ESTTA Tracking number:	**ESTTA888551**
Filing date:	**04/09/2018**

IN THE UNITED STATES PATENT AND TRADEMARK OFFICE
BEFORE THE TRADEMARK TRIAL AND APPEAL BOARD

Notice of Opposition

Notice is hereby given that the following party opposes registration of the indicated application.

Opposer Information

Name	Valve Corporation
Granted to Date of previous extension	04/08/2018
Address	10400 NE 4th Street, Suite 1400 Bellevue, WA 98004 UNITED STATES

Attorney information	David J. Byer K&L Gates LLP One Lincoln Street Boston, MA 02111 UNITED STATES Email: botrademarks@klgates.com, david.byer@klgates.com, alice.schermer@klgates.com, eric.lee@klgates.com

Applicant Information

Application No	87446265	Publication date	10/10/2017
Opposition Filing Date	04/09/2018	Opposition Period Ends	04/08/2018
Applicant	Source Films, LLC #1323 668 N Coast Highway Laguna Beach, CA 92651 UNITED STATES		

Goods/Services Affected by Opposition

Class 041. First Use: 2017/04/10 First Use In Commerce: 2017/04/10 All goods and services in the class are opposed, namely: Entertainment services, namely, storytelling; Multimedia entertainment softwareproduction services; Production and distribution of television shows and movies

Grounds for Opposition

Priority and likelihood of confusion	Trademark Act Section 2(d)

Marks Cited by Opposer as Basis for Opposition

U.S. Registration No.	3160103	Application Date	07/29/2004
Registration Date	10/17/2006	Foreign Priority Date	NONE

Word Mark	SOURCE
Design Mark	

Description of Mark	NONE
Goods/Services	Class 009. First use: First Use: 2004/11/16 First Use In Commerce: 2004/11/16
	computer software used to create three dimensional graphical environments, including capabilities for animation, artificial intelligence, sound, simulation andnetworking

U.S. Application/ Registration No.	NONE	Application Date	NONE
Registration Date	NONE		
Word Mark	SOURCE		
Goods/Services	computer software used to create three dimensional graphical environments, including capabilities for animation, artificial intelligence, sound, simulation and networking; software to create immersive cinematic gaming experiences with vivid characters, complex narratives, and rich storylines		

U.S. Application/ Registration No.	NONE	Application Date	NONE
Registration Date	NONE		
Word Mark	SOURCE FILMMAKER		
Goods/Services	computer software used to create three dimensional graphical environments, including capabilities for animation, artificial intelligence, sound, simulation and networking; software to create immersive cinematic gaming experiences with vivid characters, complex narratives, and rich storylines		

U.S. Application/ Registration No.	NONE	Application Date	NONE
Registration Date	NONE		
Word Mark	SOURCE 2		

Goods/Services	computer software used to create three dimensional graphical environments, including capabilities for animation, artificial intelligence, sound, simulation and networking; software to create immersive cinematic gaming experiences with vivid characters, complex narratives, and rich storylines

Related Proceedings	Opposer is also filing an opposition against Ser. No. 87445968 ("SOURCE FILMS" wordmark) today

Attachments	78459096#TMSN.png(bytes) Opposition to SOURCE FILMS and Design.pdf(28202 bytes) EXHIBITS - Opposition to SOURCE FILMS and DESIGN.pdf(2852253 bytes)

Signature	/Eric W Lee/
Name	Eric W Lee
Date	04/09/2018

In the matter of Application Serial No.: 87/446,265
For the mark: SOURCE FILMS & Design
International Class 41
Published in the Official Gazette on October 10, 2017

_____

	)	
VALVE CORPORATION,	)	
	)	
Opposer,	)	
	)	Opposition No.
v.	)	
	)	
SOURCE FILMS, LLC,	)	
	)	
Applicant.	)	
	)	

NOTICE OF OPPOSITION

Valve Corporation ("Valve"), a Washington corporation, having its principal place

of business at 10400 NE 4th Street, Suite 1400, Bellevue, WA 98004 ("Opposer"),

believes it will be damaged by the registration of the proposed mark SOURCE FILMS &

Design as shown in the above-identified Trademark Application Serial No. 87/446,265

("Opposed SOURCE FILMS & Design Application"), filed May 11, 2017, by Source

Films, LLC ("Applicant"), and hereby opposes the registration of the same.

As grounds for the opposition, Opposer alleges that:

1.   Opposer Valve Corporation is a Washington corporation, having its

principal place of business at 10400 NE 4th Street, Suite 1400, Bellevue, WA 98004.

2.   Opposer's *Source* engine, developed and first published by Opposer in

2004, is a three-dimensional video game engine featuring fast, reliable and flexible

software to visually render complex video game environments. *See* **Exhibit 1**. *Source*

allows developers to efficiently create new storytelling environments using industry-leading software. *See* **Exhibit 2**. *Source* is updated continuously and automatically to include new features, and comes with a suite of content-development tools that make *Source* the most flexible and powerful engine on the market. *See id.*

3.   Developers use Opposer's *Source* engine to create immersive cinematic gaming experiences with vivid characters, complex narratives, and rich storylines. Opposer's *Source* engine contains expressive tools that give developers detailed control over each scene's look and composition, including the ability to manipulate lighting and other effects. See **Exhibit 3**. Opposer's *Source* engine also gives developers fine control over character appearance and expression and the ability to include dialogue, sound, closed captions, or subtitles. See **Exhibit 4**.

4.   Many of the most popular games in the industry were developed using and are powered by Opposer's *Source* engine, including *Half-Life 2*, *Team Fortress 2*, *Counter-Strike: Source*, *Counter-Strike: Global Offensive*, *Portal*, *Portal 2*, and *Left 4 Dead*, each of which games includes its own characters, storylines, and objectives.

5.   Opposer's *Source Filmmaker*, developed and first released by Opposer in July of 2012, is a free-to-use movie-making tool that allows users to make movies inside the *Source* game engine. **Exhibit 5**. *Source Filmmaker* has received 14,140 reviews on *Steam*, Opposer's digital distribution platform. *Id.* *Steam* hosts a *Source Filmmaker* community hub that currently has over 70,000 members. **Exhibit 6**. Since 2012, Opposer has run an annual *Source Filmmaker* competition known as the "Saxxy Awards" in which users submit movies created using *Source Filmmaker*, the community members vote on

their favorite movies, and the winning moviemakers receive golden "Saxxy" statuettes. **Exhibit 7**.

6.   In March of 2015, Opposer announced its *Source 2* engine as the successor to its *Source* engine. The *Source 2* engine is made available to content developers for free, and is designed to increase productivity for professional and amateur developers alike. **Exhibit 8**. *Source 2* powers the game *Dota 2*, which is one of the most successful, popular, and acclaimed video games in the world.

7.   On July 29, 2004, Opposer Valve filed an application in the United States Patent and Trademark Office ("USPTO") to register the mark SOURCE. On June 28, 2005, Valve received a registration for the word mark SOURCE for use with: "computer software used to create three dimensional graphical environments, including capabilities for animation, artificial intelligence, sound, simulation and networking" in International Class 9. (Registration No. 3,160,103) (the "SOURCE Mark"). A true and correct copy of the USPTO's record from the USPTO website showing that the SOURCE Mark is registered is attached as **Exhibit 9**.

8.   Opposer also holds registered trademarks in other countries. It has registered the SOURCE word mark in Canada (Reg. No. TMA665,548), China (Reg. No. 4532218), the European Union (Reg. No. 004310603), Israel (Reg. No. 179484), Norway (Reg. No. 236349), Singapore (Reg. No. T05/03158H), Switzerland (Reg. No. 532688), Taiwan (Reg. No. 1179480), and Zambia (Reg. No. 2005/03887).

9.   Since at least as early as November of 2004, Opposer has continuously and pervasively used the distinctive SOURCE Mark in the United States and around the world to identify its *Source, Source Filmmaker*, and *Source 2* products (Opposer's "Source

3

Products") and has accrued common law rights in and to the SOURCE, SOURCE FILMMAKER, and SOURCE 2 Marks.

10.   Since at least as early as July of 2012, Opposer has continuously and pervasively used the distinctive "SOURCE FILMMAKER Mark" to identify its *Source Filmmaker* product, and has accrued common law rights in and to the SOURCE FILMMAKER Mark.

11.   Since at least as early as March of 2015, Opposer has continuously and pervasively used the distinctive "SOURCE 2 Mark" to identify its *Source 2* product, and has accrued common law rights in and to the SOURCE 2 Mark.

12.   Opposer has widely advertised, promoted, and used the Source Products under the SOURCE, SOURCE FILMMAKER, and SOURCE 2 Marks in interstate commerce in the United States.

13.   Opposer's SOURCE, SOURCE FILMMAKER, and SOURCE 2 Marks, through long use and extensive marketing and advertising, have become widely recognized, and widely and favorably known, and are therefore of significant value to Valve.

14.   Opposer's SOURCE, SOURCE FILMMAKER, and SOURCE 2 Marks are inherently distinctive and therefore should be afforded the strongest protection.

15.   On information and belief, Applicant is a California limited liability company located at 668 N Coast Highway #1323307, Laguna Beach, California, 92651.

16.   On information and belief, on May 11, 2017, Applicant filed an application based on actual use (the "Opposed Application") for the mark SOURCE FILMS & Design for "Entertainment services, namely, storytelling; Multimedia entertainment software

production services; Production and distribution of television shows and movies" in Class 41 (the "Opposed Services"). See the true and correct USPTO records reflecting Applicant's application and notice of publication, attached here as **Exhibit 10**.

17.   The filing date of Opposer's SOURCE Mark on July 29, 2004 pre-dates Applicant's filing date of May 11, 2017 and claimed first use date of April 10, 2017. Further, Opposer's registered SOURCE Mark was first used in commerce by Opposer in 2004, over twelve years before the Applicant's filing date of May 11, 2017 and claimed first use date of April 10, 2017. See **Exhibits 9** and **10**. Finally, Opposer's common law rights in each of its SOURCE, SOURCE FILMMAKER, and SOURCE 2 Marks predate Applicant's filing date and claimed first use date.

18.   The Opposed SOURCE FILMS & Design Application was published in the Official Gazette on October 10, 2017. See **Exhibit 10**.

19.   The Opposed "SOURCE FILMS & Design Mark" so resembles Opposer's SOURCE, SOURCE FILMMAKER, and SOURCE 2 Marks — including the registered SOURCE Mark — that it is confusingly similar in sight, sound, connotation, and commercial impression. The words "SOURCE FILMS" form the dominant portion of Applicant's SOURCE FILMS & Design Mark because purchasers would use the words "SOURCE FILMS" to refer to or request goods and services. Applicant's SOURCE FILMS & Design Mark is similar to and incorporates in its entirety Opposer's SOURCE Mark. Applicant's SOURCE FILMS & Design Mark is similar to and incorporates the most distinctive features of Opposer's SOURCE FILMMAKER and SOURCE 2 Marks. As a result, confusion as to the source of the companies' respective products and as to affiliation is likely to occur.

20.	Upon information and belief, Applicant uses the proposed SOURCE FILMS & Design Mark in connection with the Opposed Services specified in the Opposed SOURCE FILMS & Design Application.

21.	The Opposed Services identified in Applicant's SOURCE FILMS & Design application and the goods and services associated with Opposer's SOURCE, SOURCE FILMMAKER, and SOURCE 2 Marks are identical, similar, or commercially related and travel in the same trade channels.

22.	In addition, the channels of trade of the respective goods and services directly cross. Given this direct cross of trade channels, there is likely to be confusion.

23.	On information and belief, the same or overlapping classes of purchasers are likely to purchase both Applicant's services and Opposer's goods and services.

24.	Where, as here, Applicant's mark completely integrates Opposer's SOURCE Mark and completely integrates the most distinguishing features of Opposer's SOURCE FILMMAKER and SOURCE 2 Marks, the goods and services are similar or related, and the target market is similar or identical, likelihood of confusion exists.

25.	Accordingly, consumers are likely to be confused, mistaken, or deceived within the meaning of § 2(d) of the Lanham Act, 15 U.S.C. § 1052(d), as to whether the Opposed Services sold under the proposed SOURCE FILMS & Design Mark emanate from or are affiliated with, sponsored by, or approved by the Opposer, resulting in injury to the Opposer, the consuming public, and the trade.

26.	Opposer will be damaged by registration of the proposed mark shown in the Opposed Application because such registration will facilitate Applicant's continued confusing and misleading use of the mark sought to be registered, and will give color of

exclusive statutory right to Applicant in violation and derogation of the prior and superior rights of Opposer.

WHEREFORE, Opposer believes that it will be damaged by the registration of Applicant's proposed mark and requests that this opposition be sustained and that registration of Applicant's proposed SOURCE FILMS & Design Mark as to the Opposed Services, as shown in Application Serial No. 87/446,265, be refused.

Date: April 9, 2018   Respectfully submitted,

                                                   /Eric W. Lee/
                                                   David J. Byer (BBO# 544411)
                                                   Eric W. Lee (BBO# 688980)
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EXHIBIT 1

Source Engine Features

From Valve Developer Community

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Contents

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The Source Engine in action.

Rendering System

Source features fast, reliable and flexible technology to render computationally intensive game environments. The highest-performing shader-based rendering available to game developers helps you quickly produce even the most complex scenes quickly and efficiently. Source's renderer utilizes advanced processor technologies such as multi-core and SIMD, as well as the latest GPU features via DirectX, to bring your vision to life in vibrant detail.

Advanced Shader Technology

- **Support for HLSL shaders**. Author shaders for the Direct3D pipeline using up to shader model 3.0.

- **Advanced Shader Library**. Use Valve's existing shader library or augment with your own algorithms. Existing techniques include all manner of sophisticated lighting effects from the non-photorealistic rendering (NPR) style of Team Fortress 2 to the hyper-realistic look of the Half-Life 2 episodes—all in one engine.

- **LOD on Models and World**. Achieve maximum performance on all levels of hardware with automatic management of geometric Level of Detail (LOD).

- **Alpha-to-Coverage**. Enables antialiasing of alpha-tested primitives such as foliage, fences, and grillwork.

- **Infinite Resolution Masking**. Use distance-coded alpha masking for infinite resolution texture masking—useful for resolution-independent UI elements or any alpha-tested primitives.

Dynamic Lighting and Shadows

- **Radiosity Lighting**. World geometry is lit with radiosity lighting stored in light maps or per vertex to provide immersive environments. Light maps encode directional information so that lighting combines naturally with bump maps, resulting in more accurate lighting of local surface detail, including self-shadowing. Radiosity is computed using a distributed radiosity solver (vrad) which can be deployed across your local network for rapid iteration on world lighting.

- **High Dynamic Range (HDR) Lighting**. All lighting data including light maps, environment maps and dynamic lights in the scene are computed in high dynamic range space for natural lighting. High dynamic range lighting is supported in the Source engine on all DirectX 9 level hardware, unlike most competing engines.

- **Radiance Transfer/Indirect Lighting**. Dynamic objects and characters in the world pick up bounced light computed during offline radiosity computation. This lighting effect truly grounds characters and other dynamic objects in the game world.

- **High Performance Dynamic Shadows**. Dynamic objects and characters in the world generate high performance shadows which are projected onto world geometry, providing critical lighting cues.

- **Shadow Depth Mapping**. Shadow depth textures allow for realistic self-shadowing of objects in the world, providing a more realistic and immersive effect, at a greater cost than RTT shadows.

- **Rim Lighting**. A separate rim lighting term can be used to highlight key characters, as in Left 4 Dead, or provide a stylized look, as in Team Fortress 2.

- **Advanced Material Rendering**. Apply diffuse, specular, detail, emissive, iridescent and other special effects.

Effects

- **Full Range of Special Effects** . Including particles, beams, volumetric smoke, sparks, blood and environmental effects like fog and rain.

- **Particle Effects**. Source's advanced particle system can emit sprites or models for realistic fire, explosions, snow, and more. Multicore graphics optimizations improves particle rendering performance.

- **Particle Editor**. Edit and create particle systems with fully interactive preview and the ability to see edited systems immediately in the game.

- **Soft Particles**. Particle shaders use scene depth information to eliminate hard intersections seen in traditional particle rendering.

- **Motion Blur**. Render full-screen camera motion blur in real-time.

- **Water**. Generate realistic-looking reflective water surfaces with refraction and Fresnel effects.

Materials

- **Material System**. Source defines sets of materials that specify what the object is made from and the texture used for that object. A material specifies how an object will fracture when broken, what it will sound like

when struck or dragged across another surface, and what that object's mass and buoyancy are. This system is much more flexible than other texture-only based systems.

- **Self-shadowed Bump Maps** create soft shadows and ambient occlusion with both dynamic and pre-calculated radiosity lighting. Source renders self-shadowed bump maps on both current and older-generation graphics hardware.

- **Wrinkle Maps**. Particularly useful for facial and clothing wrinkles, additional texture maps are blended in to provide dynamic surface detail in areas of models which compress and stretch.

- **Detail Textures**. Combine low frequency textures with high frequency detail to conserve video memory while maintaining apparent texture density.

- **Versatile Multi-Texture Blending**. Define blend masks with variable sharp edges, combine textures using multiple different modes, and apply per-surface color correction.

- **Dynamic Color Correction**. Interactively edit the color cast and contrast of your scene to match the desired art style.

Modeling and Animation

Compatibility with popular graphics and 3D modeling software lets you model realistic or highly-stylized characters, weapons, vehicles, and props within the Source environment. A robust set of tools help you efficiently rig, animate, and define physics interactions for a wide range of characters and objects.

Advanced Character Meshes

Create believable characters with accurate human characteristics:

- **Simulated musculature** projects character emotions, speech, and body language.

- **Spherically-shaped eyes** realistically reflect light and focus on the player/object, rather than parallel views.

- **Language independent speech**. Characters accurately and naturally lip-synch speech in any language.

- **Improved human skin shading**. Skin rendering includes natural-looking Phong shading, including a view-dependent Fresnel effect tuned for realistic human skin.

- **Infinite Resolution Masking**. Use distance-coded alpha masking for infinite resolution texture masking—useful for resolution-independent UI elements or any alpha-tested primitives.
- **Artist Plug-ins**. Streamline artist workflow by integrating Source modeling functions with familiar programs favored by creative professionals: Autodesk® Maya®, 3ds Max®, and Gmax®; SOFTIMAGE® | XSI®, Blender, LightWave 3D®, Maxon CINEMA 4D, Milkshape 3D, FragMOTION
- **Model and Materials Compiler**. Compile models and materials with the Studiomdl and Vtex tools.

- **Model Viewer**. Preview models in wireframe, shaded, or textured view modes; set up hit boxes, play animations, and fine-tune physics constraints.

Advanced Animation Tools

- **Skeletal Animation System**. Articulate models with fluid and complex motion using Valve's proprietary skeletal animation system.

- **Facial Animation System**. Valve's proprietary facial animation system seamlessly blends a wide range of facial expressions for natural, emotion-driven speech and movement. With more than 40 distinct facial "muscles," human characters convey the full array of human emotion and respond to the player with fluidity and intelligence.

- **Advanced Procedural Animation Tools**. Tune ragdoll, animated bone followers, and custom procedural physics controllers.

- **Animation Blending**. Seamlessly blend gestures to create continuous movement or add depth to any character situation.

- **Layered Animation Blending**. Synthesize animations out of multiple pieces.

- **Faceposer**. Easily craft speech and emotions using the Faceposer facial expression tool.

Environments

Valve Hammer Editor, the Source map creation tool, is an intuitive design environment for constructing level architecture (geometry, texturing, lighting); placing and scripting models, entities, and NPCs; and compiling and running game levels. Included is the VMPI tool, which greatly reduces map build time by distributing compilation across multiple PCs.

- **Displacement Surfaces**. Freely create and sculpt natural hills, valleys, trenches, slopes, and tunnels using displacement geometry brush surfaces. Transform and clip displacement surfaces using brush and vertex tools.

- **Brush Entities**. Define how objects interact with world architecture using a comprehensive inventory of brushes, including occluders, doors, triggers, area portals, soundscapes, and more.

- **Skyboxes**. Cube and environment mapping (skyboxing) extends the horizon and adds parallax on distant objects.

- **Lighting Preview**. Easily view the effects of manipulating light sources within a level.
- **Model Browser**. Integrated within the Valve Hammer Editor, the Model Browser helps you quickly find, preview, and place models.

Physics

Source's highly scalable, network-enabled physics system is both processor and bandwidth efficient. Construct responsive, transformable worlds where AI characters interact with physically simulated objects, and sound and graphics follow from physics. Source's physics features can be controlled by level design.

- **Machinery**. Construct detailed machinery with functioning mechanisms, gears, belts, and pulleys.

- **Vehicles**. Non-player characters and, in a multiplayer game, other players can come along for a ride in cars that feature realistic suspensions with springs on each wheel and wheels that slip and skid depending on the surface material. Individually tunable parameters include horsepower, gearing, max speed, shift speed, tire material, tire friction, spring tension/dampening, and more. Leaning during acceleration, deceleration, and turning enhances the realism of the driving experience.

- **Deformable Objects**. Physics-based animation simulates flexible hair and clothing and blends ragdoll physics with predefined animations.

- **Ropes and Cables** can be dynamically shaken or broken by level events.

- **Constraint System Manager**. Realistically define bone movement within a physical system using a series of constraints that enable a nearly limitless range of complex movements.

- **Inverse Kinematics** ensures that characters' limbs correctly react to environments, such as moving around obstructions and adjusting for uneven terrain.

Game Mechanics

Innovative and seamless interaction between player and non-player characters is a hallmark of Source-powered games. A sophisticated AI system allows NPCs to follow players, join in the fight, or engage the player in epic non-scripted battles. AI characters can run, fly, jump, crouch, climb stairs, and burrow underground.

- The sophisticated **Pathfinding and Navigation System** features a local avoidance system to help NPCs navigate around obstacles; a path cost system for fine tuning pathfinding choices; and dynamic and level designer-controlled path connections. The system recognizes the size of creatures—knowing where they can and cannot travel—and automatically accounts for all known methods of movement.

- The **AI Sensory System** emulates human senses—vision, hearing, and even scent—to track and identify objects. The tunable system can be used for nearly limitless in-game mechanics and player challenges.

- **AI Relationships** . Set a relationship between characters—an NPC, an NPC class, or player(s)—to influence behavior and action based on a variety of entities, such as hate, like, or fear.

- **Battle AI** . Squads of AI characters can operate together and share knowledge about enemies. AI squad members track the status of each other—while one squad member is laying cover fire, another may recognize the opportunity to move or reload a nearly-empty gun cartridge.

- **I/O System** . The flexible I/O system allows level designers to control AI without touching code.

Programming

Authored entirely in C++, the Source engine is architected with extensibility, flexibility, and performance in mind. Licensees of Source technology have access to all of the source code that Valve uses to build the Source engine as well as our award-winning games. This allows your development staff to spend its time realizing your game design rather than starting from the scratch.

- **Multi-platform**. Target the PC and XBox 360 platforms from the same codebase using Microsoft Visual Studio 2005.

- **Multi-core**. Source engine games utilize multi-core processors in both the PC and XBox 360 to deliver high-performance gaming experiences.

- **Code Reuse**. Easily and quickly create new game rules, AI behaviors, game objects, and more using Valve's tested codebase as a starting point.

- **Complete Control**. Make the modifications you need for your game to any part of the codebase—Source licensees have access to it all.

- **Efficiency** . Take advantage of the memory and performance optimizations that Valve has developed for its own products.

- **Profiling**. Utilize Valve's existing tools for monitoring video, network, and game entity performance.

- **Presentation**. Valve's platform-independent custom GUI framework mimics most of the windows controls but is rendered using the Source engine for consistent in game and out of game UI.

Audio

Source includes a powerful suite of digital audio technologies to create vibrant, dynamic soundscapes within the game world. Seamlessly blend sound effects, dialogue, and music with visual elements for an intensely immersive and realistic playing experience.

- **Threaded Sound Engine**. Sound mixing processing can run on separate cores on multicore systems.

- **Memory Management**. Sounds can be asynchronously loaded, streamed, cached into a fixed pool or preloaded.

- **Surround Sound**. Support for stereo, headphone, 4 channel and 5.1 surround mixes.

- **3D Spatialization**. Apply occlusion and obstruction effects, distance, and environmental reverberation using custom 3D spatialization algorithms.

- **DSP**. A wide range of stackable preset DSP filters includes reverb, chorus, ADSR envelope, low-frequency oscillation (LFO), and low-pass, high-pass, and band-pass filters. Custom or preset DSP effects can be triggered in-game based on environmental geometry.

- **Compressed Audio Formats**. Source supports ADPCM, MP3*, and XMA.

- **Advanced Pre-processing Effects**. Sound designers can author custom doppler shift, distance cueing and other multichannel effects.

- **16-bit 44KHz, stereo wave data** with all features.

- **Real-time Wave File Stitching**. A simple scripting system lets audio designers build aggregate effects out of wave sequences.

- **Overall Mix Control**. Audio designers can build several overall mixes using scripts and the game can dynamically switch between those mixes to get different fader settings for action vs. dialog scenes.

- **Scripting System for Environmental Sounds**. VAudio designer can script custom ambient loops, random events, and DSP effects that are triggered based on the player's position in space. This can also be modified by game logic for dynamic effects.

- **Material-based Effects**. Audio designers can define scripts to set up material specific impact, friction, and footstep effects as well as reflection parameters for automatic room DSP.

- requires Miles Sound System license

Networking

Source's multiplayer network code is time and gamer tested by millions of players around the world, with an average of more than 9 billion multiplayer minutes played per month.

- **Prediction Analysis and Server-Side Lag Compensation** for reducing the visible effects of latency in the connection between clients and the game server.

- **Server Browser**. Displays all active game servers and allows a player to choose which one to participate on. Players can filter and sort server lists in order to speed up the display and selection of a server.

- **Friends Instant Messenger**. Allows players to message each other both in and out of the game, as well as join friends in existing games. No more confusion about what server friends are on or how to chat—the Friends Instant Messenger keeps everyone connected.

Console Support

Source offers an ideal development environment for next-gen console platforms, including the Xbox 360™.

- **Asset Conversion**. Custom tools to convert PC assets (maps, models, materials) to 360-compliant formats.

- **Xbox 360™ Specific Loaders**. Proprietary tool compiles game data into a custom format for fast loading and minimal access times.

- **Cross-platform Play**. Network design allows multiplay between PC and 360 platforms and also simplifies development and testing in a cross-platform environment.

- **Integrated Xbox LIVE™ Code**. Interfaces for Rich Presence, matchmaking, and stats reporting.

Source SDK

As a team largely comprised of former mod developers, Valve is dedicated to providing the best tools and resources for the modding community. The Source engine and SDK give you all the tools you need to produce brilliant game creations—in fact, more Source-powered mods have been successfully distributed as full-fledged commercial products than with any other engine.

The Source SDK is available free of charge via Steam with purchase of a Source-based game, such as Half-Life 2 or Team Fortress 2. Learn more about building Source-powered mods here.

Printable Feature List

- Download PDF (http://source.valvesoftware.com/SourceBrochure.pdf) (766kb)

Licensing

Read more about licensing Source or Steam technology.

Retrieved from "https://developer.valvesoftware.com/w/index.php?title=Source_Engine_Features&oldid=171861" Category: Valve
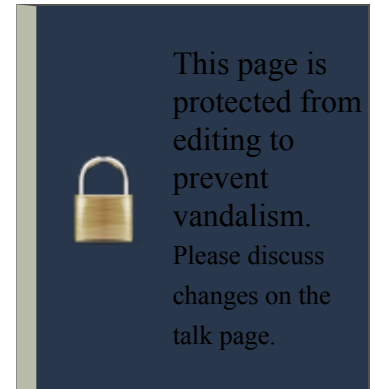

- This page was last modified on 1 October 2012, at 18:36.
- This page has been accessed 321,451 times.

EXHIBIT 2

Building Mods with Valve Technology

From Valve Developer Community

Building a "mod" (a game which relies on another game's core technology) is very often the best way to develop a new game. When you rely on game technology as well-established as the Source engine, your team's time and effort can be spent building creative gameplay and unique content rather than on things like rendering technology or network code or collision detection. The Source Engine and its associated SDK provide the most efficient, complete, and powerful game development package on the market. And if you already own Half-Life 2 or Counter-Strike: Source, you've already got access to the full SDK. That's everything you need to start building your game.

This page is protected from editing to prevent vandalism. Please discuss changes on the talk page.

Why Source?

Here are some reasons why it makes sense to build your game as a mod using the Source Engine:

Valve

- Valve remains dedicated to supporting the mod community.
- Valve also has a proven track record for turning mods into full-fledged commercial products.

Source and Steam have been designed with mods in mind

- The SDK is updated continuously and automatically, including new features (like HDR).
- A powerful (and free!) suite of content-development tools is included.
- Source is simply the most flexible and most powerful engine on the market.
- The Source/Steam platform allows you to have a direct relationship with your players/customers.

A larger player base than all other action-game engines combined

- Mod visibility comes from being a part of the most popular platform.
- Access to a huge, established community and audience.
  - Steam games account for 88% of online action PC games.
  - Approximately 5 billion player-minutes per month
  - 50,000 game servers
  - 100,000 to 220,000 simultaneous users at any given moment

Included: all of the tools used to build Half-Life 2

- HL2 source code included
- Softimage XSI|EXP for model building
- The Hammer level editor
  - Fully documented with images and examples
  - Complemented with in-depth community tutorials

- FacePoser
- Half-Life Model Viewer

The power of the Source Engine

In every category, the Source Engine delivers proven industry-leading performance.

- Renderer
- Materials System
- Advanced Characters
- Physics
- Advanced AI
- Multiplayer Network Code
- Sound System
- UI (Vgui)
- Programming
- Tools

Read about the features of the **Source Engine**.

You're ready to start building!

- Get Steam (http://steampowered.com).
- Get the SDK.
- Join this community, contribute your ideas to the Wiki, discuss issues on any page, and join the mailing list, too.
- Read information on how to develop Source mods.
- Start building!

Retrieved from "https://developer.valvesoftware.com/w/index.php?
title=Building_Mods_with_Valve_Technology&oldid=153597"
Categories: Protected pages │ Modding │ Valve

- This page was last modified on 27 June 2011, at 22:49.
- This page has been accessed 241,255 times.

EXHIBIT 3

SDK Docs

From Valve Developer Community

Download and Installation | Frequently Asked Questions | Release Notes

Modding	Creating, organizing and releasing your Source project
Level Design	Maps are the 3D worlds where everything comes together
Programming	A mod's C++ code defines the way its world and game rules behave
Scripting	Scripting can be used for adding new functionality or logic to entities
Modeling	Models are the detailed 3D objects that appear in the game world
Materials	Textures and shaders are combined in Source to create materials
Sounds	Quality audio adds a fourth dimension to your world
Particles	Effects like smoke, sparks, blood and fire are created with particles
Choreography	Direct your digital actors' performances with choreographed scenes
Filmmaker	Create movies inside the Source Engine
Tutorials	Step-by-step guides on a variety of topics
Technical	In-depth discussion of Source's features
Glossary	Explanations for terms you may encounter
Third-Party Tools	Useful developer tools created by the community

Retrieved from "https://developer.valvesoftware.com/w/index.php?title=SDK_Docs&oldid=211152"
Category: Entry pages

- This page was last modified on 31 October 2017, at 18:59.
- This page has been accessed 3,779,629 times.

EXHIBIT 4

Closed Captions

From Valve Developer Community

Closed captions, or subtitles, are text descriptions that accompany sound and dialogue. They cue players who can't hear what's going on to what people are saying, and to a certain extent what's happening around them. With a bit of ingenuity they can also be used to display dialogue that has not been recorded yet.

Subtitling or full closed captions can be enabled in the Source engine in Options > Audio.
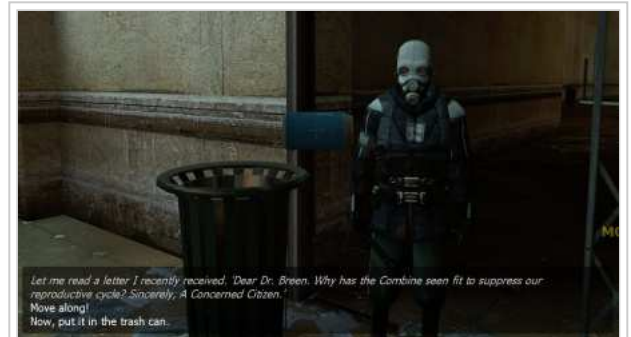
Closed captions in Half-Life 2. Dr. Breen's pre-recorded speech is made less distinct, as it is not as important.

Contents

- 1 Editing closed captions
    - 1.1 Caption codes
    - 1.2 Compiling
- 2 Playing sounds in your map with closed captions
- 3 Captions without sounds
- 4 Captions for BINK videos
- 5 Notes
- 6 See Also

Editing closed captions

Closed captions are stored in `closecaption_%language%.dat` (e.g. *closecaption_english.dat*) in `<game dir>/resource/`. A .dat file is binary file compiled from a corresponding .txt file by the `closedcaptioncompiler` tool.

Although the engine does not read from the text file, Valve provide their originals for use by modders. If you don't already have it, you can extract from the GCF of the game you are modding (or failing that the relevant source engine GCF e.g. C:\Program Files\Steam\steamapps\source engine.gcf in folder root\hl2\resource).

The format of the text file is:

```
lang
{
        Language "English" //(or "French", etc)
        Tokens
        {
                // Captions defined here.
                nameofsound     "This is the caption."

                barn.chatter    "We're picking up radio chatter. They're looking for your car."
                // etc...
        }
}
```

- The text file must be saved in the *UCS-2 Little Endian* format.
- The name of the sound must be something defined in your soundscripts, not a raw filename.
- Remember to wrap "quote marks" around any block of data containing whitespace.

Caption codes

`<sfx>`

Marks a line as a sound effect that will only be displayed with full closed captioning. If the user has cc_subtitles set to "1", it will not display these lines.

`<clr:255,255,255>`

Sets the color of the caption using RGB color; 0 is no color, 255 is full color. For example, ; `<clr:255,255,255>` would be white.

`<playerclr:255,176,0:255,255,255>`

Sets the RGB color of the caption depending on whether it is coming from the player/client or not. The first color is for when the sound is emitted by the player and the second color is for when it is emitted by anything or anyone else, separated by colon. For example, `<playerclr:255,176,0:255,255,255>` would be orange when the sound is emitted by the player or their equipment and white when emitted by anything else.

`<b>`

Bolds all text following the tag.

`<i>`

Italics text following the tag.

`<norepeat:15>`

Controls how often a line can be repeated. If set to 15, this line won't be repeated in the next 15 seconds.

`<len:5>`

Overrides how long the line will display. For example, `<len:5>` will make the caption stay on the screen for 5 seconds. Without this, they stay for the duration of the sound + the time stored in the `cc_linger_time` convar.

`<cr>`

Manually adds a new line for any further text in the caption.
For example, "Occupation:<cr>Subtitles" =
`Occupation:`
`Subtitles`

`<delay:2>`

Sets a delay in between caption text, automatically adding a new line clearing all formatting. For example, with "`<i><clr:255,176,0>HEV enabled.<delay:3>Your HEV was enabled.`", "HEV enabled" will appear in italics and an orange color. 3 seconds later, "Your HEV was enabled" will emerge below it without any formatting from the previous line. The new line will always be directly below the previous one even if there are other captions below it.

Compiling

The captions must be compiled with `captioncompiler.exe`. Make sure the SDK launcher is set to the mod you're working on, then simply drag your caption file onto it. The caption file must be dragged from the mod resource directory in order to produce the .dat file. e.g. `C:\Program Files\Steam\steamapps\SourceMods\[mod name]\resource\`.

This process will become slightly easier if you create a batch command file in the resource folder. Copy the following code into a text file and save it as a .bat file in the resources folder:

```
"[game/SDK root]\bin\captioncompiler.exe" %1
pause
```

💡 **Tip:** With a batch file, you can use the `-game "path to gameinfo.txt"` parameter to override the global vproject value. Place it after `%1`, leaving a space. This saves you from having to launch the SDK and

change it there.

Drag your caption .txt files onto the Batch file to use it as you would the .exe itself.

Playing sounds in your map with closed captions

Sometimes, you may want to play a sound with closed captions (or subtitles, really) when the player activates a trigger. Unfortunately, ambient_generic's "Play Everywhere" flag is broken for soundscripts, and subtitles only work on soundscripts (except for commentary nodes, see here). Hence you'll have to do a bit of a hack: use point_clientcommand to execute three commands:

- play path/to/sound/file
- cc_linger_time **X**, where X is a manually-tweaked value
- cc_emit **commentaryFileName**, where commentaryFileName is a key from the closed captions text file.

Make sure both **closecaption** and **cc_subtitles** are set to 1.

Captions without sounds

Recording dialogue is a very resource-expensive process. If, once dialogue has been recorded, you decide you want to change something, making those changes can prove very costly, so final dialogue recording is often best done as one of the final stages in a project.

However, while creating choreographed scenes, it is highly desirable to have the dialogue available as early as possible. One way around this conflict is for the developer to record their own placeholder audio, but even this can take up significant amounts of time. A cheaper way of creating placeholder dialogue is to use closed captions without any attached dialogue.

There are three steps involved in accomplishing this:

1. Creating the captions
   Sound tokens (e.g. barn.chatter above) can have closed captions attached without corresponding entries in the sound manifest. To create new closed captions, simply add new entries to the *closecaption_english.txt* (or other language file), as described above.
2. Adding the captions in Faceposer
   In Faceposer, dialogue-free closed captions are added in the same way normal dialogue is added (right-click on the timeline and choose WAV File...). However, because the closed caption tokens are not in the sound manifest, they will not appear on the list of available sounds. Instead, simply refer to the entries you added in step 1 and type the token name manually into the Sound textbox.
3. Setting the length of caption appearance time
   Once the first two steps are complete, your scenes will display the closed captions when they are played in game (as long as closed captions are turned on in the game options, of course). However, because there is no associated sound file, the event has no length. This means that the closed captions will leave the screen almost as soon as they are displayed, leaving a player little time to read them. While this is acceptable for captions comprised of one or two words, some more work is required to keep longer captions up on screen for a sufficient amount of time.

Faceposer doesn't support editing the length of WAV file events, but they can be edited through manual editing of the .vcd file. Open the .vcd in Notepad and find the speak event you wish to change the length of. A search for the name of the speak event will take you to the right place in the file.

There you will find an entry like this one:

```
event speak "Test"
{
        time 1.000000 -1.000000
        param "test.test"
        fixedlength
        cctype "cc_master"
        cctoken ""
}
```

The `time` line denotes the start and end time of the event. The end time is set to `-1.000000` because the speak event currently has no length. Edit this number to be the time (in seconds, on the timeline) when you wish the closed caption to end and save the file.

Obviously the desired length of time that a caption appears for will differ depending on the length of text. In general, when trying to decide how long text should appear on screen for, a good first estimate can often be achieved by timing yourself reading the text aloud and then doubling that number, to account for its unfamiliarity to fresh eyes.

> **Note:** You may find it useful to include a logic_auto and a point_clientcommand in your map, set to issue the console command `closecaption 1` on map load. This will ensure that you don't need to remind anyone using your mod (e.g. other team members) to turn on their captions.

> **Warning:** As a final note, this method could charitably be described as "experimental" and less charitably as a hack. As with all hacks, there exists the possibility that unpredictable and unexpected behaviour will be introduced. It is recommended that you make backups of your `.vcd`'s before manually editing them, and keep regular backups of your `.vcd`'s, lest Faceposer undo those edits suddenly.

Captions for BINK videos

With the release of Left 4 Dead, it is now possible to put subtitles on Bink-based videos.

Notes

In *Left 4 Dead 2* and later games, Valve uses subtitles_language for the subtitles instead of keeping them in the closecaption_language files *with* the "hearing impaired" captions. The probable reasoning for this is because "closed captions" is for the hearing impaired, and for convenience. "Subtitles" is a more accepted term to use for this entity's purpose. Though, the sounds can still be marked as <sfx>.

See Also

- Other FacePoser Tools
- Closed caption related console commands are prefixed with `cc_`. See Console Command List for a full list.

Official Source SDK tools	
Map editors	hammer
Map compilers	vbsp · vvis · vrad · vmpi
Map tools	bspzip · glview · vbspinfo
Texture tools	height2normal · height2ssbump · makevmt · mksheet · pfm2tgas · shadercompile · splitskybox · vtex · vtf2tga · xwad
Model compilers	studiomdl

Model tools	hlfaceposer · hlmv · QC_Eyes · dmxedit · itemtest
Engine tools	Particle Editor · Material Editor · Actbusy Script Editor · Commentary Editor · Foundry · Source Filmmaker
Other	captioncompiler · demoinfo · elementviewer · mksheet · motionmapper · vconfig · vice · vpk

Retrieved from "https://developer.valvesoftware.com/w/index.php?title=Closed_Captions&oldid=210988"

Categories: Tools │ Choreography

- This page was last modified on 10 October 2017, at 17:07.
- This page has been accessed 115,170 times.

EXHIBIT 5

STEAM®

Install Steam   login | language ▼

STORE   COMMUNITY   ABOUT   SUPPORT

| Your Store ▼ | Games ▼ | Software ▼ | Hardware ▼ | Videos ▼ | News | | search the store |

All Software > Video Production > Source Filmmaker

Source Filmmaker

Community Hub

source filmmaker

The Source Filmmaker (SFM) is the movie-making tool built and used by us here at Valve to make movies inside the Source game engine. Because the SFM uses the same assets as the game, anything that exists in the game can be used in the movie, and vice versa.

RECENT REVIEWS: **Very Positive** (346)
ALL REVIEWS: **Very Positive** (14,144)

RELEASE DATE: Jul 10, 2012

DEVELOPER: **Valve**
PUBLISHER: **Valve**

Popular user-defined tags for this product:

Animation & Modeling   Video Production   Software   +

Sign in to add this item to your wishlist, follow it, or mark it as not interested

Use Source Filmmaker   ⊞
Source Filmmaker is available for free as a public beta.

Free

Is this software relevant to you?

Sign in to see reasons why you may or may not like this based on your games, friends, and curators you follow.

Sign in   or   Open in Steam

🔧   Steam Workshop

Languages:

	Interface	Full Audio	Subtitles
English	✔		

Title: Source Filmmaker
Genre: Animation & Modeling, Video Production
Developer: **Valve**
Publisher: **Valve**
Release Date: Jul 10, 2012

ABOUT THIS SOFTWARE

The Source Filmmaker (SFM) is the movie-making tool built and used by us here at Valve to make movies inside the Source game engine. Because the SFM uses the same assets as the game, anything that exists in the game can be used in the movie, and vice versa. By utilizing the hardware rendering power of a modern gaming PC, the SFM allows storytellers to work in a what-you-see-is-what-you-get environment so they can iterate in the context of what it will feel like for the final audience.

To get started, just click the button above to install. The SFM includes all the base game assets from Team Fortress 2 along with assets from some of the first "Meet the Team" short films.

Resources

Once you're up and running, here are some general resources for finding help and learning how to get the most out of the Source Filmmaker.

■ Official Wiki Documentation

- Frequently Asked Questions
- Video Tutorials
- Community Discussions
- How to file bug reports

Visit the website ⧉
View update history
Read related news
View discussions
Find Community Groups

Share   Embed   ⚑

SYSTEM REQUIREMENTS

MINIMUM:

OS: Windows 7 / Vista (Windows 7 64 bit suggested)

Processor: 3.0 GHz P4, Dual Core 2.0 (or higher) or AMD64X2 (or higher)

Memory: 2GB (4 GB suggested)

Graphics: NVIDIA GeForce 200 series card or better, or AMD Radeon 3000 series or better (NVIDIA GeForce 400 series or AMD Radeon 5000 series preferred)

Monitor: 1366 x 768 (1920 x 1080 suggested)

Hard Drive: At least 15 GB of Space

Sound: DirectX 9.0c compatible USB headset with mic (suggested)

The Source Filmmaker is offered to Steam users under the terms of the Steam Subscriber Agreement. The following additional terms apply: http://www.sourcefilmmaker.com/sfm_subscription_agreement/
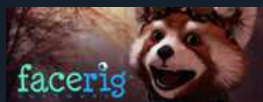
MORE LIKE THIS   See all

Blender
Free

FaceRig
$14.99

Wallpaper Engine
$3.99

◄   ►

CUSTOMER REVIEWS

Overall Reviews:
Very Positive (14,144 reviews) ?

Recent Reviews:
Very Positive (346 reviews) ?

REVIEW TYPE ▼   PURCHASE TYPE ▼   LANGUAGE ▼   DATE RANGE ▼   DISPLAY AS: Summary ▼   REVIEW BETA **NEW!** ▼   Show graph ⌄

Filters   Your Languages ⊗   Review Helpfulness Beta Enabled ⊗

Showing **10,288** reviews that match the filters above (**Very Positive**)

MOST HELPFUL REVIEWS IN THE PAST 30 DAYS

Scharp88
47 products in account
2 reviews

👍 **Recommended**
797.3 hrs on record

POSTED: MARCH 10

I've got so many hours put into this program and yet I'm still learning lots of new ways to animate. I started out thinking "Wow! I made a character blink!" Now I'm thinking "Wow! I could enter an animation in the saxxys next year." I've learned a whole lot within almost 3 years of experience. I recommend using this program even if you don't have any animation experience like I did. It opens a lot of creativity and expressing lots of ways to animate.

11/10 would make another animation of my angry friend.

RECENTLY POSTED

👍 **Undead_Heaven**   0.2 hrs

POSTED: APRIL 6

its a good animation program for beginners at first i thought it would be hard but i talked to a really good friend that helped me step by step. i give this program 8/10!!!

Helpful?   👍 Yes   👎 No   ☺ Funny

👍 **SlendyTubbyGamer**   0.8 hrs

POSTED: APRIL 6

u can make fnaf ocs

Was this review helpful?   👍 Yes   👎 No   😊 Funny

18 people found this review helpful
5 people found this review funny

Tom and Scout
24 products in account
6 reviews

👍 **Recommended**
43.4 hrs on record

POSTED: MARCH 9

I do not know what to write about this program... so...
In my opinion, this program is cool! Sometimes it's great to
create stupid and easy animations in this program.

But if you want to make longer and better animations, you have
to spend a lot of time! Personally, I never have time for it.

But in my opinion it's still cooll and a lot of fun too make.

Was this review helpful?   👍 Yes   👎 No   😊 Funny

21 people found this review helpful
2 people found this review funny

Grape
5 products in account
2 reviews

👍 **Recommended**
72.4 hrs on record

POSTED: MARCH 18

How to watch 60 Tutorials.

Was this review helpful?   👍 Yes   👎 No   😊 Funny

12 people found this review helpful
36 people found this review funny

Blaze | trade.tf
11 products in account
4 reviews

👍 **Recommended**
27.3 hrs on record

POSTED: MARCH 27

This program has made some of the best things I have ever
seen. Very easy to learn the basics, a little challenging
sometimes though. And if you are getting this for making films,
just telling you now, its a bit challenging but if you can pull it
off you can create some of the best films out there! Great for
making posters and profile pics as well. All in all, I rate SFM as
10/10.

Was this review helpful?   👍 Yes   👎 No   😊 Funny

5 people found this review helpful

Scrungo
80 products in account
20 reviews

👍 **Recommended**
547.9 hrs on record

POSTED: MARCH 28

Pros:
-Good/Helpful Community
-Can make anything ya want
-It's the source engine
-Easy to learn hard to master
Cons:
-Harsh part of the Community you can't escape
-FNAF and Splatoon♥♥♥♥♥♥artwork
-it's the source engine
-no more updates
-Probably going to crash 23 times before your done with your
poster
-Neptunia Artists

READ MORE

Helpful?   👍 Yes   👎 No   😊 Funny

🔑 **Deidara**   16.2 hrs

POSTED: APRIL 6

10/10

no words needed

Helpful?   👍 Yes   👎 No   😊 Funny

🔑 **Blobfish Mcree**   1.0 hrs

POSTED: APRIL 6

hella cool...

i just cant make anything lol

Helpful?   👍 Yes   👎 No   😊 Funny

🔑 **MurgnTheUrgn**   174.9 hrs

POSTED: APRIL 6

you can use this to make some pretty gucci
overwatch stuff (͡° ͜ʖ ͡°)

10/10

would use again
(͡° ͜ʖ ͡°)

Helpful?   👍 Yes   👎 No   😊 Funny

🔑 **turnte**   0.7 hrs

POSTED: APRIL 6

aaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaa
aaaaaaaaaaa

Helpful?   👍 Yes   👎 No   😊 Funny

🔑 **scrapтrap**   177.5 hrs

POSTED: APRIL 5

cool

Helpful?   👍 Yes   👎 No   😊 Funny

🔑 **NATAMDIE**   7.8 hrs

POSTED: APRIL 5

If you learn how to do this it's incredible.
Unfortunately you need to be ready to put in
some serious time to get good. Much better for
animating and posing than Garry's Mod, and
prettier to boot. You do lose some of the slap-
sticky charm, but it's still worth toying with.
Valve has some *incredibly* useful tutorials
available that you *have* to watch if you want to
do anything productive.

Helpful?   👍 Yes   👎 No   😊 Funny

🔑 **satan cs.money**   146.4 hrs

Was this review helpful?   👍 Yes   👎 No   ☺ Funny

8 people found this review helpful   2 💬
10 people found this review funny

:fire:

Helpful?   👍 Yes   👎 No   ☺ Funny

COCOS KONGFITAOS
12 products in account
5 reviews

👍 **Recommended**
3.7 hrs on record

POSTED: MARCH 24

This is beautiful

Was this review helpful?   👍 Yes   👎 No   ☺ Funny

6 people found this review helpful   1 💬

Minions4Life
88 products in account
13 reviews

👍 **Recommended**
48.0 hrs on record

POSTED: MARCH 11

Love making some loli and Overwatch hentai. *nut*

Was this review helpful?   👍 Yes   👎 No   ☺ Funny

6 people found this review helpful   2 💬
3 people found this review funny

Imfromfuture
39 products in account
9 reviews

👍 **Recommended**
4.4 hrs on record

POSTED: MARCH 27

It takes time, quit making negative reviews because you're too
♥♥♥♥ing stupid or won't put in enough time to use it.

Was this review helpful?   👍 Yes   👎 No   ☺ Funny

2 people found this review helpful   1 💬
2 people found this review funny

AFO28   2,171.5 hrs

POSTED: APRIL 5

A great pogram to get started on, although a
bit complex at first, SFM is a awesome
powerfull tool and best of all, it's free!
The support for it is pretty cool aswell, with
conversions from various game characters and
fully rigged props and vehicles.

If you are in to animation, posing characters
and just a neat tool for you to spend some
time in, Source Filmmaker is a must have!

Helpful?   👍 Yes   👎 No   ☺ Funny

Devoweer
3 products in account
2 reviews

👍 **Recommended**
161.5 hrs on record

POSTED: MARCH 24

If in Youtube, you see very much animations, that's made in
SFM.
With this, you can make the animation of your dreams!
With this, you can make something of wonder!
Take it if you want to make very, very much animations.
But, only one thing...
That take so long time to make an animation, so are you okay
to do this?

Was this review helpful?   👍 Yes   👎 No   ☺ Funny

3 people found this review helpful

☻♠FOXTA1L♠☻
31 products in account
2 reviews

👎 **Not Recommended**
9.6 hrs on record

POSTED: MARCH 20

Modles/textures/particles From said games (Team Fortress 2)
are not in the program and when trying to fix them with
workshop just breaks the program/models more..I recommend
it but Valve for god's sake update it so all the tf2/dota 2/cs:go
items and models and everything is there for once.

Sincerly

FOXTA1L

Was this review helpful?   👍 Yes   👎 No   ☺ Funny

2 people found this review helpful

Browse all 14,144 reviews

EXHIBIT 6

STEAM®

STORE   COMMUNITY   ABOUT   SUPPORT

Search for Community Groups

Source Filmmaker

GROUPS   Showing 1 - 20 of 8,791   >

Source Filmmaker - Game hub
70,057 members in this group

The Source Filmmaker (SFM) is the movie-making tool built and used by us here at Valve to make movies inside the Source game engine. Because the SFM uses the same assets as the game, anything that exists in the game can be used in the...

Counter-Strike: Source - Game hub
428,321 members in this group

CS:Source Lovers - Public group
98,177 members in this group

This group has been created because the official forums seem to be dead. Let's make it live again, we love CS:Source right? [h1] USE THE FORUMS TO COMMUNICATE HERE ! [/h1]

No More Room in Hell - Game hub
165,037 members in this group

No More Room in Hell is the ultimate ruthless and unforgiving co-operative zombie survival experience on the Source Engine, delivering award winning survival horror gameplay with dozens of weapons and multiple game modes.

Insurgency - Game hub
240,485 members in this group

[h1]Insurgency has arrived[/h1] Insurgency has officially completed the Early Access phase. THANK YOU to everyone who supported us through this process, as the game is far better because of you.

Counter Strike Source Zombiemod - Public group
90,166 members in this group

Open Source Filmmaker - Public group
9,053 members in this group

Open Source Filmmaker is officially open to the public. This group is intended to be a community where source filmmakers and content creators can get together and talk about their upcoming films, recruit help, or offer their services to...

MCML: The Original - Public group
142,840 members in this group

Welcome to PBFORTRESS From professionals to beginners, gamers of all age and skill are welcome into the PBFortress community. Feel free to play on our servers, talk with us on TeamSpeak, or join our forums.

BG| The BattleGrounds Community - Public group
110,638 members in this group

Welcome to PBFORTRESS From professionals to beginners, gamers of all age and skill are welcome into the PBFortress community. Feel free to play on our servers, talk with us on TeamSpeak, or join our forums.

Fanatical - Public group
669,723 members in this group

We're Fanatical about games. Grab officially-licensed PC game bundles and deals from our awesome store to save money and be Fanatical. Join our Steam group to receive new bundle and deal alerts, giveaways or just chat with our team and...

OPSkins.com - Marketplace - Public group
105,148 members in this group

OPSkins is the world's largest marketplace for buying and selling digital items. We are an e-commerce leader in eSports digital merchandise. We were the first to offer comprehensive digital escrow services and multi-currency payment...

Reddit - Public group
138,585 members in this group

Reddit is a source for what's new and popular on the web -- personalized by you. Your votes train a filter, so let reddit know what you liked and disliked, because you'll begin to be recommended links filtered to your tastes.

HeLLsGamers - Public group
127,173 members in this group

[h1][b]Join the steam group chat room if you need to speak with an admin.[/b][/h1] [b]HeLLsGamers[/b] is a Multi-Gaming Community. Est. August 5,2005.

ReviewExperts - Public group
202,375 members in this group

[quote=] [h1][u]Watch out for malicious mail adresses! We have an impersonator! Make sure you got contacted by these emails: dbphdevelopment@gmail.com daniel@dnbmedia.co Please do check that the mail you receive is exactly the same as one...

Hentai! - Public group
328,591 members in this group

[h1]Group for all Anime, Hentai & Ecchi lovers ^^ All fans join![/h1] [b][url=http://store.steampowered.com/curator/31748181/]Follow Our Steam Curator![/url][/b] [b][url=https://discord.gg/mcxx7rq]Discord![/url][/b]...

The REX Network - Public group
118,293 members in this group

[h1] 🎮 JOIN REX NETWORK 🎮[/h1] [h1]━━━━┫═════════► ◄═════════┣━━━━[/h1] Welcome to [b]REX Network[/b]. REX Network is the biggest, highly loved and most authentic gaming network on Steam.

Original Traders Group - Public group
155,487 members in this group

[h1][b]Welcome to the Original Traders Group![/b][/h1] [url=http://steamcommunity.com/groups/Original_Traders_Group/discussions/2/]Click here for translations in other languages.[/url] We are a network of dedicated gamers with a passion...

The Holy Crew Fans - Public group
100,840 members in this group

[b]English[/b] The Holy Crew is just a fun clan. All what we want are full servers and active members. [i]THIS IS NOT THE CLAN GROUP! THIS IS THE FAN GROUP OF THE CLAN![/i] [b]Deutsch/German[/b] Der The Holy Crew Clan ist ein reiner Fun...

Indie Kings - Public group
130,927 members in this group

🎮 [b][url=https://www.humblebundle.com/?partner=indiekings]Humble Bundle[/url] (Verified Partner) 🖥 [b] [url=http://www.twitch.tv/IndieKings]Twitch[/url][/b] ✉ [b][url=http://www.indiekings.com/p/contact.html]Contact Us[/url][/b] [h1][b]🖱...

KiFFERSTUEBCHEN - Public group
775,483 members in this group

FREE reserved slots and more for everyone! Earn loyalty points while playing on our servers and get: - absolutly FREE reserved slots - choose the next map to play - extend the time limit of the current map - and much more!

GROUPS

Showing 1 - 20 of 8,791   >

EXHIBIT 7

Steam | YouTube | Reddit | Facebook | Twitter

source filmmaker

Congratulations to the winners of the Seventh Annual Saxxy Awards!

March 15, 2018 - SFM Team

THE SEVENTH ANNUAL
SAXXY AWARDS

CLICK TO SEE THE WINNERS

While we're saddened that the end of the Seventh Annual Saxxy Awards is here, we're thrilled to be handing out the golden Saxxy statuettes for the winners! We're also incredibly excited to be extending an invitation to the overall winners to visit us at Valve headquarters.

Go see which of your favorite entries won!

Announcing The Seventh Annual Saxxy Awards Nominees!

March 14, 2018 - SFM Team

watch the demo

Install SFM. It's FREE.

Steam is required to install SFM. Get Steam here.

The SFM Blog

Here we'll be sharing news, tips and tricks about all things relating to our storytelling tool, the Source Filmmaker. Because it's the tool we use here at Valve to create our own movies, we will be adding features as we need them and then sharing them with everyone through Steam. You can join our official Steam Group to stay up-to-date with all the latest SFM news.

Showcase
Watch videos made by Valve

Community
Interact with fellow filmmakers

Tutorials
Learn how to use the tool

FAQ
Get answers to common questions

Wiki
Expand your technical knowledge

CLICK TO SEE THE SEVENTH ANNUAL SAXXY AWARD NOMINEES

We're approaching the culmination of another Saxxy Awards filled with some really amazing Source Filmmaker videos! Today we're announcing the nominees for the Seventh Annual Saxxy Awards, and there are entries that had us laughing, crying, and shouting in surprise and excitement. So make some popcorn, grab a drink, and go watch the Seventh Annual Saxxy Award nominees!

Once you've watched the nominees, and rewatched your favorites, remember there are many more entries available that may still end up on your personal favorites list. And don't forget to come back **tomorrow** and find out which of your favorite nominees were chosen as winners!

We'd like to thank all of the entrants for their hard work and creative vision, and as ever, there are a few specific entries that didn't make the cut, but are exceptional nonetheless:

Honorable Mention

The Box Mann

Inside Surgery

Meet the Janitor

Vote For The Seventh Annual Saxxy Awards!

March 9, 2018 - SFM Team

It's our favorite time of year! That time when all the Saxxy Awards entries have been submitted, and we can watch videos all day long instead of working. More importantly, so can you! Upvote the ones you enjoy, downvote the ones you don't, and just as importantly, downvote the ones that have violated the Saxxy Awards contest rules. Specifically: no advertisements, YouTube annotations or cards allowed, any music and other assets must have links to their authors in the description, and entries should abide by the per-category duration limits. **You have until 3PM PDT on Tuesday, March 13th to vote, so don't wait!**

For those who have submitted entries to the Saxxy Awards, please make sure that your videos are marked public, tagged with the appropriate categories, are free of advertisements, cards or annotations, and that you've attributed the creators of any music or other assets you've used, and received permission for their use.

Nominees will be announced on Wednesday, March 14th, and winners on Thursday, March 15th. Until then - go vote!

Now Accepting Submissions for the Seventh Annual Saxxy Awards!

March 1, 2018 - SFM Team

Continued...

The Seventh Annual Saxxy Awards!

December 5, 2017 - SFM Team

It's time to announce the Saxxy Awards for 2017, and we couldn't be more excited!

We can't wait to see what variety of amazing videos you create! Don't forget that all Valve universes are available for use, and SFM shorts that were submitted to the Dota Short Film Contest are also eligible for this year's Saxxy Awards. The submission deadline is March 8th, 2018, but as always, we'd like to remind you that you can upload non-final versions up to a week in advance of the final deadline, to guard against last-minute computer failures, internet outages, YouTube login problems, etc.

Check out the guidelines for details on the rules and deadlines, and get your entries ready!

Continued...

Congratulations to the winners of the 2016 Saxxy Awards!

November 18, 2016 - SFM Team

While we're saddened that the end of the 2016 Saxxy Awards is here, we're thrilled to be handing out the golden Saxxy statuettes for the winners! We're still laughing at some of the short and comedy entries - probably more than is really healthy. We're also incredibly excited to be extending an invitation to the overall winners to visit us at Valve headquarters.

One of the unexpected pleasures of the Saxxy Awards for us is that by flying the overall winners to Seattle, we've often been bringing teams together for the first time. Many of the winning teams were spread across multiple countries, and for those teams, getting to meet each other in person on the Valve trip was a fantastic extra bonus.

But enough of our reminiscing - go see which of your favorite entries won!

Continued...

Announcing The 2016 Saxxy Awards Nominees!

November 17, 2016 - SFM Team

We're approaching the culmination of another year filled with some really amazing Source Filmmaker videos! Today we're announcing the nominees for the 2016 Saxxy Awards, and there are entries that had us laughing, crying, and shouting in surprise and excitement. So make some popcorn, grab a drink, and go watch the 2016 Saxxy Award nominees!

Once you've watched the nominees, and rewatched your favorites, remember that there are many more entries available that may still end up on your personal favorites list. And don't forget to come back **tomorrow** and find which of your favorites were chosen as winners!

Continued...

Vote For The Sixth Annual Saxxy Awards!

November 11, 2016 - SFM Team

It's our favorite time of year! That time when all the Saxxy Awards entries have been submitted, and we can watch videos all day long instead of working. More importantly, so can you! Upvote the ones you enjoy, downvote the ones you don't, and just as importantly, downvote the ones that have violated the Saxxy Awards contest rules. Specifically: no advertisements, YouTube annotations or cards allowed, any music and other assets must have links to their authors in the description, and entries should abide by the per-category duration limits. **You have until 3PM PST on Wednesday, November 16th to vote, so don't wait!**

For those who have submitted entries to the Saxxy Awards, please make sure that your videos are marked public, tagged with the appropriate categories, are free of advertisements, cards or annotations, and that you've attributed the creators of any music or other assets you've used, and received permission for their use.

Nominees will be announced on Thursday, November 17th, and winners on Friday, November 18th. Until then - go vote!

Continued...

Now Accepting Submissions For The Sixth Annual Saxxy Awards!

November 4, 2016 - SFM Team

Continued...

The Sixth Annual Saxxy Awards!

August 9, 2016 - SFM Team

Continued...

The 2015 Saxxy Awards Winners Have Been Revealed!

November 18, 2015 - SFM Team

Continued...

Announcing The 2015 Saxxy Awards Nominees!

November 17, 2015 - SFM Team

It's been an action-packed Saxxy Awards this year, full of twists and turns, laughs and surprises! We have shorts from well-known members of the community from whom we've seen great things in the past, and from newcomers who are submitting their very first Saxxy entry. All of the entrants are winners in our book, but there's only so much space on Saxxy Awards web page, so we need to narrow down the entries to the best of the best.

So go watch the nominees for the 2015 Saxxy Awards, and see the best that the community has to offer! We'll announce the winners tomorrow, so while you discuss and debate who you think they'll be, you can also check out the rest of the entrants here.

Continued...

Vote For The Fifth Annual Saxxy Awards!

November 11, 2015 - SFM Team

It's time once again, for you, the SFM community, to vote for your favorite entries to the Fifth Annual Saxxy Awards! Voting is open until 3PM PST on Monday, November 16th, so you have until then to watch and vote. Don't forget to down-vote those entries which have violated the rules for the Saxxy Awards: No advertisements allowed, any music and other assets must have links to their authors in the description, and entries should abide by the per-category duration limits.

For those of you who have submitted to the Saxxy Awards, please double-check your videos, and make sure that they have the appropriate category tags, are marked public, have no advertisements, cards or annotations, and that you've attributed the creators of any music or other assets you've used, and received permission for their use.

Nominees will be announced on Tuesday, November 17th, and winners on Wednesday, November 18th. But enough reading - go vote!

Continued...

Now Accepting Submissions For The Fifth Annual Saxxy Awards!

November 4, 2015 - SFM Team

The submission window for The Fifth Annual Saxxy Awards is open! As we mentioned before, the submission process has changed, so upload your videos to YouTube and head over to your videos page on Steam Community and associate your videos with The 5th Annual Saxxy Awards. The final deadline is Wednesday, November 11th, 3:00PM PST, but as always, we **strongly** encourage you to submit early, to avoid last-minute network or computer problems preventing your submission from being entered into the contest, and to give you a chance to review your submission and make any last-minute changes.

Continued...

The Fifth Annual Saxxy Awards!

August 21, 2015 - SFM Team

Continued...

EXHIBIT 8

VALVE®   **GAMES**   **STEAM**®   **COMPANY**   **JOBS**   **NEWS**   **CONTACT**

NEWS

March 4, 2015

Valve Announces Link, Source 2, SteamVR, And More At GDC

Products and Technologies to Continue PC Gaming Momentum

March 3, 2015 - Valve announces a number of product and technologies at this week's Game Developers Conference (GDC) in San Francisco.

"We continue to see very strong growth in PC Gaming, with Steam growing 50% in the last 12 months," said Gabe Newell, Valve's president. "With these announcements we hope that we are helping build on that momentum."

Steam Machines, Windows PCs, Macs, and Linux PCs will be able to take advantage of a new product announced at GDC called Steam Link. Designed to extend your Steam experience to any room in the house, Steam Link allows you to stream all your Steam content from any PC or Steam Machine on the same home network. Supporting 1080p at 60Hz with low latency, Steam Link will be available this November for $49.99, and available with a Steam Controller for an additional $49.99 in the US (worldwide pricing to be released closer to launch).

Steam Machines from partners Alienware and Falcon Northwest are being shown, with Machines from a dozen other partners slated to release this November. Steam Machines will start at the same price point as game consoles, with higher performance. Customers interested in the best possible gaming experience can choose whichever components meet their needs. Epic will give a demonstration of the newly announced Unreal Tournament running on a 4K monitor driven by the Falcon Northwest Steam Machine. "We love this platform," said Tim Sweeney, founder of Epic Games. "Whether you're running incredibly detailed scenes at 4K or running 1080p at 120 FPS for an intense shooter experience, this brings world-class gaming and graphics to televisions with an open platform true to Valve's PC g aming roots."

Valve will show a virtual reality (VR) headset. Developer versions of the headset will be available this spring, and partner HTC will ship their Vive headset to consumers by the end of the year.

Two new technologies are part of the VR release - a room scale tracking system codenamed Lighthouse, and a VR input system. "In order to have a high quality VR experience, you need high resolution, high speed tracking," said Valve's Alan Yates. "Lighthouse gives us the ability to do this for an arbitrary number of targets at a low enough BOM cost that it can be incorporated into TVs, monitors, headsets, input devices, or mobile devices." Valve intends to make Lighthouse freely available to any hardware manufacturers interested in the technology.

"Now that we have Lighthouse, we have an important piece of the puzzle for tackling VR input devices," said Valve's Joe Ludwig. "The work on the Steam Controller gave us the base

News Archives

2018 2017 2016 2015 2014
2013 2012 2011 2010 2009
2008 2007 2006 2005

Other Valve News Sources

Steam News

Left 4 Dead Blog

Team Fortress 2 Blog

to build upon, so now we have touch and motion as integrated parts of the PC gaming experience."

"We've been working in VR for years and it was only until we used SteamVR's controllers and experienced the magic of absolute tracking that we were able to make the VR game we always wanted to make," said Alex Schwartz of Owlchemylabs.

VR demos being shown at GDC include work from Bossa Studios, Cloudhead Games, Dovetail Games, Fireproof Studios, Google, Owlchemylabs, Skillman & Hackett, Steel Wool Games, Vertigo Games, and Wevr.

Valve announced the Source 2 engine, the successor to the Source engine used in Valve's games since the launch of Counter-Strike: Source and Half-Life 2. "The value of a platform like the PC is how much it increases the productivity of those who use the platform. With Source 2, our focus is increasing creator productivity. Given how important user generated content is becoming, Source 2 is designed not for just the professional developer, but enabling gamers themselves to participate in the creation and development of their favorite games," said Valve's Jay Stelly. "We will be making Source 2 available for free to content developers. This combined with recent announcements by Epic and Unity will help continue the PCs dominance as the premiere content authoring platform."

Also as part of supporting PC gaming, Valve announced that it will be releasing a Vulkan-compatible version of the Source 2 engine. Vulkan is a cross-platform, cross-vendor 3D graphics API that allows game developers to get the most out of the latest graphics hardware, and ensures hardware developers that there is a consistent, low overhead method of taking advantage of products. Vulkan, previously called Next Generation OpenGL, is administered by the Khronos Group, along with other standards such as OpenCL, OpenGL, and WebGL.

GDC 2015 will mark the 13th anniversary of Valve's first public announcement of Steam, which has since become the leading platform for PC, Mac, and Linux games and software. In the last year, Steam realized the addition of many new services and features - including In-Home Streaming, Broadcasting, Music, and user-created stores - as it grew to over 125 million active accounts worldwide.

For more information, please visit www.steampowered.com/universe

EXHIBIT 9

SOURCE

US Serial Number:	78459096	**Application Filing Date:**	Jul. 29, 2004
US Registration Number:	3160103	**Registration Date:**	Oct. 17, 2006
Register:	Principal		
Mark Type:	Trademark		
Status:	The registration has been renewed.		
Status Date:	Dec. 29, 2016		
Publication Date:	Jun. 28, 2005	**Notice of Allowance Date:**	Sep. 20, 2005

Mark Information

Mark Literal Elements: SOURCE

Standard Character Claim: Yes. The mark consists of standard characters without claim to any particular font style, size, or color.

Mark Drawing Type: 4 - STANDARD CHARACTER MARK

Goods and Services

Note: The following symbols indicate that the registrant/owner has amended the goods/services:

- Brackets [..] indicate deleted goods/services;
- Double parenthesis ((..)) identify any goods/services not claimed in a Section 15 affidavit of incontestability; and
- Asterisks *..* identify additional (new) wording in the goods/services.

For: computer software used to create three dimensional graphical environments, including capabilities for animation, artificial intelligence, sound, simulation and networking

International Class(es):	009 - Primary Class	**U.S Class(es):**	021, 023, 026, 036, 038
Class Status:	ACTIVE		
Basis:	1(a)		
First Use:	Nov. 16, 2004	**Use in Commerce:**	Nov. 16, 2004

Basis Information (Case Level)

Filed Use:	No	**Currently Use:**	Yes	**Amended Use:**	No
Filed ITU:	Yes	**Currently ITU:**	No	**Amended ITU:**	No
Filed 44D:	No	**Currently 44D:**	No	**Amended 44D:**	No
Filed 44E:	No	**Currently 44E:**	No	**Amended 44E:**	No
Filed 66A:	No	**Currently 66A:**	No		
Filed No Basis:	No	**Currently No Basis:**	No		

Current Owner(s) Information

Owner Name: Valve Corporation

Owner Address: 10400 NE 4th Street, Suite 1400
Bellevue, WASHINGTON 98004
UNITED STATES

Legal Entity Type: CORPORATION

State or Country Where Organized: WASHINGTON

Attorney/Correspondence Information

Attorney of Record

Attorney Name: David J. Byer

Docket Number: 2036063.0004

Attorney Primary Email Address: botrademarks@klgates.com

Attorney Email Authorized: Yes

Correspondent

Correspondent Name/Address: David J. Byer
K&L GATES LLP
One Lincoln Street
Boston, MASSACHUSETTS 02111-2950
UNITED STATES

Phone: 6172613115

Correspondent e-mail: botrademarks@klgates.com

Correspondent e-mail Authorized: Yes

Domestic Representative - Not Found

Prosecution History

Date	Description	Proceeding Number
Nov. 08, 2017	APPLICANT/CORRESPONDENCE CHANGES (NON-RESPONSIVE) ENTERED	88888
Nov. 08, 2017	TEAS CHANGE OF OWNER ADDRESS RECEIVED	
Dec. 29, 2016	NOTICE OF ACCEPTANCE OF SEC. 8 & 9 - E-MAILED	
Dec. 29, 2016	REGISTERED AND RENEWED (FIRST RENEWAL - 10 YRS)	75184
Dec. 29, 2016	REGISTERED - SEC. 8 (10-YR) ACCEPTED/SEC. 9 GRANTED	75184
Dec. 22, 2016	CASE ASSIGNED TO POST REGISTRATION PARALEGAL	75184
Oct. 13, 2016	TEAS SECTION 8 & 9 RECEIVED	
Oct. 17, 2015	COURTESY REMINDER - SEC. 8 (10-YR)/SEC. 9 E-MAILED	
Aug. 13, 2014	APPLICANT/CORRESPONDENCE CHANGES (NON-RESPONSIVE) ENTERED	88888
Aug. 13, 2014	TEAS CHANGE OF OWNER ADDRESS RECEIVED	
Aug. 11, 2012	NOTICE OF ACCEPTANCE OF SEC. 8 & 15 - E-MAILED	
Aug. 11, 2012	REGISTERED - SEC. 8 (6-YR) ACCEPTED & SEC. 15 ACK.	70131
Aug. 11, 2012	CASE ASSIGNED TO POST REGISTRATION PARALEGAL	70131
Jul. 25, 2012	TEAS SECTION 8 & 15 RECEIVED	
Mar. 11, 2011	ATTORNEY/DOM.REP.REVOKED AND/OR APPOINTED	
Mar. 11, 2011	TEAS REVOKE/APP/CHANGE ADDR OF ATTY/DOM REP RECEIVED	
Sep. 15, 2007	ATTORNEY/DOM.REP.REVOKED AND/OR APPOINTED	
Sep. 15, 2007	TEAS REVOKE/APP/CHANGE ADDR OF ATTY/DOM REP RECEIVED	
Oct. 17, 2006	REGISTERED-PRINCIPAL REGISTER	
Sep. 08, 2006	LAW OFFICE REGISTRATION REVIEW COMPLETED	72067
Sep. 01, 2006	ASSIGNED TO LIE	72067
Aug. 28, 2006	ALLOWED PRINCIPAL REGISTER - SOU ACCEPTED	
Aug. 07, 2006	TEAS/EMAIL CORRESPONDENCE ENTERED	71441
Jul. 17, 2006	CORRESPONDENCE RECEIVED IN LAW OFFICE	71441
Jul. 17, 2006	TEAS RESPONSE TO OFFICE ACTION RECEIVED	
Jul. 05, 2006	FINAL REFUSAL E-MAILED	
Jul. 05, 2006	SU - FINAL REFUSAL - WRITTEN	74818
May 19, 2006	TEAS/EMAIL CORRESPONDENCE ENTERED	71441
Apr. 18, 2006	CORRESPONDENCE RECEIVED IN LAW OFFICE	71441
Apr. 18, 2006	TEAS RESPONSE TO OFFICE ACTION RECEIVED	

Feb. 20, 2006	NON-FINAL ACTION E-MAILED	
Feb. 20, 2006	SU - NON-FINAL ACTION - WRITTEN	74818
Feb. 19, 2006	STATEMENT OF USE PROCESSING COMPLETE	64657
Jan. 31, 2006	USE AMENDMENT FILED	64657
Jan. 31, 2006	TEAS STATEMENT OF USE RECEIVED	
Sep. 20, 2005	NOA MAILED - SOU REQUIRED FROM APPLICANT	
Jun. 28, 2005	PUBLISHED FOR OPPOSITION	
Jun. 08, 2005	NOTICE OF PUBLICATION	
Mar. 15, 2005	LAW OFFICE PUBLICATION REVIEW COMPLETED	71441
Mar. 11, 2005	ASSIGNED TO LIE	71441
Mar. 05, 2005	APPROVED FOR PUB - PRINCIPAL REGISTER	
Mar. 03, 2005	ASSIGNED TO EXAMINER	74818
Aug. 09, 2004	NEW APPLICATION ENTERED IN TRAM	

Maintenance Filings or Post Registration Information

Affidavit of Continued Use: Section 8 - Accepted

Affidavit of Incontestability: Section 15 - Accepted

Renewal Date: Oct. 17, 2016

TM Staff and Location Information

TM Staff Information - None

File Location

Current Location: GENERIC WEB UPDATE   **Date in Location:** Dec. 29, 2016

EXHIBIT 10

Mark: SOURCE FILMS

US Serial Number: 87446265

Filed as TEAS Plus: Yes

Register: Principal

Mark Type: Service Mark

TM5 Common Status Descriptor:

LIVE/APPLICATION/Published for Opposition

A pending trademark application has been examined by the Office and has been published in a way that provides an opportunity for the public to oppose its registration.

Application Filing Date: May 11, 2017

Currently TEAS Plus: Yes

Status: A request for an extension of time to file an opposition has been filed with the Trademark Trial and Appeal Board. For further information, see TTABVUE on the Trademark Trial and Appeal Board web page.

Status Date: Nov. 03, 2017

Publication Date: Oct. 10, 2017

Mark Information

Mark Literal Elements: SOURCE FILMS

Standard Character Claim: No

Mark Drawing Type: 3 - AN ILLUSTRATION DRAWING WHICH INCLUDES WORD(S)/ LETTER(S)/NUMBER(S)

Description of Mark: The mark consists of A winged horse coming out of a film roll, to the left of the word "SOURCE" which is above the word "FILMS".

Color(s) Claimed: Color is not claimed as a feature of the mark.

Disclaimer: "FILMS"

Design Search Code(s): 04.05.03 - Pegasus (winged horse); Horses, winged (Pegasus)
16.03.03 - Reels, movie film; X-ray negatives; Film, photographic

Goods and Services

Note: The following symbols indicate that the registrant/owner has amended the goods/services:

- Brackets [..] indicate deleted goods/services;
- Double parenthesis ((..)) identify any goods/services not claimed in a Section 15 affidavit of incontestability; and
- Asterisks *..* identify additional (new) wording in the goods/services.

For: Entertainment services, namely, storytelling; Multimedia entertainment software production services; Production and distribution of television shows and movies

International Class(es): 041 - Primary Class

U.S Class(es): 100, 101, 107

Class Status: ACTIVE

Basis: 1(a)

First Use: Apr. 10, 2017

Use in Commerce: Apr. 10, 2017

Basis Information (Case Level)

Filed Use:	Yes	**Currently Use:**	Yes	**Amended Use:**	No
Filed ITU:	No	**Currently ITU:**	No	**Amended ITU:**	No
Filed 44D:	No	**Currently 44D:**	No	**Amended 44D:**	No

Filed 44E:	No	Currently 44E:	No	Amended 44E:	No
Filed 66A:	No	Currently 66A:	No		
Filed No Basis:	No	Currently No Basis:	No		

Current Owner(s) Information

Owner Name: Source Films, LLC

Owner Address: #1323
668 N Coast Highway
Laguna Beach, CALIFORNIA UNITED STATES 92651

Legal Entity Type: LIMITED LIABILITY COMPANY

State or Country Where Organized: CALIFORNIA

Attorney/Correspondence Information

Attorney of Record

Attorney Name: Dominic Carucci

Attorney Primary Email Address: dcarucci@kushnercarlson.com

Attorney Email Authorized: Yes

Correspondent

Correspondent Name/Address: DOMINIC CARUCCI
KUSHNER CARLSON, PC
85 ENTERPRISE, SUITE 310
85 ENTERPRISE, SUITE 310
ALISO VIEJO, CALIFORNIA UNITED STATES 92656

Phone: 9494213030

Fax: 9494213030

Correspondent e-mail: dcarucci@kushnercarlson.com jdecker@kushnercarlson.com

Correspondent e-mail Authorized: Yes

Domestic Representative - Not Found

Prosecution History

Date	Description	Proceeding Number
Nov. 03, 2017	EXTENSION OF TIME TO OPPOSE RECEIVED	
Oct. 10, 2017	OFFICIAL GAZETTE PUBLICATION CONFIRMATION E-MAILED	
Oct. 10, 2017	PUBLISHED FOR OPPOSITION	
Sep. 20, 2017	NOTIFICATION OF NOTICE OF PUBLICATION E-MAILED	
Aug. 15, 2017	APPROVED FOR PUB - PRINCIPAL REGISTER	
Aug. 15, 2017	EXAMINER'S AMENDMENT ENTERED	88888
Aug. 15, 2017	NOTIFICATION OF EXAMINERS AMENDMENT E-MAILED	6328
Aug. 15, 2017	EXAMINERS AMENDMENT E-MAILED	6328
Aug. 15, 2017	EXAMINERS AMENDMENT -WRITTEN	68788
Aug. 09, 2017	ASSIGNED TO EXAMINER	68788
May 17, 2017	NOTICE OF DESIGN SEARCH CODE E-MAILED	
May 16, 2017	NEW APPLICATION OFFICE SUPPLIED DATA ENTERED IN TRAM	
May 15, 2017	NEW APPLICATION ENTERED IN TRAM	

TM Staff and Location Information

TM Staff Information

TM Attorney: BUTLER, MIDGE FAE

Law Office Assigned: LAW OFFICE 107

File Location

Current Location: PUBLICATION AND ISSUE SECTION

Date in Location: Sep. 01, 2017

Proceedings

Summary

Number of 1

Type of Proceeding: Extension of Time

Proceeding Number:	87446265	**Filing Date:**	Nov 03, 2017
Status:	Not Instituted	**Status Date:**	Nov 03, 2017
Interlocutory Attorney:			

Defendant

Name:	Source Films, LLC
Correspondent Address:	DOMINIC CARUCCI KUSHNER CARLSON, PC 85 ENTERPRISE, SUITE 310 85 ENTERPRISE, SUITE 310 ALISO VIEJO CA , 92656
Correspondent e-mail:	dcarucci@kushnercarlson.com , jdecker@kushnercarlson.com

Associated marks

Mark	Application Status	Serial Number	Registration Number
SOURCE FILMS	Request For Extension of Time to File Opposition	87446265	

Potential Opposer(s)

Name:	Valve Corporation
Correspondent Address:	David J. Byer K&L Gates LLP One Lincoln Street Boston MA UNITED STATES , 02111
Correspondent e-mail:	botrademarks@klgates.com , david.byer@klgates.com , alice.schermer@klgates.com

Prosecution History

Entry Number	History Text	Date	Due Date
1	INCOMING - EXT TIME TO OPPOSE FILED	Nov 03, 2017	
2	EXTENSION OF TIME GRANTED	Nov 03, 2017	
3	INCOMING - EXT TIME TO OPPOSE FILED	Feb 05, 2018	
4	EXTENSION OF TIME GRANTED	Feb 05, 2018	