
Subject: OT: Microsoft have a nice big fine!
Posted by [Xtrm2Matt](#) on Thu, 25 Mar 2004 07:48:54 GMT
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<http://www.reuters.com/financeNewsA...storyID=4644001>

Subject: OT: Microsoft have a nice big fine!
Posted by [NHJ BV](#) on Thu, 25 Mar 2004 09:16:07 GMT
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Yeah, I read about it. I'm currently making my way through 261 comments on another newssite

Anyway, I don't think this will really hurt MS, although they'll probably try to be a bit more careful in the future. They also appeal this decision, so it could take a while before they really have to pay up.

Subject: OT: Microsoft have a nice big fine!
Posted by [spreegem](#) on Thu, 25 Mar 2004 12:54:29 GMT
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Quote:We're sorry! The page you are looking for is not available.

Well that's what that site said when I tried to look at it . . . so what's this about?

Subject: OT: Microsoft have a nice big fine!
Posted by [Deactivated](#) on Thu, 25 Mar 2004 13:43:07 GMT
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EU sued Microsoft because they included Media Player in Windows.

Subject: OT: Microsoft have a nice big fine!
Posted by [Xtrm2Matt](#) on Thu, 25 Mar 2004 15:58:01 GMT
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I'll try and get another link.. was working this morning

Subject: OT: Microsoft have a nice big fine!
Posted by [Xtrm2Matt](#) on Thu, 25 Mar 2004 15:59:28 GMT

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<http://news.bbc.co.uk/1/hi/business/3550013.stm>

And there's the story Also with a bit more info too

Subject: OT: Microsoft have a nice big fine!
Posted by [DanSolo](#) on Thu, 25 Mar 2004 16:07:40 GMT
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good to hear, but that amount of cash is peanuts to microsoft, considering they have lost nearly \$1 billion in funding the billbox (Xbox).

Besides that they will probably just release another patched version of windows xp to cover the costs, in the vein of windows98se.....hmmmm how does this sound Windows XUE sound (Windows eXtremely Unstable Edition) or maybe Office APCE (Annoying Paper Clip Edition)

Subject: OT: Microsoft have a nice big fine!
Posted by [Xtrm2Matt](#) on Thu, 25 Mar 2004 16:18:23 GMT
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LoL, i'm stuch a dumbass, i pasted the URL that i saw on the Forums..
<http://www.reuters.com/financeNewsArticle.jhtml?type=businessNews&storyID=4644001>

^ real URL.. lol

/me = dumbass :rolleyes:

This was taken from another forum...:

Quote:I think it is a disgrace, I think the EU should look at itself, it is making a pile of changes that us, joe public, don't want, aren't they then abusing their position just like they say microsoft are?

I don't understand why people are so hard on Microsoft, if you or I were Bill Gates wouldn't we want to make as much money as possible. Look how many people MS employ, thats good for the economy. The more people that sue microsoft the less money it will have the less people it can empoly the worse of the economy will be.

Ask yourself this, if it weren't for some of the visions of MS where would we be today, chances are sitting in front of windows 95. If Microsoft are so bad and full of bloat ware, why do people buy it, there are plenty of alternatives out there. I can tell you why, because it is a damn good software, yes there are security holes in it, which microsoft are now addressing very seriously. Beside if you made software and big and complex as windows, would it be bug free, i don't very much. The main reason why all the wholes are found in MS software is that hackers hate them so much they focus their efforts on MS products. Let them spend a month on Unix/linux to see what they can do.

Subject: OT: Microsoft have a nice big fine!
Posted by [K9Trooper](#) on Thu, 25 Mar 2004 16:22:18 GMT
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Funny. If Microsoft's home was in Europe I would almost be certain this would have never gone to trial. I don't think any large US firm will get a fair trial in Europe because there is such an anti-American attitude there. The EU is going to try and sock it to America any way they can.

MS may not be a US gov but it does effect the economy of the US and it will open the door for other countries to hold their own trials against MS. That is where it will hurt MS. Next thing you know Japan, China, Korea, India, Mexico, Canada, Russia and many other countries will use the EU case as a building stone to take down the "Software Giant" and hurt the US economy even more.

Subject: OT: Microsoft have a nice big fine!
Posted by [KIRBY098](#) on Thu, 25 Mar 2004 16:42:21 GMT
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Tempting to just pull right out of the World economy. Too bad we created it, and can't extricate ourselves without ruining the economies of these ungrateful pricks.

Subject: OT: Microsoft have a nice big fine!
Posted by [NHJ BV](#) on Thu, 25 Mar 2004 17:20:42 GMT
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more.

You know, the US (some states, IIRC) also sued MS.

Subject: OT: Microsoft have a nice big fine!
Posted by [K9Trooper](#) on Thu, 25 Mar 2004 17:50:44 GMT
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But the legal system worked.

Subject: OT: Microsoft have a nice big fine!
Posted by [NHJ BV](#) on Thu, 25 Mar 2004 18:55:17 GMT
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K9TrooperBut the legal system worked.

Because they settled it in the US? It cost MS \$1 billion, which is double the fine MS gets in Europe. The point is that competing audio/video playing software has nearly no chance at all against MS's abuse of their (near-)monopoly position, which is pretty true.

Subject: OT: Microsoft have a nice big fine!
Posted by [Vitaminous](#) on Thu, 25 Mar 2004 20:51:10 GMT
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Considering that Windows is used on 95% of the computers on the planet,(thought I don't really believe this statistic since the arrival of Linux.) it kinda means shit to Bill Gates.

Subject: OT: Microsoft have a nice big fine!
Posted by [Cpo64](#) on Thu, 25 Mar 2004 21:07:43 GMT
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The point is, by bundling everything together, other companies are unable to sell there product.

How many of you are likely to go buy the Pro edition of RealPlayer?

I'm not going to, I already got the 100% free WMP, it came with my Windows XP (altho I don't use WMP, because winamp is much better)

They are cutting out the competition by makeing it so people don't need to make a choice. If you already have something that does the job, why would you go buy another program that does the same thing?

Lets look at one of the utilities that have been with windows as long as I can remember (3.1) The caculator, now, who (accept an idiot, which there is alot of) is going to go download, or even buy, a caculator for their computer? Its already there! So that locks out all forms of "compitition."

If Microsoft sold their WMP and everything else they bundle together with their Windows operating software, there would be no problem.

Subject: OT: Microsoft have a nice big fine!
Posted by [smwScott](#) on Thu, 25 Mar 2004 21:09:48 GMT
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Tempting to just pull right out of the World economy. Too bad we created it, and can't extricate ourselves without ruining the economies of these ungrateful pricks.

Tempting to just pull out of the world economy? You're joking right? Right now we rely heavily on the world economy and would be pretty much fucked if we "pulled out." Of course it would hurt them too, but to think that we're just doing a favor to other countries by participating in the world economy is ignorant.

Anyway, I doubt the fact that they're European has anything to do with it. The US government has also won several cases against MS and overall has fined them much more than the EU did. Both of them came to similar results - MS is an overbearing monopoly that shuts out the competition, so how do you figure that one legal system worked and not the other? Computers would be much better, cheaper, reliable, and more advanced if there was more competition in the market place.

Subject: OT: Microsoft have a nice big fine!
Posted by [K9Trooper](#) on Thu, 25 Mar 2004 21:30:06 GMT
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Cpo64The point is, by bundling everything together, other companies are unable to sell there product.

How many of you are likely to go buy the Pro edition of RealPlayer?

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Thing is you are not forced to use Windows Media. Windows Media is a plug-in developed by MS, so why should they be forced to remove it from being included in their OS'? That is like telling GM that they have to put a Ford engine in their cars.

Subject: OT: Microsoft have a nice big fine!
Posted by [Vitaminous](#) on Thu, 25 Mar 2004 22:34:49 GMT
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K9TrooperCpo64The point is, by bundling everything together, other companies are unable to sell there product.

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Subject: OT: Microsoft have a nice big fine!
Posted by [xptek_disabled](#) on Thu, 25 Mar 2004 22:45:21 GMT
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ZOOM ZOOM!

Subject: OT: Microsoft have a nice big fine!
Posted by [Cpo64](#) on Thu, 25 Mar 2004 22:49:56 GMT
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No, but the engine is a essential part of the car. The car will not run without the engine.

But if a GM car had GM tires, and a GM sterrio, GM made glass, GM made fabrics, GM refined fuel, GM mined, refined and forged materials. I think there may be a problem.

GM vehicles use parts from several different companies, the CD players, speakers etc are not made by GM, they are simply used, or contracted for use by GM.

Subject: OT: Microsoft have a nice big fine!
Posted by [Aircraftkiller](#) on Fri, 26 Mar 2004 00:11:09 GMT
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Quote:How many of you are likely to go buy the Pro edition of RealPlayer?

I won't, because RealNetworks and RealPlayer are fucking pathetic excuses for corporate competition.

Subject: OT: Microsoft have a nice big fine!
Posted by [smwScott](#) on Fri, 26 Mar 2004 02:32:40 GMT
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K9TrooperThing is you are not forced to use Windows Media. Windows Media is a plug-in developed by MS, so why should they be forced to remove it from being included in their OS'? That is like telling GM that they have to put a Ford engine in their cars.

As other people have said, it's more like telling GM they can't use a GM radio or whatever than engine. Telling them not to use the engine would be comparable to a court saying MS must uses Apples source code.

And anyway, although you're not forced to use Windows Media it makes it extremely hard for competition to sell their product. If this software comes standard then many people won't bother to look for any alternatives - or even know that there are alternatives. It totally destroys the marketplace and makes it to where there's very little competition. As ACK said, most of the competition sucks, this is because there's no way that anyone can compete with something that

comes free on 90% of all computers. There are better media players out there but few people know about them, if Microsoft didn't have such a monopoly over the industry then we would have much higher quality products.

Subject: OT: Microsoft have a nice big fine!
Posted by [Aircraftkiller](#) on Fri, 26 Mar 2004 02:38:54 GMT
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They don't have a monopoly over it. The problem is that Massivesoft does everything bigger and better than everyone else does. Thus people use it.

It's simple economics, supply and demand. You supply something good, there's a demand for it. If Apple were really something worth purchasing, in the eyes of most of the world, I'm sure they'd have been in Massivesoft's position years ago.

That isn't the case. Apple sucks at what they do, Massivesoft doesn't.

While I don't like Windows Media Player much, it certainly beats the hell out of almost every alternative other than WinAmp.

Internet Exploder sucks, too. I prefer Opera over that. Most people don't.

Subject: OT: Microsoft have a nice big fine!
Posted by [SuperFlyingEngi](#) on Fri, 26 Mar 2004 02:50:54 GMT
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Well, Microsoft is a little shady when it comes to their operating, I must say.

Just a month or two ago, my dad got a letter saying that a class-action lawsuit had beaten Microsoft for 87 million or something and everyone could get a share of it. Want to know what the lawsuit was about?

Well, Microsoft had been telling all the computer companies in North Carolina that if they didn't ONLY sell Windows computers they couldn't sell Windows computers at all.

This is, of course, illegal.

Macs are worth buying. The new G5 is brilliantly fast, and costs about 800 dollars less than a comparable Windows machine. Perfect for things like 3 dimensional animation. Although I must say, Windows machines are a little better than Macs at games because Macintoshes don't have great OpenGL support. A G5 can only get something silly like 250 FPS in Serious Sam II or whatever.

Subject: OT: Microsoft have a nice big fine!
Posted by [Aircraftkiller](#) on Fri, 26 Mar 2004 03:13:12 GMT
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So? If they want to say that, they're more than entitled to do so. If I sell computers, and I don't want them being sold from retailers with competition side-by-side, then I have every right to tell them to take my products off their shelves.

Do you even do 3D animation or modeling? Who the fuck buys a Macintosh for 3D animation or modeling when a standard personal computer can do that and everything else a Macintosh can do?

That's a waste of money. My computer handles 3D animation just fine, I don't need a fucking Macintosh to do it.

Windows machines beat out Macintoshes in every aspect because 95% OF ALL GAMES ARE MADE FOR WINDOWS MACHINES.

Subject: OT: Microsoft have a nice big fine!
Posted by [DarkDemin](#) on Fri, 26 Mar 2004 03:42:01 GMT
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Where does the EU get off telling a American Company what they can and can't do there is a little thing we call free enterprise here in america and we are aloud to have product confidentiality if people want to develop something they can develop it on their own stop freeloading off other companies...

Subject: OT: Microsoft have a nice big fine!
Posted by [Demolition man](#) on Fri, 26 Mar 2004 10:29:05 GMT
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lol america is full with stupid cases and now there is something in europe thats a bit weird and they whine. :rolleyes:

Subject: OT: Microsoft have a nice big fine!
Posted by [KIRBY098](#) on Fri, 26 Mar 2004 11:27:35 GMT
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Demolition manlol america is full with stupid cases and now there is something in europe thats a bit weird and they whine. :rolleyes:

^

There's more than one wierd thing in Europe.....

Subject: OT: Microsoft have a nice big fine!

Posted by [Demolition man](#) on Fri, 26 Mar 2004 12:11:05 GMT

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KIRBY098Demolition manlol america is full with stupid cases and now there is something in europe thats a bit weird and they whine. :rolleyes:

^

There's more than one wierd thing in Europe.....Not as many as in america...

Subject: OT: Microsoft have a nice big fine!

Posted by [Demolition man](#) on Fri, 26 Mar 2004 12:37:19 GMT

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lol @ <http://www.theregister.co.uk/content/4/36552.html>

Subject: OT: Microsoft have a nice big fine!

Posted by [smwScott](#) on Fri, 26 Mar 2004 21:17:34 GMT

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AircraftkillerSo? If they want to say that, they're more than entitled to do so. If I sell computers, and I don't want them being sold from retailers with competition side-by-side, then I have every right to tell them to take my products off their shelves.

Actually you don't have that right. In America it's illegal. Not sure if it's federal or state mandated, but there are laws to ensure competition and protect the consumer, and doing what you just said is a violation, now matter how you word it. Telling a store they can't sell other peoples products if they want to continue selling yours is illegal.

And there are many products that are better than Windows. First of all Apple is much more reliable and user friendly than Windows. Linux is much better for programmers and work stations. And in almost all cases there are better versions of the products that Microsoft offers. I am using Windows because I am forced to, because this is where the applications are, and since everyone else has Windows it's compatible. Products would be much better if MS did not hold such a monopoly over the industry and competition could actually compete.

Also, with the upcoming Longhorn MS is going to become even more controlling of personal computers. You will no longer have control over what you have in your machine and they have the right and capability to remove anything they want at will. MS needs to be taken down a few pegs, or else computers are gonna go all to shit real fast.

Subject: OT: Microsoft have a nice big fine!
Posted by [IRON FART](#) on Fri, 26 Mar 2004 22:22:01 GMT
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Quote:

Where does the EU get off telling a American Company what they can and can't do there is a little thing we call free enterprise here in america and we are aloud to have product confidentiality if people want to develop something they can develop it on their own stop freeloading off other companies...

Where does the EU get off?

The EU isn't a single person. And its not like they are all getting high and mighty off telling one company to stop monopolizing. And MS isn't a company, it's a corporation. A multi-billion dollar one at that. And it doesn't matter if it is american or not either.

The EU telling MS "what they can and can't do" isn't the issue either. Its the monopolization by packaging WMP with windows that is the issue here.

They've had problems like this before...this is another episode.

Quote:

Also, with the upcoming Longhorn MS is going to become even more controlling of personal computers. You will no longer have control over what you have in your machine and they have the right and capability to remove anything they want at will. MS needs to be taken down a few pegs, or else computers are gonna go all to shit real fast.

<http://www.antitcpa.com>

Subject: OT: Microsoft have a nice big fine!
Posted by [rm5248](#) on Sat, 27 Mar 2004 00:13:41 GMT
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Ever heard teh term "mac gamer"? Neither have they.

Subject: OT: Microsoft have a nice big fine!
Posted by [SuperFlyingEngi](#) on Sat, 27 Mar 2004 04:36:22 GMT
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AircraftkillerSo? If they want to say that, they're more than entitled to do so. If I sell computers, and I don't want them being sold from retailers with competition side-by-side, then I have every right to tell them to take my products off their shelves.

It's only illegal enough for an 87 million [I think this is the number, might not be exact] class action lawsuit to win in court against them.

AircraftkillerDo you even do 3D animation or modeling?

Yes, I'm only 14, but I'm experimenting around with it. I'll have an 8-10 minute long movie out in a couple months, maybe I'll post it up here so you can point out every possible inadequacy.

AircraftkillerWho the fuck buys a Macintosh for 3D animation or modeling when a standard personal computer can do that and everything else a Macintosh can do?

Because a 2200 dollar dual-processor G5 is blazingly fast when it comes to high-poly renders.

AircraftkillerThat's a waste of money. My computer handles 3D animation just fine, I don't need a fucking Macintosh to do it.

Does it handle 200,000+ poly environments easily?

AircraftkillerWindows machines beat out Macintoshes in every aspect because 95% OF ALL GAMES ARE MADE FOR WINDOWS MACHINES.

I'm going to use the response Xbox users always use for this statement: Macs have HALO! And Blizzard makes all of their games for Macintosh operating systems [at least all the games I know of]

Windows win in every aspect because they have more games? You don't play games when you're happily watching a G5 tear up big renders. It's pretty cool how the dual processors split the render bar coming down so there are two of them. If you don't know what I'm talking about, never mind. It's just cool to watch.

Subject: OT: Microsoft have a nice big fine!

Posted by [xptek_disabled](#) on Sat, 27 Mar 2004 04:48:04 GMT

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Windows machines beat out Macintoshes in every aspect because 95% OF ALL GAMES ARE MADE FOR WINDOWS MACHINES.

I own a G5 and I can play any game you can play on your PC with much better performance. Ever

heard of a product called Virtual PC? I own all Macs and the one PC I own was provided by my workplace. I can play Renegade with 85+ FPS, render in Maya, and run a FDS in a second instance of VPC all without a hitch. Do at least a little research before dissing Macs.

Subject: OT: Microsoft have a nice big fine!
Posted by [NHJ BV](#) on Sun, 28 Mar 2004 12:40:36 GMT
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DarkDeminWhere does the EU get off telling a American Company what they can and can't do there is a little thing we call free enterprise here in america and we are aloud to have product confidentiality if people want to develop something they can develop it on their own stop freeloading off other companies...

The US is completely irrelevant here, because Microsoft also sells their products in the EU, therefor they have to comply with EU laws.

Subject: OT: Microsoft have a nice big fine!
Posted by [abakshi](#) on Sun, 28 Mar 2004 17:56:07 GMT
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Well IMO the key that people are missing is that the main issue is NOT the money. MS, although it would of course not want to pay \$600 million, will not die from it.

The REAL issue is the part where MS must provide part of Windows source code to competitors (RealNetworks, Apple) so they can "better integrate" their products with Windows... Plus the part requiring MS to create a separate version of Windows that does not have WMP built-in. This has massive ramifications for Microsoft as Longhorn (the next version of Windows) is much more feature-rich than XP. For example, it has a much stronger and more advanced firewall, it has built-in virus protection (MS bought an anti-virus company to do this) and a whole bunch of other stuff. This would all be disallowed by the EU if the judgement is held...

This is really pathetic as frankly it also comes down to which is a better product. I much prefer WMP over RealPlayer and QuickTime. IMO RealPlayer is simply a mess - the whole thing is so clunky in comparison with WMP, it plays less types of media files, and is overall less straightforward, not to mention the whole thing with file usage info being sent to RealNetworks. At least WMP doesn't invade your privacy nearly as much as Real. As for QuickTime - yeah it's ok - but I only use it to play MOV's as WMP is more flexible file-wise and I just prefer its whole setup....

Subject: OT: Microsoft have a nice big fine!
Posted by [IRON FART](#) on Sun, 28 Mar 2004 22:03:22 GMT
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Quote:

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modeling when a standard personal computer can do that and everything else a Macintosh can do?

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pfft

Windows handles games best overall. But when you want it to work with high-end graphics, it turns into a high tech shit box. Sad but true.

It can handle low poly graphics. Have you tried using 3dsmax to render simple objects with some kind of PArray or lighting? Takes a while doesn't it?

You can't realistically make a short movie or render something with a bit of complexity on windows. It just doesn't happen.

3dsmax, Rhino3d, Maya, Lightwave3d, Photoshop (and all Adobe products), Final Cut Pro, Wildcat cards... All made for Macintosh simply because its better on a Mac.

Subject: OT: Microsoft have a nice big fine!
Posted by [Carl](#) on Mon, 29 Mar 2004 17:04:54 GMT
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AircraftkillerDo you even do 3D animation or modeling? Who the fuck buys a Macintosh for 3D animation or modeling when a standard personal computer can do that and everything else a Macintosh can do?

Ummm, actually last i checked every 3d animation movie made in the last 10 years that has gone to theaters has been made on apple macintosh PowerPC based computers. But then again, the movie industry has nothing to do with 3D modeling and Rendering does it?
