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GV DOCU-SERIES

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PRESS RELEASE

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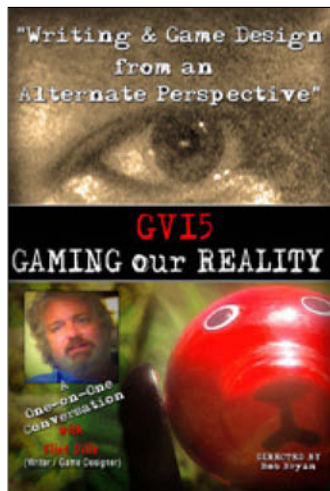
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A FASCINATING AND COMPELLING LOOK BEHIND THE VEIL

Los Angeles, CA--Bryan World Press... **GV15 GAMING OUR REALITY: Writing and Game Design from an Alternate Perspective** directed by documentary filmmaker Bob Bryan is described as a far ranging one-on-one "conversation" with Transmedia giant Flint Dille. Flint's background in TV and Game Design is diverse and extensive.

"A Powerful Educational tool. I learned something about myself because of this film. Flint made it clear that we create codes to break down, decipher and analyze 'reality' at our own pace and from our own point-of-view..."

- Miles B., A Rabid Online Video Gamer



Early on in his career he was best known as a writer/producer on the *Transformers*, *G.I.Joe*, *Garbage Pail Kids*, *InHumanoids*, *Mr.T Animated TV Series* and eventually as writer/game designer on *Vin Diesels Chronicles of Riddick: Assault on Dark Athena*, *Escape from Butcher Bay*, *Batman: Rize of Sin Tzu*, *Mission Impossible*, *James Bond: Tomorrow Never Dies*, *Dead to Rights*, *Fantastic Four: Rise of the Silver Surfer*, *Wheelman*, *Visionaries: Knights of the Magical Light* and more recently *Diablo III*. Mr. Dille has written four interactive novels, five regular novels, graphic novels and comic books.

According to Mr. Dille's bio on IMDB: *"Flint Dille has spent most of his creative life on the porous border between the game business and the film business, and firmly believes that it is all becoming one big media industry. Flint's work ranges from highly experimental and highly commercial. He has always seen games as great tools for education and creative exploration."* (see resume <http://www.imdb.com/name/nm0226863/>)

Flint wrote interactive novels (*The Sagard Series with Gary Gygax, creator of Dungeons and Dragons.*) By the early 90's, Flint was designing games (*Battle*





For the Future) and writing movies (*Venom*, Steven Spielberg's *American Tail II: Fievel Goes West*, *Starship Troopers: Invasion*), wondering how he was somehow going to turn two careers into one.

(see <http://www.imdb.com/name/nm0226863/bio> for the rest of his bio.)

Independent filmmaker Bob Bryan is attracted to arenas outside-of-the-box of main stream interests. In the case of “**GAMING**” he took an altogether different approach to the subject matter. *“I wanted to find out ‘Yes,’ what it takes to become a successful Writer/Game Designer but I also wondered what kind of innate talents are needed to function at such a high level in that field. I intuitively felt that something special was going on. After all Video Gaming as an Industry has connected with and cuts across a wide swathe of our popular culture. According to Ted.com ‘currently there are more than half a billion people worldwide playing computer and videogames at least an hour a day -- and 183 million in the U.S. alone.’ I wanted to understand why*

this phenomenally successful model existed and who were the people who created it. I was curious and committed to find out,” says Mr Bryan.

Bob quickly discovered that Mr. Dille was a uniquely compelling and extroverted personality who was not at all like the predigested stereotypically nerdy introverted type that he had imagined. Rather, as he got to know him, Bob discovered that Flint is someone who by all “*normal indices*” had been mislabeled as having certain mental disabilities when he was growing up. That was the thinking of one of his instructors, *“well he’ll be lucky to be able to spell and recognize certain symbols and maybe, eventually he’ll grow out of it”*. Thanks to an aggressive intervention by his parents Flint was taken out of that school and enrolled in a special school for students who have different learning styles.



“Yes I knew I was definitely different than most people. I mean, I had a mentally disabled friend to compare myself to and by all objective accounts, it was obvious that I was not stupid but there was definitely something wrong with me,” Flint admits. *“I mean, I’m not a genius by any stretch of the imagination, but ironically I know how to talk to them. In the end, I just perceive things differently and that has a value attached to it.”*



Turns out Flint was diagnosed with Dyslexia and a brain wiring condition called “*Mixed Dominance*.” At his new school he was taught various innovative techniques to learn how to deal with these potentially confusing perceptual learning differences.

In **GV15**, Flint openly discusses, in detail, the process and methodology of writing adaptive survival codes and compensation algorithms to “*world-build*” and excel in a non-dyslectic world. Integrated into the in-depth conversation are insightful and practical templates that he uses to create and conceptualize characters, character analysis, story points, character interactions, as well as, internal structures and codes for gaming. **GAMING OUR REALITY** is must-see documentary for anyone interested in Writing and Game Design.





The complete **GV DOCU-SERIES** is currently available online at **Amazon.com Instant Video**

where DVD's can also be purchased for schools and libraries domestically and abroad.

New Release: GV15 GAMING OUR REALITY

Running Time: 40 Minutes

GV15 Expanded Press Release (PR) Full

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