"Johnson and Petrie have produced an admirable book. Anyone who wants to make sense of Tarkovsky's films—a very difficult task in any case—must read it." —The Russian Review

"This book is a model of contextual and textual analysis. the Tarkovsky myth is stripped of many of its shibboleths and the thematic structure and coherence of his work is revealed in a fresh and stimulating manner." —Europe-Asia Studies

"[This book, with its wealth of new research and critical insight, has set the standard and should certainly inspire other writers to keep on trying to collectively explore the possible meanings of Tarkovsky's film world." —Canadian Journal of Film Studies

"For Tarkovsky lovers as well as haters, this is an essential book. It might make even the haters reconsider." —Cineaste

This definitive study, set in the context of Russian cultural history, throws new light on one of the greatest—and most misunderstood—filmmakers of the past three decades. The text is enhanced by more than 60 frame enlargements from the films.

Hollywood is going 3D! Join the revolution with this primer to all of the essential skills for live action 3D, from preproduction through distribution. 3D perception and science is presented in an accessible way that provides the principles of Stereoscopic vision you need to make the transition from the 2D world. Tools of the trade are enumerated with an eye on current constraints and what is coming down the pike to smooth the way. Step-by-step instructions detail how 3D processes affect every stage of the production including screenwriting, art direction, principle photography, editing, visual effects and distribution. The downloadable resources include an array of 2D and 3D images that demonstrate concepts and techniques, 3D movie shorts that showcase alternative techniques, After Effects project files to explore and manipulate for effect, and a resource list of software tools and tutorials that demonstrate techniques.

With the move of cinema away from film, the adoption of electronic-based production throughout all media is now complete. In order to exploit its advantages, the accurate definition, measurement and reproduction of colour has become more important than ever to achieve the best fidelity of colour reproduction. This book is concerned with providing readers with all they need to know about colour: how it is perceived and described, how it is measured and generated and how it is reproduced in colour systems. It serves as both a tutorial and a reference book, defining what we mean by colour and providing an explanation of the proper derivation of chromaticity charts and through to the means of ensuring accurate colour management. Key Features: Addresses important theory and common misconceptions in colour science and reproduction, from the perception and characteristics of colour to the practicalities of its rendering in the fields of television, photography and cinematography Offers a clear treatment of the CIE chromaticity charts and their related calculations, supporting discussion on system primaries, their colour gamuts and the derivation of their contiguous red, green and blue camera spectral sensitivities Reviews the next state-of-the-art developments in colour reproduction beyond current solutions, from Ultra-High Definition Television for the 2020s to laser projectors with unprecedented colour range for the digital cinema includes a companion website hosting a workbook consisting of invaluable macro-enabled data worksheets; JPEG files containing images referred to in the book, including colour bars and grey scale charts to establish perceived contrast range under different environmental conditions; and, guides to both the workbook and JPEG files

Whether you're just learning how to frame a shot or simply looking for a refresher, the third edition of Grammar of the Shot gives you the tools you need to build a successful visual story that flows smoothly and makes sense to your audience. Understand the basic building blocks essential for successful shot composition, screen direction, depth cues, lighting, screen direction, camera movement, and many general practices that make for richer, multi-layered visuals. Expand your visual vocabulary, help jumpstart your career in filmmaking, and watch visual examples and further instruction on the companion website, www.focalpress.com/cw/bowen. Designed as an easy-to-use reference, Grammar of the Shot presents each
topic succinctly with clear photographs and diagrams illustrating the key concepts, and is a staple of any filmmaker's library. * A simple and clear overview of the principles of shooting motion pictures—timeless information that will improve your work * The companion website offers video instruction and examples to bring the book's lessons to life * Together with its companion volume Grammar of the Edit, Third Edition these books are exactly what the beginning filmmaker needs New to this edition: * A full chapter devoted to lighting * More script coverage, complete with a sample script * Suggested exercises and projects for you to practice your skills * End-of-chapter quizzes to test your grasp of key concepts * New visual examples

We can't shoot good pictures without good lighting, no matter how good the newest cameras are. Shooting under available light gives exposure, but lacks depth, contrast, contour, atmosphere and often separation. The story could be the greatest in the world, but if the lighting is poor viewers will assume it's amateurish and not take it seriously. Feature films and TV shows, commercials and industrial videos, reality TV and documentaries, even event and wedding videos tell stories. Good lighting can make them look real, while real lighting often makes them look fake. Lighting for Cinematography, the first volume in the new CineTech Guides to the Film Crafts series, is the indispensable guide for film and video lighting. Written by veteran gaffer and cinematographer David Landau, the book helps the reader create lighting that supports the emotional moment of the scene, contributes to the atmosphere of the story and augments an artistic style. Structured to mimic a 14 week semester, the chapters cover such things as lighting for movement, working with windows, night lighting, lighting the three plains of action and non-fiction lighting. Every chapter includes stills, lighting diagrams and key advice from professionals in the field, as well as lighting exercises to help the reader put into practice what was covered. www.lightingforcinematography.com

Hollywood is going 3D! Join the revolution with this primer to all of the essential skills for live action 3D, from preproduction through distribution. 3D perception and science is presented in an accessible way that provides the principles of Stereoscopic vision you need to make the transition from the 2D world. Tools of the trade are enumerated with an eye on current constraints and what is coming down the pike to smooth the way. Step-by-step instructions detail how 3D processes affect every stage of the production including screenwriting, art direction, principle photography, editing, visual effects and distribution. The companion DVD includes an array of 2D and 3D images that demonstrate concepts and techniques, 3D movie shorts that showcase alternative techniques, After Effects project files to explore and manipulate for effect, and a resource list of software tools and tutorials that demonstrate techniques. The DVD is not included with the E-book. Please contact the publisher for access to the DVD content by emailing d.mcgonagle@elsevier.com. *Understand state-of-the-art 3D movie technology *Tutorials demonstrate 3D pictures with off-the-shelf equipment *Step-by-Step analysis of the production process for a real-world 3D movie helps you to know how to adapt your skills

Motion Picture and Video Lighting, Second Edition, is your indispensable guide to film and video lighting. Written by the author of the industry bible Cinematography, this book explores technical, aesthetic, and practical aspects of lighting for film and video. It will show you not only how to light, but why. Written by a professional in the field, this comprehensive book explores light and color theory; equipment; and techniques to make every scene look its best. Now in full color, Motion Picture and Video Lighting is heavily illustrated with photos and diagrams throughout. This new edition also includes the ultimate ‘behind the scenes’ DVD that takes you directly on a professional shoot and demonstrates technical procedures and equipment. In addition, 20 video clips include: lighting demonstrations, technical tests, fundamentals of lighting demos, and short scenes illustrating different styles of lighting.

If you can't make it to one of Bruce Block's legendary visual storytelling seminars, then you need his book! Now in full color for the first time, this best-seller offers a clear view of the relationship between the story/script structure and the visual structure of a film, video, animated piece, or video game. You'll learn how to structure your visuals as carefully as a writer structures a story or a composer structures music. Understanding visual structure allows you to communicate moods and emotions, and most importantly, reveals the critical relationship between story structure and visual structure. The concepts in this book will benefit writers, directors, photographers, production designers, art directors, and editors who are always confronted by the same visual problems that have faced every picture maker in the past, present, and future.

Step-by-step guide for using your digital SLR to make quality video With digital SLR cameras becoming more and more popular as replacements for standalone video cameras, this book helps photographers become better videographers and shows videographers how to incorporate DSLRs into their work. The book includes an overview of the DSLR video tools and process and shows how to establish camera settings for effective capture, light a scene, get sound, and achieve the film look. The book also offers the basics on editing footage into a final product using common video editing tools. Offers everything needed to shoot, produce, and edit a professional looking videos using DSLR video equipment Written for both professional photographers and videographers and those just starting out Includes the steps for applying information to a film project, including developing a screenplay, approaching shooting like a cinematographer, and directing Contains a walkthrough of common video projects including making a music video, a wedding video, and video greeting card Digital SLR Video and Filmmaking for Dummies is designed to help
High end digital cinematography can truly challenge the film camera in many of the technical, artistic and emotional aspects of what we think of as ‘cinematography’. This book is a guide for practising and aspiring cinematographers and DOPs to digital cinematography essentials - from how to use the cameras to the rapidly emerging world of High Definition cinematography and 24p technology. This book covers the 'on-the-set' knowledge you need to know - its emphasis lies in practical application, rather than descriptions of technologies, so that in this book you will find usable ‘tools’ and information to help you get the job done. From 'getting the look' to lighting styles and ratios, what is needed for different types of shoots and the technical preparation required, this is a complete reference to the knowledge and skills required to shoot high end digital films. The book also features a guide to the Sony DVW in-camera menus - showing how to set them up and how they work - a device to save you time and frustration on set. Paul Wheeler is a renowned cinematographer/director of photography and trainer, he runs courses on Digital Cinematography at the National Film & Television School and has lectured on the Royal College of Art’s MA course and at The London International Film School. He has been twice nominated by BAFTA for a Best Cinematography award and also twice been the winner of the INDIE award for Best Digital Cinematography.

Learn to shoot professional-quality HD footage with your DSLRCamera The DSLR Filmmaker's Handbook, 2nd Edition is the expertguide to getting professional movie-making results with an HDvideo-enabled DSLR camera. Fully updated to reflect the/latesttechnology, this updated edition provides guidance toward bestpractices and techniques that maximize results. Shooting HD videowith a DSLR has many benefits — and also a few trickystandbacks — but this guide gives you the insight and trainingyou need to overcome these challenges as you learn what to anticipate, how to work around it, and how to fix imperfections in post-production. Award winning independent filmmaker BarryAndersson walks you through the shooting process and shows you what to do before, during, and after filming to ensure high quality results. Most of today's DSLRs have the capacity to shoot HD video. This, combined with incredible low-light capabilities, shallow depth offield, and relatively low price point make these cameras an extremely attractive entry point for would-be independent filmmakers. This book shows you how to exploit your DSLR's capabilities to produce beautiful film, with step-by-step expert instruction. Understand the limitations of DSLR video Learn what to plan for before filming begins Exploit HD capabilities to maximize the film's visuals Produce professional-level, film-quality footage With thorough explanations and expert instruction, The DSLR Filmmaker's Handbook, 2nd Edition is the training you need to start shooting beautiful HD footage.

Film Directing Fundamentals gives the novice director an organic methodology for realizing on the screen the full dramatic possibility of a screenplay. Unique among directing books, this book provides clear-cut ways to translate a script to the screen. Using the script as a blueprint, the reader is led through specific techniques to analyze and translate its components into a visual story. A sample screenplay is included that explicates the techniques. The book assumes no knowledge and thus introduces basic concepts and terminology. Appropriate for screenwriters, aspiring directors and filmmakers, Film Directing Fundamentals helps filmmakers bring their story to life on screen.

Color and Mastering for Digital Cinema explores the implications for motion picture post production processes and changes required to the supporting equipment and software. While a new concept to the motion picture community, the selection of the wide gamut, output-referred XYZ color space for digital cinema distribution is based on decades of color science and experience in other industries. The rationale for choosing XYZ and the other color encoding parameters is explained and the book also provides a full case study of the development of DLP Cinema® projectors by Texas Instruments. Finally, this book explores how the XYZ color encoding concept can be extended to support enhanced display technologies in the future. This book contains: * Brilliant 4-color illustrations that compliment the color science explanations * Never before published industry information from author Glenn Kennel, a world leader in digital cinema color technology * Descriptions of key issues and background on decisions that were made in the standardization process By Glenn Kennel, Glenn Kennel is VP/GM of Feature Film Services at Laser Pacific Media Corporation, a leading provider of a full range of post production services for television and feature film. Recently, he worked for the DLP Cinema group of Texas Instruments in a role that included technology and business development. Previously, in a twenty year career with Kodak, he led the development of the Cineon digital film scanners and laser recorders and the prototype HDTV telecine that became the Spirit Datacine. As a consultant, he helped DCI draft the technical specifications for digital cinema. Kennel also chairs the SMPTE DC28 Color ad hoc group and the DC28.20 Distribution working group. He is a SMPTE Fellow and has received the SMPTE Journal Award. He is also a member of the Academy of Motion Picture Arts and Sciences.

The world of cinematography has changed more in the last few years than it has since it has in 1929, when sound recording was introduced. New technology, new tools and new methods have revolutionized the art and craft of telling stories visually. While some aspects of visual language, lighting and color are eternal, shooting methods, workflow and cameras have changed radically. Even experienced film artists have a need to update and review new methods and equipment. These change affect not only the director of photography but also the director, the camera assistants, gaffers, and digital imaging technicians.
Cinematography: Theory and Practice covers both the artistry and craftsmanship of cinematography and visual storytelling. Few art forms are as tied to their tools and technology as is cinematography. Take your mastery of these new tools, techniques, and roles to the next level with this cutting-edge roadmap from author and filmmaker Blain Brown. Whether you are a student of filmmaking, just breaking into the business, currently working in the industry and looking to move up to the next level, or an experienced professional who wants to update their knowledge of tools and techniques, this book provides both a basic introduction to these issues as well as more advanced and in-depth coverage of the subject. The companion website features additional material, including lighting demonstrations, basic methods of lighting, using diffusion and other topics. Topics Include: Visual language Visual storytelling Continuity and coverage Cameras and digital sensors Exposure techniques for film and video Color in-depth Understanding digital images Waveform monitors, vectorscopes, and test charts Using linear, gamma, and log encoded video Image control and grading on the set The tools and basics of film lighting ASC-CDL, ACES and other new methods Optics and focus Camera movement Set operations Green screen, high speed and other topics

This practical sourcebook has been specially prepared to give you an at-a-glance guide to quality video program-making on a modest budget. Emphasis throughout is on excellence with economy; whether you are working alone or with a small multi-camera group. The well-tried techniques detailed here will steer you through the hazards of production, helping you to avoid those frustrating, time-wasting problems, and to create an effective video program. For many years Video Production Handbook has helped students and program-makers in a wide range of organizations. Now in its thoroughly revised 3rd edition, Video Production Handbook guides you step-by-step, explaining how to develop your initial program ideas, and build them into a successful working format. It covers the techniques of persuasive camerawork, successful lighting and sound treatment, video editing etc. You will find straightforward up-to-the-minute guidance with your daily production problems, and a wealth of practical tips based on the author’s personal experience. In this extended edition, you will see how you can use quite modest chromakey facilities and visual effects to create the magic of virtual reality surroundings. Gerald Millerson’s internationally acclaimed writings are based on a long and distinguished career with the BBC. His lecturing background includes TV production courses in the United States and UK. His other books for Focal Press have become standard works in a number of languages, and include his classic course text Television Production 13th ed, Effective TV Production 3rd ed, Video Camera Techniques 2nd ed, Lighting for TV and Film 3rd ed, Lighting for Video 3rd ed and TV Scenic Design.


This dictionary is for everyone who enjoys modern photography, image manipulation, and digital imaging. It is the most comprehensive, up to date and authoritative dictionary of this subject, containing over 2100 entries.

Filmmaking is an art, but, like so many art forms, there are basic underlying tools and techniques and a body theoretical knowledge that must be understood and mastered before artistic expression can flourish. This book is an invaluable resource for all aspiring DoPs. Practical Cinematography can be dipped into for quick reference - perhaps to answer a specific question or deal with practical problems relating to a shoot - or read from cover to cover. It discusses the principles of cinematography and the expertise which is unique to the Director of Photography (DoP). It deals with all the basic theory such as color temperature and sensitometry, and all the practical things a DoP needs to know, from the make-up of the crew to how to prepare an equipment list.

Voice & Vision is a comprehensive manual for the independent filmmakers and film students who want a solid grounding in the tools, techniques, and processes of narrative film in order to achieve their artistic vision. This book includes essential and detailed information on relevant film and digital video tools, a thorough overview of the filmmaking stages, and the aesthetic considerations for telling a visual story. The ultimate goal of this book is to help you develop your creative voice while acquiring the solid practical skills and confidence to use it. Unlike many books that privilege raw technical information or the line-producing aspects of production, Voice & Vision places creativity, visual expression, and cinematic ideas front and center. After all, every practical decision a filmmaker makes, like choosing a location, an actor, a film stock, a focal length, a lighting set-up, an edit point, or a sound effect is also an expressive one and should serve the filmmaker’s vision. Every decision, from the largest conceptual choices to the smallest practical solutions, has a profound impact on what appears on the screen and how it moves an audience. "In Practice sidebars throughout Voice & Vision connect conceptual, aesthetic and technical issues to their application
in the real world. Some provide a brief analysis of a scene or technique from easily rentable films which illustrate how a specific technology or process is used to support a conceptual, narrative, or aesthetic choice. Others recount common production challenges encountered on real student and professional shoots which will inspire you to be innovative and resourceful when you are solving your own filmmaking challenges.

Introduction to Sports Biomechanics has been developed to introduce you to the core topics covered in the first two years of your degree. It will give you a sound grounding in both the theoretical and practical aspects of the subject. Part One covers the anatomical and mechanical foundations of biomechanics and the measuring techniques which sports biomechanists use to study the movements of the sports performer. In addition, the book is highly illustrated with line drawings and photographs which help to reinforce explanations and examples.

A comprehensive guide to creating and developing comic book and graphic novel art, from the Savannah College of Art and Design (SCAD), one of the world’s leaders in sequential arts instruction. John Lowe, Dean of the School of Communication Arts at SCAD, presents an in-depth primer on the tools and techniques used by top sequential artists to create comic books, graphic novels, and other sequential art forms. Based on SCAD’s world-famous sequential arts curriculum with examples of professional comic book art from their faculty and alumni, the book uses detailed instruction and step-by-step examples to teach key artistic methods like sketching, thumbnailing, reference gathering, and using production/digital design methods. This book covers all the materials and methods aspiring artists need to master to make it as sequential artists.

Introduction to Cinematography offers a practical, stage-by-stage guide to the creative and technical foundations of cinematography. Building from a skills-based approach focused on professional practice, cinematographer and author Tania Hoser provides a step-by-step introduction for both cinematographers and camera assistants to the techniques, processes, and procedures of working with cameras, lenses, and light. She provides hands-on insight into negotiating with production constraints and understanding the essentials of the image workflow from shot to distribution, on projects of any scope and budget. Richly illustrated, the book incorporates exercises and sample scripts throughout, exploring light, color, movement, ‘blocking’, and pacing scenes. The principles and techniques of shaping and controlling light are applied to working with natural light, film lamps, and, as with all areas of cinematography, to low budget alternatives. This makes Introduction to Cinematography the perfect newcomer’s guide to learning the skills of cinematography that enables seamless progression from exercises through to full feature shoots. Assessment rubrics provide a framework to measure progress as the reader’s ability to visually interpret scripts and enhance the director’s vision develops. The book also teaches readers: To understand and develop the combination of skills and creativity involved in cinematography; Photographic principles and how they are applied to control focus exposure, motion blur, and image sharpness; To identify the roles and skills of each member of the camera department, and how and when each are required during a shoot; The order and process of lighting on all scales of productions and the use and application of the four main types of lamps; How to use waveforms, false color, and zebras for monitoring light levels, and meters for guiding exposure choices; The principles of the color wheel, color palettes, and the psychological effects of color choices; How to shoot for different types of fiction and nonfiction/documentary films and how to apply these skills to other genres of TV and film production; Strategies for both starting and progressing your career within cinematography and the camera department. **Winner of ‘Best new Textbook in Humanities and Media Arts’ in the Taylor and Francis Editorial Awards 2018**

Comprehensive. Detailed. Practical. Set Lighting Technician’s Handbook, Fourth Edition, is a friendly, hands-on manual covering the day-to-day practices, equipment, and tricks of the trade essential to anyone doing motion picture lighting, including the lamp operator, rigging crew, gaffer, best boy, or director of photography. This handbook offers a wealth of practical technical information, useful techniques, as well as aesthetic discussions. The Set Lighting Technician’s Handbook focuses on what is important when working on-set: trouble-shooting, teamwork, set protocol, and safety. It describes tricks and techniques for operating a vast array of lighting equipment including LEDs, xenons, camera synchronous strobes, black lights, underwater units, lighting effects units, and many others. Since its first edition, this handy on-set reference continues to be widely adopted as a training and reference manual by union training programs as well as top university film production programs. New to the fourth edition: * Detailed information on LED technology and gear * Harmonized with union safety and training procedures * All the latest and greatest DMX gadgets, including remote control systems * Many new and useful lights and how to use them and troubleshoot them. * New additions to the arsenal of electrical distribution equipment that make our sets safer and easier to power. * More rigging tricks and techniques. * the same friendly, easy to read style that has made this book so popular.

Directing: Film Techniques and Aesthetics is a comprehensive manual that teaches the essentials of filmmaking from the perspective of the director. Ideal for film production and directing classes, as well as for aspiring and current directors, Directing covers all phases of preproduction and production, from idea development to final cut. Thoroughly covering the basics, Directing guides the reader to professional standards of expression and control, and goes to the heart of what makes a director. The book outlines a
great deal of practical work to meet this goal, with projects, exercises. The third edition emphasizes the connection between knowing and doing, with every principle realizable through projects and exercises. Much has been enhanced and expanded, notably: aspects of dramaturgy; beats and dramatic units; pitching stories and selling one's work; the role of the entrepreneurial producer; and the dangers of embedded moral values. Checklists are loaded with practical recommendations for action, and outcomes assessment tables help the reader honestly gauge his or her progress. Entirely new chapters present: preproduction procedures; production design; script breakdown; procedures and etiquette on the set; shooting location sound; continuity; and working with a composer. The entire book is revised to capitalize on the advantages offered by the revolutionary shift to digital filmmaking.

This book brings fantasy storytelling to a whole new level by providing an in-depth insight into the tools used for virtual reality, augmented reality, 360 cinema and motion capture in order to repurpose them to create a virtual studio for filmmaking. Gone are the long days and months of post before seeing your final product. Composites and CG characters can now be shot together as fast as a live-action show. Using off-the-shelf software and tools, authors Mark Sawicki and Juniko Moody document the set-up and production pipelines of the modern virtual/mocap studio. They reveal the procedures and secrets for making movies in virtual sets. The high-end technology that enabled the creation of films such as The Lord of the Rings, Avatar and The Jungle Book is now accessible for smaller, independent production companies. Do you want to put your live-action camera on a jib or dolly and move effortlessly through both a live-action and virtual space together? Do you want live performers interacting with giants, elves and other creatures manipulated by motion capture in real time? This book discusses all of these scenarios and more, showing readers how to create high-quality virtual content using alternative, cost-effective technology. Tutorials, case studies, and project breakdowns provide essential tips on how to avoid and overcome common pitfalls, making this book an indispensable guide for both beginners and professionals in the virtual world.

The colorist is responsible for the critical final stage of refinement of the film and broadcast image. Using all of the controls modern color correction software provides, colorists refine the mood, create style, add polish to scenes, and breathe life into the visuals. The craft of color correction can take considerable trial and error to learn, while the art of color grading takes years to perfect. Alexis Van Hurkman draws on his wealth of industry experience to provide a thoroughly updated edition of what has become the standard guide to color correction. Using a friendly, clear teaching style and a slew of real-world examples and anecdotes, Alexis demonstrates how to achieve professional results for any project, using any number of dedicated grading applications, or even an editing program's built-in color correction tools. From the most basic methods for evaluating and correcting an overall image to the most advanced targeted corrections and creative stylizations, Color Correction Handbook, Second Edition, is your one-stop guide. Among many valuable concepts and techniques, you'll learn to:* Set up a professional color correction environment using the latest technologies and adhere to the most up-to-date standards * Work with log-encoded media and LUTs * Analyze shots quickly and correct errors of color and exposure * Create idealized adjustments for key features such as skin tone, skies, and product shots * Develop strategies for balancing clips in a scene to match one another for continuity, and grading greenscreen clips destined for visual effects * Master a variety of stylistic techniques used to set a scene's mood * Apply principles of color and contrast to add depth and visual interest * Browse valuable research about memory colors, audience preferences, and critical corrections for achieving appealing skin tones and controlled environments * Follow along with the downloadable files that accompany this book, including HD footage, cross-platform exercises, and project files.

"Today's successful cinematographer must be equal parts artist, technician, and business-person. The cinematographer needs to master the arts of lighting, composition, framing and other aesthetic considerations, as well as the technology of digital cameras, recorders, and workflows, and must know how to choose the right tools (within their budget) to get the job done. David Stump's Digital Cinematography focuses on the tools and technology of the trade, looking at how digital cameras work, the ramifications of choosing one camera versus another, and how those choices help creative cinematographers to tell a story. This book empowers the reader to correctly choose the appropriate camera and workflow for their project from today's incredibly varied options, as well as understand the ins and outs of implementing those options. Veteran ASC cinematographer David Stump has updated this edition with the latest technology for cameras, lenses, and recorders, as well as included a new section on future cinematographic trends. Ideal for advanced cinematography students as well as working professionals looking for a resource to stay on top of the latest trends, this book is a must read"--

Develop your creative voice while acquiring the practical skills and confidence to use it with this new and fully updated edition of Mick Hurbis-Cherrier's filmmaking bible, Voice & Vision. Written for independent filmmakers and film students who want a solid grounding in the tools, techniques, and processes of narrative film, this comprehensive manual covers all of the essentials while keeping artistic vision front and center. Hurbis-Cherrier walks the reader through every step of the process—from the transformation of an idea into a cinematic story, to the intricacies of promotion and distribution—and every detail in between.
Features of this book include: Comprehensive technical information on video production and postproduction tools, allowing filmmakers to express themselves with any camera, in any format, and on any budget. An emphasis on the collaborative filmmaking process, including the responsibilities and creative contributions of every principal member of the crew and cast. A focus on learning to work successfully with available resources (time, equipment, budget, personnel, etc.) in order to turn limitations into opportunities. Updated digital filmmaking workflow breakdowns for Rec. 709 HD, Log Format, and D-Cinema productions. Substantial coverage of the sound tools and techniques used in film production and the creative impact of postproduction sound design. An extensive discussion of digital cinematography fundamentals, including essential lighting and exposure control tools, common gamma profiles, the use of LUTs, and the role of color grading. Abundant examples referencing contemporary and classic films from around the world. Indispensable information on production safety, team etiquette, and set procedures. The third edition also features a robust companion website that includes eight award-winning example short films; interactive and high-resolution figures; downloadable raw footage; production forms and logs for preproduction, production, and postproduction; video examples that illustrate key concepts found within the book, and more. Whether you are using it in the classroom or are looking for a comprehensive reference to learn everything you need to know about the filmmaking process, Voice & Vision delivers all of the details in an accessible and reader-friendly format.

Today's successful cinematographer must be equal parts artist, technician, and business-person. The cinematographer needs to master the arts of lighting, composition, framing and other aesthetic considerations, as well as the technology of digital cameras, recorders, and workflows, and must know how to choose the right tools (within their budget) to get the job done. David Stump's Digital Cinematography focuses on the tools and technology of the trade, looking at how digital cameras work, the ramifications of choosing one camera versus another, and how those choices help creative cinematographers to tell a story. This book empowers the reader to correctly choose the appropriate camera and workflow for their project from today's incredibly varied options, as well as understand the ins and outs of implementing those options. Veteran ASC cinematographer David Stump has updated this edition with the latest technology for cameras, lenses, and recorders, as well as included a new section on future cinematographic trends. Ideal for advanced cinematography students as well as working professionals looking for a resource to stay on top of the latest trends, this book is a must read.

Everything you need to know to become a professional VFX whizz in one thorough and comprehensive guide.

The Basics of Filmmaking is an introductory textbook tailored to the needs of beginner and intermediate film students and independent filmmakers that expertly guides you through the entirety of the craft, from screenwriting all the way through to editing, with detailed chapters covering each department involved in the filmmaking process. The book takes a behind-the-scenes look at every aspect of the filmmaking process: writing the screenplay (and getting it critiqued by a professional), pre-production, cinematography, lighting, the shooting process, getting good audio, editing, and even going to a pitch meeting to sell it. It addresses the real fundamentals, the mechanics and the basic concepts of how to write, produce, direct, shoot, record, and edit your movie. Written by Blain Brown, a seasoned expert who has worked professionally as a cinematographer, screenwriter, director, producer, line producer, assistant director, gaffer, grip, and editor; this is a must have resource for any filmmaking student. Featuring an accompanying companion website with video examples of scene directing methods, continuity and coverage, working with the camera, lighting, audio, and editing, and downloadable production forms you can fill out and use for your projects.

Excel as an Assistant Cameraman (AC) in today’s evolving film industry with this updated classic. Learn what to do—and what NOT to do—during production and get the job done right the first time. The Camera Assistant’s Manual, Sixth Edition covers the basics of cinematography and provides you with the multi-skill set needed to maintain and transport a camera, troubleshoot common problems on location, prepare for job interviews, and work with the latest film and video technologies. Illustrations, checklists, and tables accompany each chapter and highlight the daily workflow of an AC. This new edition has been updated to include: A fresh chapter on the entry level camera positions of Camera Trainee/Production Assistant Coverage of emerging iPhone apps that are used by filmmakers and ACs on set An updated companion website offering online tutorials, clips, and techniques that ACs can easily access while on location (www.cameraassistantmanual.com) All new sample reports and forms including AC time cards, résumé templates, a digital camera report, and a non-prep disclaimer Instruction and custom forms to help freelance filmmakers keep track of daily expenses for tax purposes The Camera Assistant’s Manual, Sixth Edition is an AC’s bible for success and a must-have for anyone looking to prosper in this highly technical and ever-changing profession.

This practical, hands-on guide addresses the problems and difficult choices that professional compositors face on a daily basis. You are presented with tips, techniques, and solutions for dealing with badly shot elements, color artifacts, mismatched lighting and other commonly-faced compositing obstacles. Practical, in-depth lessons are featured for bluescreen matte extraction, despill operations, compositing operations, as well as color-correction. The book is presented entirely in an application-agnostic manner, allowing you
Acces PDF Digital Cinematography Fundamentals

Tools
to apply lessons learned to your compositing regardless of the software application you are using. The DVD contains before and after examples as well as exercise files for you to refine your own techniques on. New to the 3rd edition is an entirely new chapter entitled ‘CGI Compositing Techniques’, covering how the modern CGI production pipeline is now pushing many tasks that used to be done in the 3D department into the compositing department. All technological changes that have occurred between now and the publication of the 2nd edition are covered, as well as new media on the DVD and corresponding lessons within the book.

A rereading of the Seventh Art through the eyes of the most important authors of cinematographic photography. The Art of Cinematography underscores the essential importance of the figure of the cinematographer in the history of world cinema. This illustrated book, for the first time ever, presents a rereading of the Seventh Art through the eyes of the most important authors of cinematographic photography, as well as offering an original view of the all-time greatest masterpieces of cinema. A full-blown review that stretches from 1910 to the present day to provide the reader with over one hundred and fifty profiles of Cinematographers in a whole century of cinema. A bold and complex publishing project that is meant to be a tribute to cinematographers everywhere. This bilingual Italian-English volume is illustrated by one hundred and fifty high-quality photographic images in double vision specially reworked by Oscar-winner Vittorio Storaro.

It’s a whole new world for cinematographers, camera assistants, and postproduction artists. New equipment, new methods, and new technologies have to be learned and mastered. New roles such as that of the DIT (Digital Imaging Technician), Digital Loader, and Data Manager are integral to today’s motion picture production process. Take your mastery of these new tools, techniques, and roles to the next level with this cutting-edge roadmap from esteemed author and filmmaker Blain Brown. The Filmmaker’s Guide to Digital Imaging covers both the theory and the practice, featuring full-color, in-depth coverage of essential terminology, technology, and industry-standard best-practices. Brown covers new industry-wide production standards such as ASC-CDL and the ACES workflow. Interviews with professional cinematographers and DITs working on Hollywood productions equip you with knowledge that is essential if you want to work in today’s motion picture industry, whether as a cinematographer, DIT, Digital Loader, Data Manager, camera assistant, editor, or VFX artist. Topics include: Digital sensors and cameras The structure of digital images Waveform monitors, vectorscopes, and test charts Using linear, gamma, and log encoded video files Exposure techniques for HD and UltraHD Understanding digital color Codecs and file formats The DIT cart Downloading, ingesting, and managing video files Workflow from camera to DIT cart to post Using metadata and timecode The companion website (www.focalpress.com/cw/brown) features additional material, including demonstrations and interviews with experienced DITs and cinematographers.

Don’t waste valuable time and budget fixing your footage in post! Shoot the effects you want effectively and creatively the first time. This full-color step-by step guide to visual effects cinematography empowers you to plan out and execute visual effects shots on a budget, without falling into the common pitfall of using high-end computer graphics to “fix it in post. Learn how to effectively photograph foreground miniatures, matte paintings, green screen set ups, miniatures, crowd replication, explosions, and so much more to create elements that will composite together flawlessly. Filming the Fantastic focuses on the art and craft of visual effects using real case scenarios from a visual effects cameraman. These lessons from the front line will give you ideas and insight so you can translate your skills into any situation, no matter what camera or software package you are using and no matter if you are using film or digital technology. Learn how to film your fantastic visual effects with this book!

Digital Cinematography focuses on the tools and technology of the trade, looking at how digital cameras work, the ramifications of choosing one camera versus another, and how those choices help creative cinematographers to tell a story.

Enhance the visual quality of your motion pictures and digital videos with a solid understanding of lighting fundamentals. This complete course in digital video lighting begins with how the human eye and the camera process light and color, progresses through the basics of equipment and setups, and finishes with practical lessons on how to solve common problems. Filled with clear illustrations and real-world examples that demonstrate proper equipment use, safety issues, and staging techniques, Lighting for Digital Video presents readers with all they need to create their own visual masterpieces. Features * film style techniques for digital video productions * creating “movie” looks on a low budget * lighting for HD * how to maximize existing light * how to be a grip * safety issues * interview setups * color correction techniques in mixed lighting situations

Film Directing Fundamentals gives the novice director an organic methodology for realizing on-screen the full dramatic possibility of a screenplay. Unique among directing books, Nicholas Proferes provides clear-cut ways to translate a script to the screen. Using the script as a blueprint, the reader is led through specific techniques to analyze and translate its components into a visual story. A sample screenplay is included that explicates the techniques discussed. Written for both students and entry-level professionals, the book assumes no knowledge and introduces basic concepts and terminology. Appropriate for screenwriters, aspiring directors and filmmakers, Film Directing Fundamentals helps filmmakers bring their story to life on screen. This fourth edition is updated with a new foreword by Student Academy Award-
winner Jimmy Keyrouz, who studied with author Nicholas Proferes, as well as an enhanced companion website by Laura J. Medina, available at www.routledge.com/cw/proferes, which features new supplemental material for both instructors and students, including two new analyses of contemporary films—Wendy and Lucy (2008) and Moonlight (2016)—study questions, suggested assignments and exercises, as well as the instructor’s manual written by Proferes in 2008.

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