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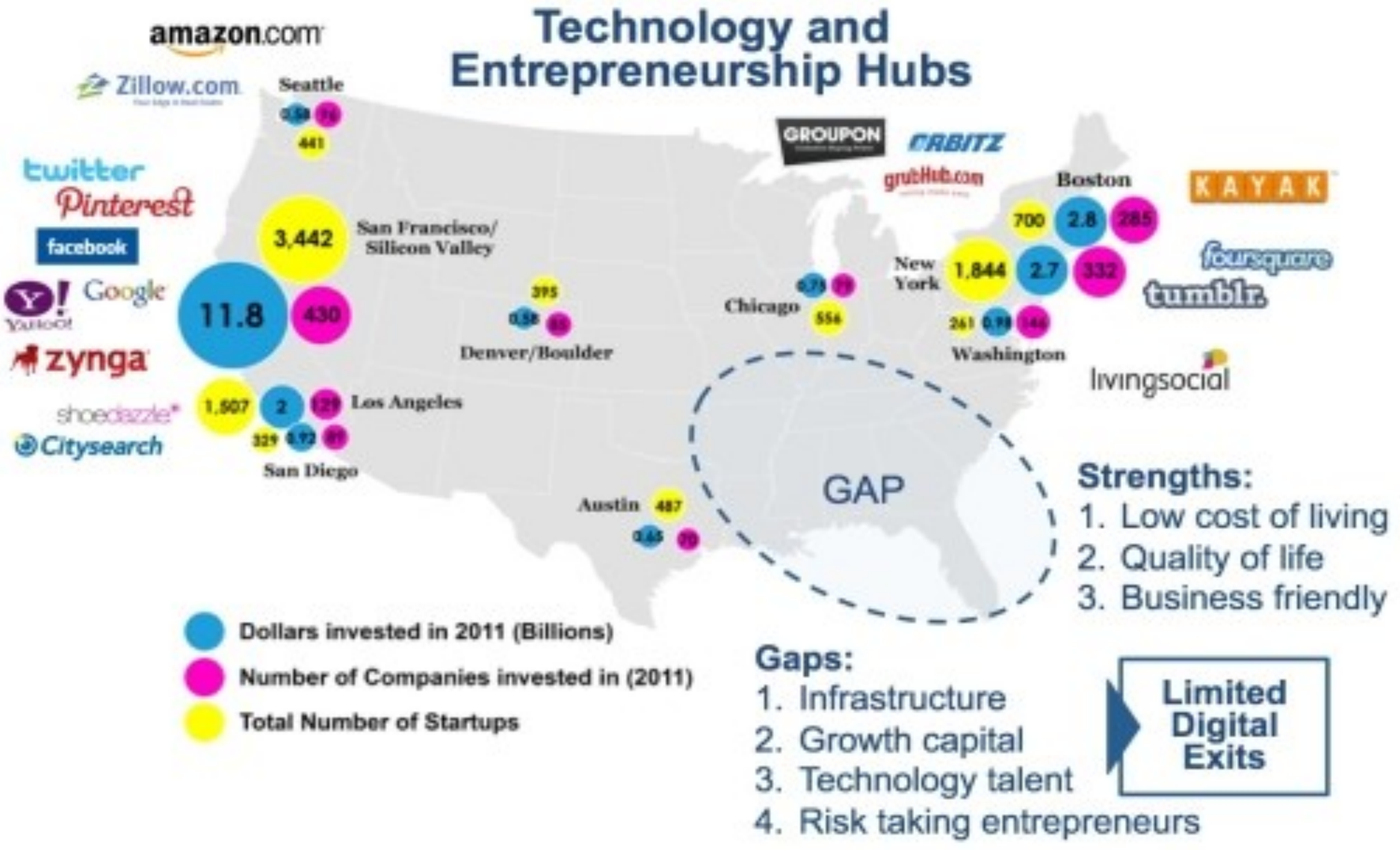
McIntyre Ventures



NASHVILLE CAN BE ONE OF THOSE CITIES

Envision…

a place where a new generation of entrepreneurs and students are creating next generation music, video, film, television, gaming & social media.

Imagine...

studios, broadcast facilities and labs equipped with leading-edge technology, acoustically tuned performance halls and spectacular event spaces all on one campus.

Believe...

in capturing the creative spirit of America…and the world.

Pantheon Park

Nashville is where it comes together.

For the first time in history...

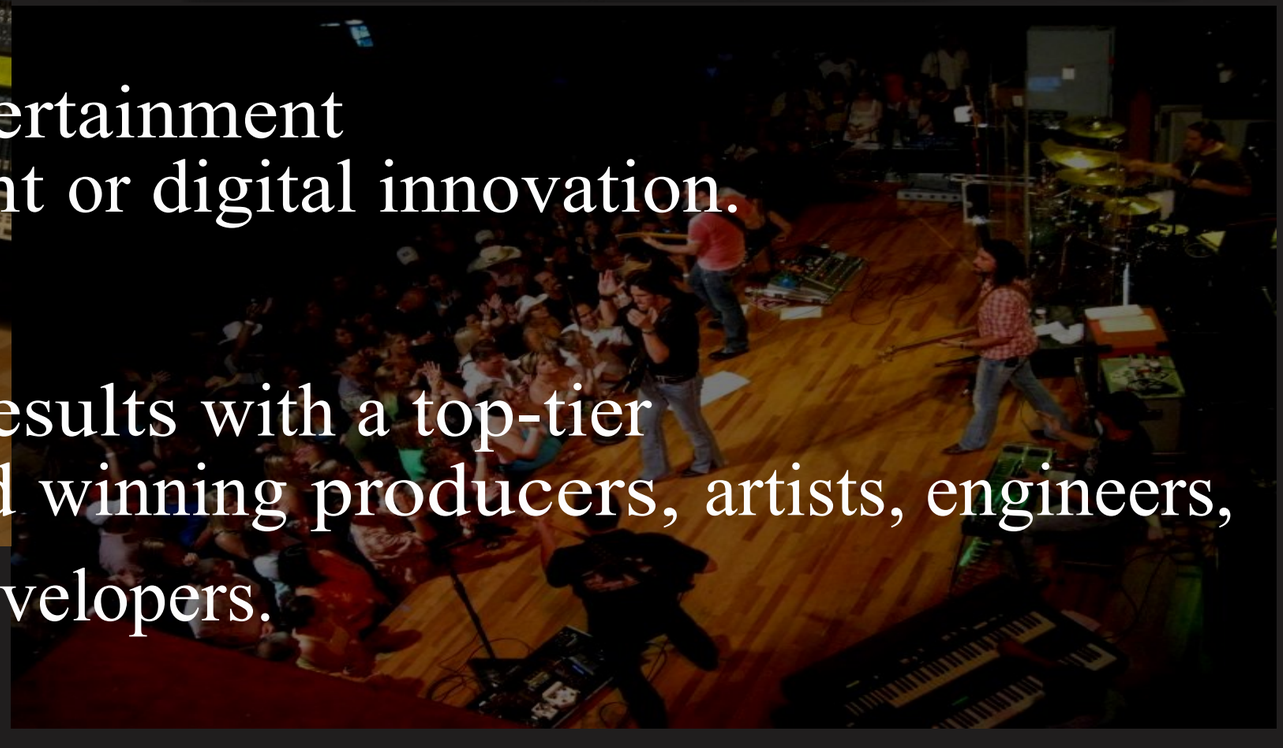
We're bringing them all together—generations of prodigies, entrepreneurs, businesses, and students on one campus to create the future of digital media, technology and entertainment.

Learn

digital and entertainment arts
from some of the world's most creative minds

Commercialize

the next, most promising entertainment
software, soundtrack, content or digital innovation.

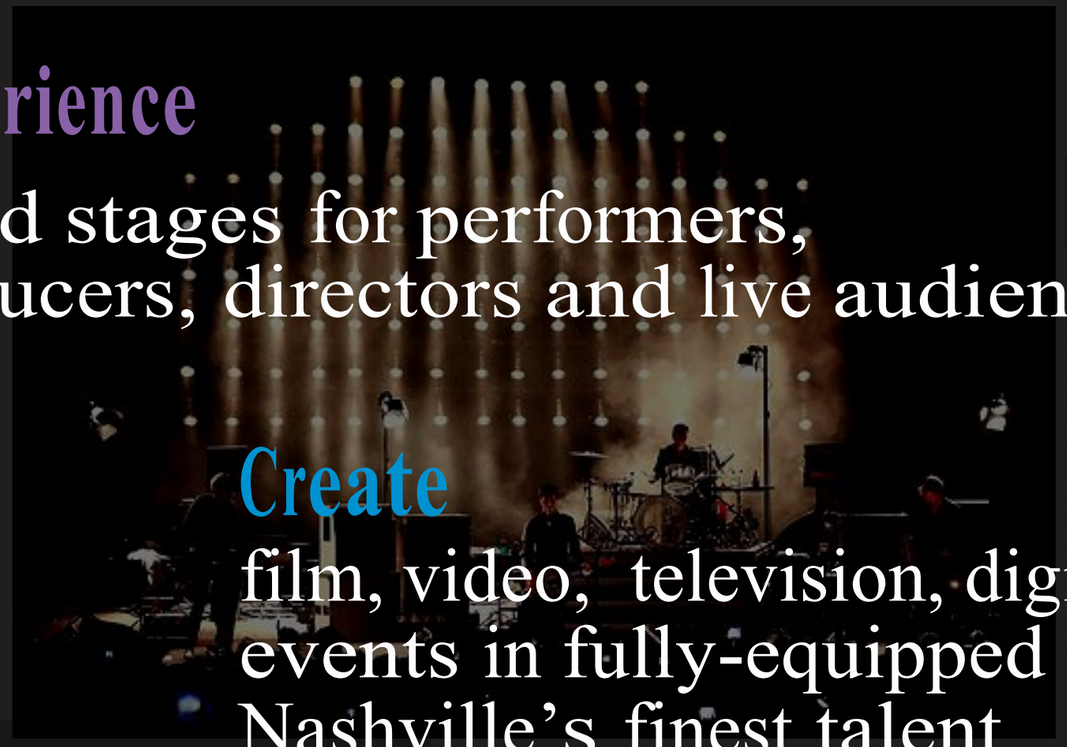


Produce

outstanding results with a top-tier
team of award winning producers, artists, engineers,
mentors and developers.

Experience

grand stages for performers,
producers, directors and live audiences.



Create

film, video, television, digital media, games and live events in fully-equipped facilities supported by Nashville's finest talent

Enjoy

a campus environment that promotes camaraderie among entrepreneurs, university students, faculty, staff, visiting artists and professionals.

MISSION STATEMENT

The highest densities of emerging, high-tech companies are attracted to cities with a highly skilled work-force and a high concentration of computer science, math, and engineering talent. Tennessee is growing in population and commerce; however, this growth is limited by the current shortage of high-tech talent. Nash-ville's twenty year plan must include a focus on how to grow our science, and technology, engineering and math communities. Today, there are collaborative efforts occurring between technology and entertainment companies all over the world yet only a handful of cities have the necessary entertainment talent pools to serve as a hub of content production and distribution.

<u>Nashville is one of those cities</u>!

McIntyre Ventures is proposing to develop the abandoned Tennessee State Prison into a 140 acre community for students, entrepreneur companies and support service companies focused on entertainment and technolo-gy. To be named Pantheon Park, "The Park" will provide students and tenants a campus environment that encourages collaboration and interaction with Nashville's unique music, technology and entertainment com-munities. The purpose is to educate while enabling the creation, production and commercialization of a vari-ety of content, social media, and mobile applications. The campus will attract top-tier students from around the world, will create jobs, and provide needed facilities for local performing arts programs.

WHY PANTHEON PARK?

Pantheon Park is about creative people who want to elevate themselves, others and the world. The Park is a collaborative effort of technology and entertainment and supporting professionals formed to design and build a high-tech, entertainment infrastructure campus for creative people focused on content production, social media and data. This infrastructure is for students, entrepreneurs, film makers, game developers, software developers and other high-tech companies. Performing artists, producers, directors, designers and developers will have access to top-drawer, applicable facilities and equipment designed for their various endeavors to create, distribute and structure content and data.

The best chance at being great is to focus on Nashville's strengths. Resources, infrastructure and education systems must be in place to achieve greatness. Investments in human capital, music and tourism supported by superior education programs centered on science, math and technology will lead to greatness. Tennessee has the business friendly environment and low cost of living that attracts young and seasoned, technology and entertainment talent. Even with the abundant studios and event venues, private and magnet schools, and entertainment companies Nashville offers, there remains a need for Pantheon Park's proposed infrastructure, educational systems, and professional support structures for the creative minded talent Nashville needs and deserves.

The purpose of Pantheon Park is build the infrastructure, schools and a mixed-use campus in order to form a vibrant technology and entertainment community. The leadership of Pantheon Park has identified the abandoned Tennessee State Prison on Centennial Boulevard as an ideal location to establish this community.

Our objectives include:

Designing and building a learning and creative development campus for national and international students in science, technology, engineering, the performing arts and math.
Relocating multinational corporations involved in new technologies to the Park.
Providing local entertainment and technology groups a unique campus that encourages collaboration and showcases talent.

The initial development and construction phase of the Park will include:

STEAM focused private school academies with dorms,
Renovation and repurposing of the Administration Building for events and collaborative office space,
Renovation and repurposing of two cellblocks to house sound stages for film, television, video, gaming and live broadcasts in various formats,
Renovation and repurposing of one cellblock to house a scoring stage studio and,
Renovation and repurposing of the remaining cell block into specifically designed space for high-tech entrepreneurs and developmental stage companies and,
Renovation and repurposing of five other buildings inside the walls for Class A office space for technology and entertainment related support companies,
Renovation of the three warehouses into rehearsal space, warehousing and office space for sound and lighting companies, labs for gaming and software development and, storage for staging props.

PRIVATE ACADEMIES and PUBLIC INNOVATION SCHOOLS

Pantheon Park will include a new generation of high quality private and public school options for Tennessee eventually serving 2,500 students. These schools are focused on preparing students for entrance into the best post-secondary schools and careers in technology, music, film, gaming television, mobile and developmental software, and social media.

The private academies will serve middle school and high school students in both a day and a boarding school format for elite students accepted from all around the world. Admission will be focused on a student's passion and talent rather than the ability to pay. The public innovation schools will emphasize providing low-income and at-risk students the opportunity of a lifetime and a world-class education. For the public innovation schools, we are open to these schools being in the form of special district public schools and/or public charter schools as the community sees fit.

Private academies and innovation schools will learn through real-life, authentic projects that deeply embed academics with facets of international business, intellectual property law, content production, mobile media and software development. Pantheon Park will provide private academies and magnet schools students and faculty a unique infrastructure for creating, developing and distributing content. The access to these unique facilities, exceptional industry professionals, and Nashville's collection of incredible talent will make the academies and magnet schools leaders in modern education. The Pantheon Park founders and directors believe in placing great emphasis on learning from practitioners and will leverage their access to film, music, gaming, IT and business leaders to ensure a constant flow of temporary "star" faculty members through

Pantheon Park is pleased to announce a partnership with Landmark Consulting Group, led by Ted Fujimoto. Landmark and Mr. Fujimoto will oversee the development of both of the private academies and magnet schools.

Ted Fujimoto is President of Landmark Consulting Group, Inc., a management and investment consultancy for scaling innovations in learning. Clients include some of the most prominent foundations, investors and innovators that span across education, media, entertainment, technology, distribution, content, energy and real estate.

Ted helped to design and create the replication systems and strategy for several of the largest scalable, fastest growing, highest performing public school designs in the country that created over 350 schools, including New Tech Network and Big Picture Learning. Big Picture Learning, public schools located in some of the toughest urban areas in America, are graduating over 95% of their students of which nearly 100% are being accepted to college. The New Tech Network has created over 130 public schools and is opening 30 to 40 new schools per year.

Ted is co-founder of MuzArt World Foundation and co-chairs the Right to Succeed Foundation, a non-profit focused on transforming public education through the creation of at least 6,000 American Dream Schools within the next 10 years. Early in his career, he was a partner in the consulting firm that developed the retail concept for the Saturn automobile and subsequently re-engineering the retail networks of 11 automotive and hospitality brands. He also created a national commercial insurance captive that insures over 1000 schools.

MUSIC

Pantheon Park will feature a world-class scoring stage studio, mix studios, editing suites, gaming studios, screening rooms, redundant broadband and other assets that will enable directors, producers, actors, gamers, musicians and editors to share content and collaborate with anyone, anywhere in the world, in real time. Only a handful of cities in the world have these facilities and none have the awesome musicians available in Nashville. Students interested in "behind the scenes" involvement will be assigned to various, campus approved professionals for real-world training and participation. These support professionals will include top-drawer management, staging experts, lighting designers, sound engineers, directors and others.

Songwriting skills in melody, harmony, and arranging as well as creative approaches to musical composition, lyric writing, and an individual writing style will be part of the curriculum. Student songwriters will complete a portfolio of several songs including lead sheets, lyric sheets, and demo recordings of each of the songs. Students will be expected to produce a demo equivalent in production quality to those typically presented to publishers, record producers, and record companies. Students will develop the critical skills necessary to recognize and discuss quality elements in musical and lyrical structure with confidence. The interpersonal and situational skills developed through these, and other, collaborative efforts will serve our students well throughout their lifetime.

The various performance venues on campus will provide students, entrepreneurs and tenants applicable and appropriately designed showcase environments to test prototypes, rehearse, perform for live audiences or demonstrate projects.

ANIMATION, FILM, NEW MEDIA and VIDEO

Pantheon Academies will offer production, post-production, and performance based courses. Instructors will collaborate with award-winning artists, writers, producers, and a variety of industry professionals to instruct students in groups and individually in order to maximize each student's experience. Courses offered will include film editing, lighting, digital cinematography, screenwriting, direction and animation along with accounting, business law and sociology.

Our facilities will include industry-standard digital technology for 2D and 3D animation, a Cintiq lab, HD cameras and more. Using the latest in digital technology and classic, analog equipment, students will be enabled to create new worlds and unique characters for projects. Students will have access to world-class computer labs, broadcast TV studios and video labs, sound and lighting facilities and, green/pink/blue screen studios.

By design, distinguished faculty will bring diverse approaches to the classroom based on their own work in film, video, animation, nonfiction, narrative, installation, gaming, archiving, and web-based art projects. Students will be encouraged to collaborate with each other and intern with approved, on and off- campus companies to develop and commercialize Intellectual Property. Performers, studio personnel, directors, camera operators and all other individuals necessary to producing a film or television project, developers of new games, software developers designing new data manipulation algorithms and a host of other creative work will emanate from Pantheon Park.

ENTREPRENEUR PROGRAMS

An entrepreneur is an agent of change and needs a carefully balanced program offering the freedom and structure necessary to succeed. Combining resources in one location provides entrepreneurs the ability to focus on their project and lower their opportunity costs. Entrepreneurs in Park programs will have access to all facilities on campus. Collaboration between entrepreneurs and students will be encouraged. The Pantheon program will offer accelerator programs for technology and entertainment projects with proven models for success. Our teams will organize, manage, fund and assume all risk associated with bridging the gap between the development stage and commercialization.

In addition to our retired and active CEOs, CFOs, CTOs, CIOs, lawyers, accountants, engineers, producers and many others, our programs will include providing entrepreneurs with top programmers, developers and other technology resources as needed. The Park will be a community of extraordinary talent, young and seasoned, with dreams of making the world a better place through the encouragement, collaboration and support of each other and our teams.

It takes more than infrastructure and a desire to attract entrepreneurs. Demographic and socioeconomic factors weigh heavily in an entrepreneur's decision when locating their company. Funding and a community of like-minded individuals are equally as important. While infusions of venture capital funding do not necessarily foster entrepreneurship, capital is more mobile than labor. Funding naturally flows to those areas where creative and potentially profitable ideas are being generated. Funding follows ideas, not vice versa.

TECHNOLOGY

The Pantheon Academy technology programs are designed for students and entrepreneurs who express a strong desire to learn how to develop, commercialize, and monetize next generation software applications for mobile, social media, rich media, content delivery, and digital rights management. Students will learn product development processes, enhanced techniques, and repeatable methods by designing technical infrastructure, developing software, creating advanced computer-generated models, animation, and visual effects. Our Game/CGI studios will provide applicable infrastructure to create 3D computer graphics for video games, commercials, television shows, theme park attractions and, short and feature-length films.

A strong emphasis will be placed on how data affects the various offerings in the Pantheon Academy curriculum. Areas of study will include analytics, information extraction, and data analysis. Students will learn how to extract information from a data set and transform it into an understandable structure. Courses include database and data management, data pre-processing, model and inference considerations, interestingness metrics, complexity considerations, post-processing of discovered structures, visualization, and online updating.

Employment projections indicate that demand for high-tech workers will outpace non tech jobs at least through 2020. Employment in high-tech industries is projected to grow 16.2 percent between 2011 and 2020 and employment in technology occupations is expected to increase by 13.9 percent. Workers in high-tech industries and STEAM (science, technology, engineering, arts and math) occupations earn a substantial wage premium of between 17 and 27 percent relative to workers in other fields.

MANAGEMENT

Students and entrepreneurs focused on the business side of technology and/or entertainment will develop skills, concepts, and methodologies necessary to manage legal, financial, artistic, and ethical issues. Each student or entrepreneur will demonstrate functional mastery of necessary skills and concepts by completing a final project, a capstone experience with portfolio documentation.

Training in management, leadership, marketing, accounting, finance, and other business aspects will be included in the curriculum. Many juniors and seniors will study artist management, promotion, production, and distribution while others may focus on tour management, analytics, event coordination, producing, and engineering. Ex-military and career enhancement minded individuals may apply for management training classes taught by Academy professors and members of the “star” casts.

Technology entrepreneurs, developing companies and companies commercializing their first project need management, legal and accounting services, marketing services and distribution channels. The Pantheon collaboration model will be applied, as needed, to provide individuals and companies temporary management and support services. When ready, we will assist program graduates and tenant companies in their search for permanent management. Graduates and program tenants will be encouraged to locate their permanent offices in the Park. They will also be encouraged to participate in the mentor and support programs for those students and entrepreneurs who follow in their footsteps.

The Old Tennessee State Prison Property

THE MUSEUM

Wind whistles through chain link fencing blocking the prison from public access. Abandoned and left to rot several years ago, the Old Tennessee State Prison is past being a museum or haunted house. Condemned buildings and, asbestos, lead and PCBs in others, have forced the state to fence the property and post guards to keep the public out.

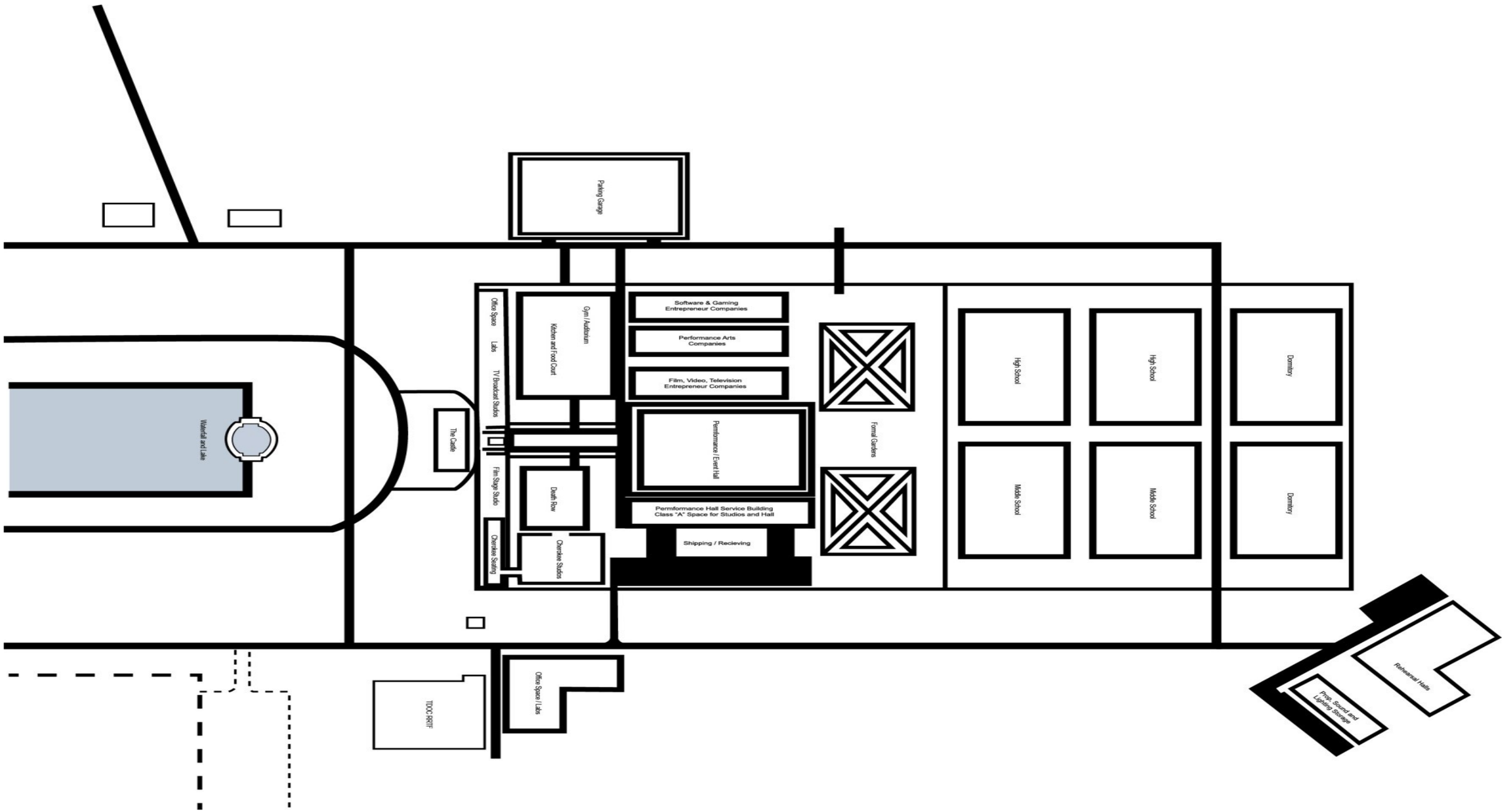
Constructed using prison labor and opened in 1898, the prison was closed by Judge L. Clure Morton in 1992 describing it as “a place where violence and terror reign.” Pantheon Park will form and fund a non-profit charitable corporation to manage a museum, cell block re-creation and renovated Death House. The Castle Museum will enable local residents, students, tourists, and others to experience life behind the walls. Our renovation and re-purposing of the buildings and grounds will include complete descriptions within each structure to describe its past.

What famous criminals were housed here? What caused the riot and fire in the 1960’s? What are those holes in each corner of the cell block turrets for? What famous prisoners were housed here? Our museum will feature numerous exhibits detailing the history of the Old Tennessee State Prison, both from the point of view of the inmates as well as the men and women who worked within the walls.

The prison buildings stand as silent sentinels to justice. Unfortunately, they are also examples of what can happen when historic structures are neglected.

Initial Development Phase Site

Phase One – Pantheon Park



SUMMARY

McIntyre Ventures is proposing to develop a 140+ acre community for students, entrepreneur companies and support service companies focused on entertainment and technology. The purpose is to educate and enable the creativity, production and commercialization of a variety of content, social media, mobile solutions and applications. The Park will educate top-tier students from around the world, create jobs, provide needed facilities for local university and other performing arts programs and, attract creative talent to Nashville.

In addition to the previously described facilities, infrastructure and services, land will be available in two to five acre tracts for proprietary campus environments within The Park. These sites will be developed and ready for construction. All sites will be broadband connected to Park facilities. This amount of land will enable Nashville to attract established entertainment and technology companies looking to relocate.

Being an “it” city or business-friendly state doesn’t make you cool! Call centers, auto companies and back room operations divisions of large corporations will not attract the technology workers our business communities need. These companies are great for jobs and tax revenues but they will not create the types of environments that would enable, support or fund the next Facebook, Google, Microsoft, Apple or Gibson. Entrepreneurs must be the “leaders.” Universities, governments, the local business community and investors are much needed feeders for those leaders. We have the resources. We need the infrastructure.

The old prison architecture, buildings, location and available land are ideal for Pantheon Park and for attracting IT and entertainment companies. The campus, once finished, will provide students and entrepreneurs unique opportunities not found in our peer cities.