

By: Dukes

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R E S O L U T I O N

1 WHEREAS, A state replete with diverse landscapes, iconic
2 American legends, and talented residents, Texas has long been a
3 favorite location for motion picture and television productions,
4 and that rich and ongoing tradition is being celebrated on Texas
5 Moving Image Industry Day at the State Capitol on March 4, 2009; and

6 WHEREAS, More than 1,600 films and television programs have
7 been made in Texas since 1910; the first movie ever to win the
8 Academy Award for Best Picture, the silent World War I epic *Wings*,
9 was shot in and around San Antonio; and

10 WHEREAS, Audiences all over the world have discovered the
11 Lone Star State through films and television programs made here;
12 *Giant*, filmed near Marfa, tells the sprawling story of cattle and
13 oil in West Texas; no fewer than nine films about the siege of the
14 Alamo have been made in Texas, including John Wayne's 1960 epic, *The*
15 *Alamo*; the film and television series *Friday Night Lights* tells the
16 distinctively Texan story of high school football, and 10 years
17 after its release, *Hope Floats* continues to draw tourists to its
18 locations in Smithville and Central Texas; week after week since
19 1976, *Austin City Limits*, the longest-running television concert
20 series, is still bringing the best of popular music to the nation
21 with a Texas flair; and

22 WHEREAS, Great filmmakers from all over the world have
23 journeyed to Texas to make their films; Steven Spielberg shot his
24 first feature, *The Sugarland Express*, here, Sam Peckinpah filmed

1 his classic thriller *The Getaway* in San Marcos and El Paso, Clint
2 Eastwood made *A Perfect World* and *Space Cowboys* in Texas, and the
3 German director Wim Wenders shot his art house masterpiece *Paris,*
4 *Texas* in locations all over the state; and

5 WHEREAS, The Lone Star State's own writers and directors have
6 produced many great projects here, including Robert Benton (*Bonnie*
7 *and Clyde, Places in the Heart*), Horton Foote (*Tender Mercies, The*
8 *Trip to Bountiful*), William Witliff (*Lonesome Dove, Honeysuckle*
9 *Rose, Raggedy Man*), Wes Anderson (*Bottle Rocket, Rushmore*), Richard
10 Linklater (*Slacker, Dazed and Confused, The Newton Boys*), Tim
11 McCanlies (*Secondhand Lions*), Robert Rodriguez (*Spy Kids, Sin*
12 *City*), and John Lee Hancock (*The Alamo, The Rookie*); and

13 WHEREAS, Texas has hosted a staggering variety of
14 productions, from independent films like *Waiting for Guffman* (shot
15 in Lockhart) to classic westerns like *Lonesome Dove* (shot near Del
16 Rio), as well as war films like *Courage Under Fire* (shot in El
17 Paso), over-the-top family adventure comedies like the three *Spy*
18 *Kids* films (shot in Austin), romantic comedies like *Miss*
19 *Congeniality* (shot in San Antonio), and classic horror films like
20 *The Texas Chainsaw Massacre* (shot in Austin); the state has also
21 been the location for such Academy Award-winning features as *No*
22 *Country for Old Men* and *There Will Be Blood* (both shot in Marfa),
23 *Boys Don't Cry* (shot in Greenville), *Places in the Heart* (shot in
24 Waxahachie), and *Terms of Endearment* (shot in Houston); and

25 WHEREAS, The state is known for its highly skilled film
26 technicians, whose expertise is so well-regarded that most films
27 shot in Texas hire primarily local crews; the state also boasts a

1 strong base of acting talent, and specialized film vendors and
2 services have been a strong part of the state's economy for more
3 than two decades; and

4 WHEREAS, With more than 90 companies, Texas is the third
5 largest center for the development of video games, whose highly
6 skilled workers have created such popular titles as *Quake* from Id
7 Software, *Ultima Online*, a groundbreaking multiplayer game from
8 Origin Systems, and *Age of Empires* from Ensemble Studios, as well as
9 military simulation training games for the U.S. Army; and

10 WHEREAS, Over the past decade, the moving image industry,
11 including film, television, video, commercials, animation, and
12 interactive video games, has spent more than \$2.2 billion and
13 created over 38,000 jobs in Texas, and the contributions of this
14 dynamic industry to Texas, and of Texans to this industry, are truly
15 worthy of recognition; now, therefore, be it

16 RESOLVED, That the House of Representatives of the 81st Texas
17 Legislature hereby recognize March 4, 2009, as Texas Moving Image
18 Industry Day at the State Capitol and commend the industry's many
19 talented individuals for their creativity, hard work, and
20 determination.