



K-dramas...

INTRO 25/26 SS

Let's get know each other **FIRST**

Let's get started!

YOUTH OF MAY



TBD

https://docs.google.com/spreadsheets/d/11oeV7pGBfVU-b9sk4oClaNcNvgbM1_vl2aw9mOUZMCE/edit?gid=1309938494#gid=1309938494

Past vs Present: The Evolution of Korean Cinema and Television

Introduction

- *Korean cinema and television have evolved significantly over the decades.*
 - *From historical dramas and local films to global blockbusters and K-dramas.*
 - *This presentation explores key changes in storytelling, production, and global influence.*
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The Early Days (Pre- 2000s)

- **Cinema:** *Influenced by political censorship, historical themes, and local storytelling.*
 - **Television:** *Traditional family dramas, historical series, and early romantic stories.*
 - *Limited international exposure.*
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The Hallyu Wave (2000s-2010s)

- **Cinema:** Rise of internationally acclaimed films (*Oldboy*, *The Host*).
 - **Television:** K-dramas gain popularity (*Winter Sonata*, *Boys Over Flowers*).
 - Streaming services start spreading Korean content.
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Global Breakthrough (2019-Present)

- **Cinema:** *Parasite* wins the Oscar, Korean films gain global recognition.
 - **Television:** K-dramas on Netflix (*Squid Game*, *The Glory*).
 - Increased diversity in storytelling and production scale.
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Key Differences (Past vs Present)

Aspect	Past	Present
Storytelling	Traditional, local themes	Diverse, global themes
Production	Low budget, local focus	High budget, global reach
Technology	Basic effects	Advanced CGI, streaming
Audience	Domestic	International (Hallyu)

The Future of Korean Entertainment

- *Expansion into **international collaborations**.*
 - *More diverse storytelling and genres.*
 - *Influence of AI and virtual production.*
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Even now?

*international
collaborations....*





Star vs. Forces of evil

Till 2019

Goblin?



<https://www.youtube.com/watch?v=7AM0UVSn7R8>



너의 목소리가
나를 불러
벨벳 같은 느낌
초대처럼

Your voice
Calls me
It feels like velvet
Like an invitation

밤의 파티 (우 오 ~)
밤의 파티

Party of the Night (Whoa oh~)
Party of the Night

저 달이
우리를 태우게 해
너와 나, 단둘이
이 최고의 순간을
영원하~

That moon is
Making us burn
You and I, together
This best moment
Forever~

바야얌~의 파티에~서
밤의 파티
Let's start it up tonight~
밤의 파티!

At the Party of the Night
Party of the Night
Let's start it up tonight~
Party of the Night!

He writes the music in a program called Cubase and does some audio editing in Pro Tools. Plugins from Universal Audio.

Vienna Ensemble Pro as a mixing board
Samples from Native Instruments Kontakt, Vienna, AudioBro (LA Scoring Strings), East West, Spitfire, Spectrasonics (Omnisphere and Stylus RMX) ProjectSAM, SonicCouture, Tonehammer (Defunct. Now under Soundiron), 8Dio, Sonokinetic (He follows it on Twitter), Arturia, Heavyocity, and Cinesamples.

Drum samples from That Sound Drums, FXpansion, and Izotope. He also has a Roland Juno 106 synth and a Dave Smith Mopho.



Eric Kim is a composer for film, television, and multimedia, based in Los Angeles, CA. He is the series composer for [*Star vs. the Forces of Evil*](#).

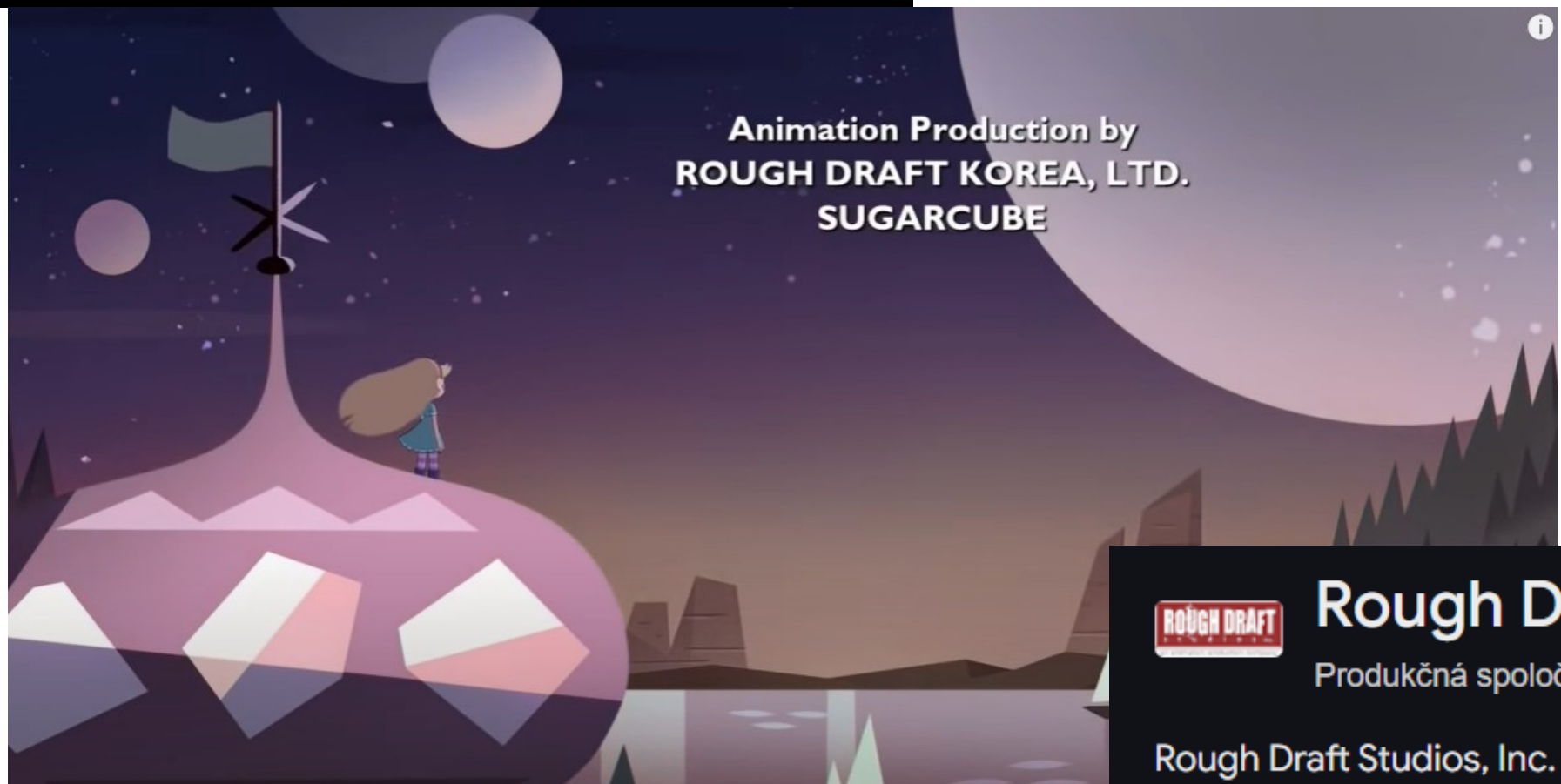
Kim grew up in Syracuse, New York. He went to high school at Christian Brothers Academy and graduated from Yale University with a degree in Music.

Nose thing joke

intro/outro

<https://www.youtube.com/watch?v=FxJ-6oktJds>

<https://www.youtube.com/shorts/gHc6RK6DUSw>



Animation Production by
ROUGH DRAFT KOREA, LTD.
SUGARCUBE



Rough Draft Studios

Produkčná spoločnosť :

Rough Draft Studios, Inc. je americké animačné produkčné štúdio so sídlom v Glendale v Kalifornii, s druhým štúdiom v Glendale a jeho sesterským štúdiom Rough Draft Korea so sídlom v Soule v Južnej Kórei. Štúdio založil Gregg Vanzo v roku 1991 vo Van Nuys v Los Angeles. [Less ^](#)