51:28,580

drummer and on my best day I scrape the

2691

01:51:35,470 --> 01:51:31,820

bottom of just okay but I can keep it me

2692

01:51:36,820 --> 01:51:35,480

and if the if the the chemistry isn't

2693

01:51:39,610 --> 01:51:36,830

right and there's someone in the band

2694

01:51:41,290 --> 01:51:39,620

that is has some strange agenda that

2695

01:51:43,780 --> 01:51:41,300

isn't you know all for one and one for

2696

01:51:45,520 --> 01:51:43,790

all and serving the parts there's a line

2697

01:51:48,060 --> 01:51:45,530

of cure to New York but people will do

2698

01:51:51,190 --> 01:51:48,070

this for free if they're doing that I

2699

01:51:53,020 --> 01:51:51,200

sometimes will have you know I find that

2700

01:51:56,290 --> 01:51:53,030

I it's hard for me to you know keep on

2701

01:51:59,800 --> 01:51:56,300

beat it's like I'm you know that's this

2702

01:52:01,270 --> 01:51:59,810

kind of blatant example as you can get

2703

01:52:04,840 --> 01:52:01,280

worse like I'm just not feeling the vibe

2704

01:52:07,540 --> 01:52:04,850

and so uh life as I said way too short

2705

01:52:08,650 --> 01:52:07,550

so you try to find people that you know

2706

01:52:11,800 --> 01:52:08,660

you don't have to have all the answers

2707

01:52:14,200 --> 01:52:11,810

and so my goal is you know it's you can

2708

01:52:16,300 --> 01:52:14,210

stand taller when a bunch of you you

2709

01:52:18,190 --> 01:52:16,310

know are all put in that pyramid neural

2710

01:52:22,379 --> 01:52:18,200

tanning together and it's and it's fun

2711

01:52:24,330 --> 01:52:22,389

because we're a joke as writers merch

2712

01:52:25,560 --> 01:52:24,340

to say that we're psychic that we can

2713

01:52:27,659 --> 01:52:25,570

see in the crystal ball that what we

2714

01:52:29,429 --> 01:52:27,669

grow is going to be perfectly executors

2715

01:52:31,500 --> 01:52:29,439

on set identically to what's been

2716

01:52:32,669 --> 01:52:31,510

written and then edited and the thing

2717

01:52:34,739 --> 01:52:32,679

that's fun is you get out there and the

2718

01:52:36,299 --> 01:52:34,749

actors are bringing their own crystal

2719

01:52:37,620 --> 01:52:36,309

ball and you're all going together this

2720

01:52:39,899 --> 01:52:37,630

whole big thing that becomes even

2721

01:52:42,000 --> 01:52:39,909

greater and so the more you listen the

2722

01:52:44,279 --> 01:52:42,010

more you're open to greater the more in

2723

01:52:46,139 --> 01:52:44,289

depth you have so it just becomes a

2724

01:52:48,270 --> 01:52:46,149

snowball that goes and if you're smart

2725

01:52:51,419 --> 01:52:48,280

will let people do what they do that you

2726

01:52:54,089 --> 01:52:51,429

best and and try to your job is only to

2727

01:52:56,399 --> 01:52:54,099

stir them in the right bridge thank you

2728

01:52:59,040 --> 01:52:56,409

I would like to thank everybody for

2729

01:53:03,839 --> 01:52:59,050

having been on our show today Valeria

2730

01:53:05,399 --> 01:53:03,849

REM and Keith a REM and Dean Alioto we

2731

01:53:09,899 --> 01:53:05,409

look forward to having you on our show

2732

01:53:11,909 --> 01:53:09,909

again and we wish you luck Valerie and

2733

01:53:14,100 --> 01:53:11,919

Keith regarding where you're going you

2734

01:53:17,459 --> 01:53:14,110

said San Diego right yeah for Colin

2735

01:53:19,399 --> 01:53:17,469

comic-con yeah and Dean please keep us

2736

01:53:21,330 --> 01:53:19,409

updated on everything you're doing and

2737

01:53:23,729 --> 01:53:21,340

Frank did you have any last thoughts

2738

01:53:26,339 --> 01:53:23,739

yeah I just wanted to say that we're in

2739

01:53:28,469 --> 01:53:26,349

a time a very exciting time I mean I I

2740

01:53:30,929 --> 01:53:28,479

am mr. negativity I have missed their

2741

01:53:34,560 --> 01:53:30,939

bad vibes but as far as this UFO stuff

2742

01:53:36,419 --> 01:53:34,570

goes we are in an amazing time and all

2743

01:53:38,459 --> 01:53:36,429

three of you are a tremendous resource

2744

01:53:41,129 --> 01:53:38,469

for young fellow were interested in the

2745

01:53:43,799 --> 01:53:41,139

field and just to listen to what the

2746

01:53:45,569 --> 01:53:43,809

pros have to say about telling those

2747

01:53:48,479 --> 01:53:45,579

stories and communicating them

2748

01:53:51,479 --> 01:53:48,489

effectively and just building this

2749

01:53:54,000 --> 01:53:51,489

community and getting more information

2750

01:53:57,389 --> 01:53:54,010

out there so everybody else can kind of

2751

01:54:04,139 --> 01:53:57,399

plug in and hopefully move this thing

2752

01:54:06,479 --> 01:54:04,149

forward thank you for enlightening us we

2753

01:54:08,459 --> 01:54:06,489

appreciate you and Valerie I better ask

2754

01:54:09,870 --> 01:54:08,469

this before you guys leave I know you're

2755

01:54:12,209 --> 01:54:09,880

gonna be busy for a long time but

2756

01:54:28,229 --> 01:54:12,219

Valerie can I have the privilege of

2757

01:54:30,719 --> 01:54:28,239

interviewing you and your daughter later

2758

01:54:32,850 --> 01:54:30,729

on that thank you very much friend

2759

01:54:34,799 --> 01:54:32,860

allowed us such an honor of interviewing

2760

01:54:35,649 --> 01:54:34,809

all of you and we will turn it around

2761

01:54:37,750 --> 01:54:35,659

and be right

2762

01:54:39,610 --> 01:54:37,760

tomorrow night with buddy from alien

2763

01:54:42,640 --> 01:54:39,620

protocols where we are going to talk

2764

01:54:44,020 --> 01:54:42,650

about these psychic Olympics we're going

2765

01:54:47,229 --> 01:54:44,030

to attempt to hold on this show

2766

01:54:49,330 --> 01:54:47,239

real-time psychic experiments that

2767

01:54:52,120 --> 01:54:49,340

should be bulletproof in terms of

2768

01:54:54,970 --> 01:54:52,130

protocol the results where we'll see how

2769

01:54:56,470 --> 01:54:54,980

they go that'll be the fun part but

2770

01:54:58,360 --> 01:54:56,480

we're gonna try to get the protocols

2771

01:55:00,600 --> 01:54:58,370

down in terms of doing some psychic

2772

01:55:02,740 --> 01:55:00,610

experiments live on the podcast and

2773

01:55:04,390 --> 01:55:02,750

we're gonna do that tomorrow night and

2774

01:55:07,200 --> 01:55:04,400

that should be fun a little bit of an

2775

01:55:09,970 --> 01:55:07,210

experiment so thanks for joining us and

2776

01:55:11,950 --> 01:55:09,980

yes Dean you absolutely can be in the

2777

01:55:14,260 --> 01:55:11,960

psychic Special Olympics yep

2778

01:55:16,120 --> 01:55:14,270

no doubt about yeah seriously yeah we're

2779

01:55:17,649 --> 01:55:16,130

looking for contestants oh yeah we

2780

01:55:19,959 --> 01:55:17,659

definitely want to do that and we're

2781

01:55:21,820 --> 01:55:19,969

putting together some games where be

2782

01:55:22,990 --> 01:55:21,830

sort of like a Price is Right type of

2783

01:55:26,410 --> 01:55:23,000

thing where there are a few different

2784

01:55:28,030 --> 01:55:26,420

games within the larger game so we're

2785

01:55:30,640 --> 01:55:28,040

gonna go for it that's a that's gonna be

2786

01:55:32,890 --> 01:55:30,650

a lot of fun that experiment maybe it

2787

01:55:34,540 --> 01:55:32,900

works maybe it doesn't work but that's

2788

01:55:36,070 --> 01:55:34,550

part of the fun of doing all this so

2789

01:55:37,390 --> 01:55:36,080

good bye everybody enjoy the rest of

2790

01:55:38,169 --> 01:55:37,400

your weekend and we will be back