

In 1995, the post-production house restructured its operations to focus on developing original entertainment properties. The firm closed its television commercial production division, laying off an unspecified number of employees.

About the same time, the firm started to concentrate its efforts on developing interactive multimedia titles through its Redmond, Washington-based spin-off, Boss Games Studios.

The 40 person game company won't be affected by the closure according to Colin Gordon, vice president of product development for Boss Games.

Industry experts said they were saddened by the news, noting that Boss was one of the last "old-school" shops that had been founded well before the current digital revolution.

"This is an ever-changing market, and there's a feeling of the old guard moving on," said Larry Kasanoff, chairman and chief executive of Threshold Entertainment, a Santa Monica-based visual effects house. "With the emergence of personal computers as an effects tool – and more people using them to break into this business – I think the competition is only going to get worse."

Hidden away in several of Boss' spare offices, far behind the rows and stacks of computers, sit caches of old, dusty optical equipment. Boss Film plans to auction off all its equipment, Edlund said.

But it's uncertain what will come of the company's extensive model collection.

Tucked in the middle of Boss' nearly two-acre lot, the studio's model shop houses some easily recognized objects from cinema history: the beasts from "Ghostbusters", the ship from "2010", the alien in "Species", the mountains that Sylvester Stallone climbed in "Cliffhanger" and the plane from the recently released "Air Force One".