

## Exploring Digital Cinematography Computer Animation Team

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Exploring Digital Cinematography is the perfect source to inspire or inform those looking to leap into the fields of animation and film. From those with little to no experience to those with countless numbers of years in the field, this book provides detailed knowledge about topics such as color theory, cameras, and lighting that will help pave the way to create a visual masterpiece.

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Exploring Digital Cinematography Computer Animation Team ...

Find helpful customer reviews and review ratings for Exploring Digital Cinematography (Computer Animation Team) at Amazon.com. Read honest and unbiased product reviews from our users.

Successful animators- the ones who land the exciting jobs and who win the industry awards- must be more than simply a talented artist, a great filmmaker, or a skilled technologist. They need to be all three! For the first time, aspiring animators and those in the field looking to move up have a resource to help them develop this entire skill set with Exploring Digital Cinematography. Award-winning animator Jason Donati examines such key concepts as CG directing, lighting, and texturing from the three different perspectives of art, film, and technology. Beginning with a solid foundation of art and filmmaking knowledge, this groundbreaking book then translates key production techniques- including depth of field, camera blocking, and three-point lighting- into the 3D world. This unique approach bridges the gap between traditional live-action cinematography and cutting-edge 3D animation, giving readers all the skills they need to realize their full 3D animation potential. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Digital Cinematography presents computer animators with the tools and techniques at their disposal to give their animation the look and feel of a real Hollywood movie. Starting with the basics of lighting, camera movement, and genre, the book teaches how to effectively create interior and exterior lighting, how to light characters to invoke a mood or theme, and even how to create special effects. For animators who would like to create 3D computer games, this book illustrates how to light scenes effectively as well as how to cover up modeling and texturing mistakes. This book is an invaluable guide to the cinematic art of computer animation. Key Features \* Exercises and examples focus on the implementation of 3D, and the functionality of specific graphic tools such as omnidirectional lights, depth of fields, and image processing \* Historical reference of films photographed in the style of the tutorial, as well as images of both the process and the final result \* Cinematic styles covered include film noir, naturalism, expressionism, comedy, and cartoon \* Cinematic principles covered include key light, fill light, back light, set light, single source lighting, contrast, projection and gobos, camera lenses, color usage, composition and leading lines \* Multi-platform CD-ROM provides hands-on project files for each of the tutorials, enabling the reader to explore virtually all of the book's contents in 3D

The vanguard of the 3D film and TV industry explains why 3D stereo techniques should become a staple visual storytelling tool, on par with lighting, set design, or sound. Words of wisdom from Jeffrey Katzenberg, Martin Scorsese, Dean DeBlois, Baz Luhrmann, Jon Landau, Barrie M. Osborne, Wim Wenders, and more, provide you with unparalleled insight into the leading minds in 3D. Not only is effective use of 3D in movies thoroughly covered, but also included is a chapter on live events, with insight from the people bringing us the FIFA World Cup in 3D, and those pushing the boundaries of 3D TV documentaries Including full-color imagery from many of your favorite 3D films released thus far, Exploring 3D provides a window into how those dazzling movies were created, and insight into what the future may hold.

This volume of Who ' s Who in Research series offers a useful guide for current researchers in Intellect ' s subject area of Media Studies. The directory holds the names, institutions, biographies and current research interests of hundreds of leading international academics as well as references to the researchers ' principal articles in Intellect journals.

This collection is a study of the value of craft as it can be understood within the study and practice of animation. The book reconsiders the position of craft, which is often understood as inferior to ' art ' , with a particular focus on questions of labour in animation production and gendered practices. The notion of craft has been widely investigated in a number of areas including art, design and textiles, but despite the fact that a wide range of animators use craft-based techniques, the value of craft has not been interrogated in this context until now. Seeking to address such a gap in the literature, this collection considers the concept of craft through a range of varying case studies. Chapters include studies on experimental animation, computer animation, trauma and memory, children ' s animation and silhouette animation among others. The Crafty Animator also goes some way to exploring the relationship craft has with the digital in the context of animation production. Through these varied discussions, this book problematizes simplistic notions about the value of certain methods and techniques, working to create a dialogue between craft and animation.

Avatar. Inception. Jurassic Park. Lord of the Rings. Ratatouille. Not only are these some of the highest-grossing films of all time, they are also prime examples of how digital visual effects have transformed Hollywood filmmaking. Some critics, however, fear that this digital revolution marks a radical break with cinematic tradition, heralding the death of serious realistic movies in favor of computer-generated pure spectacle. Digital Visual Effects in Cinema counters this alarmist reading, by showing how digital effects – driven films should be understood as a continuation of the narrative and stylistic traditions that have defined American cinema for decades. Stephen Prince argues for an understanding of digital technologies as an expanded toolbox, available to enhance both realist films and cinematic fantasies. He offers a detailed exploration of each of these tools, from lighting technologies to image capture to stereoscopic 3D. Integrating aesthetic, historical, and theoretical analyses of digital visual effects, Digital Visual Effects in Cinema is an essential guide for understanding movie-making today.

digital Cinematography and Directing is unlike any other cinematography or directing book you've seen. This book was written entirely for 3D animators. Based on real-world photographic and cinematic principles, it teaches you essential skills and concepts that you can apply to any industry 3D application, such as LightWave 3D, Softimage XSI, 3ds max, CINEMA 4D, Maya, and other leading programs. This book does not focus on using software but rather teaches you how to understand and use the camera within your 3D application. Master focal lengths, f-stops, and apertures within your 3D application. Learn how pre-production planning can guide and enhance your project by applying essential storyboarding techniques. Use light as not only an illumination source, but as a tool for cinematic storytelling. Learn how to direct your digital cast with proper staging techniques "Dan Ablan's years of innovating digital production techniques and his undeniable expertise at teaching CGI, FX, and Film, makes digitalCinematography and Directing a must-have!" -Dave Adams, Dreamworks.

The essential fundamentals of 3D animation for aspiring 3D artists 3D is everywhere--video games, movie and television special effects, mobile devices, etc. Many aspiring artists and animators have grown up with 3D and computers, and naturally gravitate to this field as their area of interest. Bringing a blend of studio and classroom experience to offer you thorough coverage of the 3D animation industry, this must-have book shows you what it takes to create compelling and realistic 3D imagery. Serves as the first step to understanding the language of 3D and computer graphics (CG) Covers 3D animation basics: pre-production, modeling, animation, rendering, and post-production Dissects core 3D concepts including design, film, video, and games Examines what artistic and technical skills are needed to succeed in the industry Offers helpful real-world scenarios and informative interviews with key educators and studio and industry professionals Whether you're considering a career in as a 3D artist or simply wish to expand your understanding of general CG principles, this book will give you a great overview and knowledge of core 3D Animation concepts and the industry.

Publisher description.

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