

Color Mastering For Digital Cinema

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.

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.

With its huge cost-saving potential, digital cinema is the biggest thing to happen to the movies since sound -- this book details how each phase of the digital movie-making process, shooting, postproduction, delivery, and exhibition -- differs from film and provides clear answers to the cost vs. quality controversy. * Nonlinear editing -- software, basic technique, cost savings * Digital video color correction * CGI -- changing the shot after the shoot * Digital composition for film * Universal mastering (film, DVD, TV, Internet) * Digital distribution and exhibition

Going beyond the technological building blocks of 3DTV, 3D Television (3DTV) Technology, Systems, and Deployment: Rolling Out the Infrastructure for Next-Generation Entertainment offers an early view of the deployment and rollout strategies of this emerging technology. It covers cutting-edge advances, theories, and techniques in end-to-end 3DTV sys

This volume presents the peer-reviewed proceedings of the international conference Imaging, Vision and Learning Based on Optimization and PDEs (IVLOPDE), held in Bergen, Norway, in August/September 2016. The contributions cover state-of-the-art research on mathematical techniques for image processing, computer vision and machine learning based on optimization and partial differential equations (PDEs). It has become an established paradigm to formulate problems within image processing and computer vision as PDEs, variational problems or finite dimensional optimization problems. This compact yet expressive framework makes it possible to incorporate a range of desired properties of the solutions and to design algorithms based on well-founded mathematical theory. A growing body of research has also approached more general problems within data analysis and machine learning from the same perspective, and demonstrated the advantages over earlier, more established algorithms. This volume will appeal to all mathematicians and computer scientists interested in novel techniques and analytical results for optimization, variational models and PDEs, together with experimental results on applications ranging from early image formation to high-level image and data analysis.

The updated third edition of this popular book offers a clear and detailed overview of the postproduction process, showing readers how to manage each step in taking a film, TV, or media project from production to final delivery, from scheduling and budgeting through editing, sound, visual effects, and more. Accessibly written for producers, post supervisors, filmmakers, and students and extensively updated to address current digital and file-based industry practices, The Guide to Managing Postproduction for Film, TV, and Digital Distribution helps the reader to understand the new worlds of accessibility, deliverables, license requirements, legal considerations, and acquisitions involved in

postproduction, including the ins and outs of piracy management and archiving. This edition addresses the standards for theatrical and digital distribution, network, cable and pay TV, as well as spotlights internet streaming and various delivery methods for specialty screenings, projection large format (PLF), and formats including 3D, virtual reality and augmented reality.

With the shift from film to digital, today's filmmakers are empowered by an arsenal of powerful, creative options with which to tell their story. Modern Post examines and demystifies these tools and workflows and demonstrates how these decisions can empower your storytelling. Using non-technical language, authors Scott Arundale and Tashi Trieu guide you through everything you should consider before you start shooting. They begin with a look to past methodologies starting with traditional film techniques and how they impact current trends. Next they offer a look at the latest generation of digital camera and capture systems. The authors move on to cover: * Preproduction- what camera is best for telling your story and why, budgeting for post * Production- on-set data management, dailies, green screen, digital cinematography * Postproduction- RAW vs. compressed footage, editing, visual effects, color correction, sound and deliverables including DCP creation The book features cutting-edge discussion about the role of the digital imaging technician (DIT), how you can best use the Cloud, motion graphics, sound design, and much more. Case studies show you these solutions being applied in real-world situations, and the companion website features videos of techniques discussed in the book, as well as timely updates about technological changes in the landscape. www.focalpress.com/cw/arundale

Wisdom from the best and the brightest in the industry, this visual effects bible belongs on the shelf of anyone working in or aspiring to work in VFX. The book covers techniques and solutions all VFX artists/producers/supervisors need to know, from breaking down a script and initial bidding, to digital character creation and compositing of both live-action and CG elements. In-depth lessons on stereoscopic moviemaking, color management and digital intermediates are included, as well as chapters on interactive games and full animation authored by artists from EA and Dreamworks respectively. From preproduction to acquisition to postproduction, every aspect of the VFX production workflow is given prominent coverage. VFX legends such as John Knoll, Mike Fink, and John Erland provide you with invaluable insight and lessons from the set, equipping you with everything you need to know about the entire visual effects workflow. Simply a must-have book for anyone working in or wanting to work in the VFX industry.

Digital Filmmaking has been called the bible for professional filmmakers in the digital age. It details all of the procedural, creative, and technical aspects of pre-production, production, and post-production within a digital filmmaking environment. It examines the new digital methods and techniques that are redefining the filmmaking process, and how the evolution into digital filmmaking can be used to achieve greater creative flexibility as well as cost and time savings. The second edition includes updates and new information, including four new chapters that examine key topics like digital television and high definition television, making films using digital video, 24 P and universal mastering, and digital film projection. Digital Filmmaking provides a clear overview of the traditional filmmaking process, then goes on to illuminate the ways in which new methods can accomplish old tasks. It explains vital concepts, including digitization, compression, digital compositing, nonlinear editing, and on-set digital production and relates traditional film production and editing processes to those of digital techniques. Various filmmakers discuss their use of digital techniques to enhance the creative process in the "Industry Viewpoints" sections in each chapter .

Excel as a Cameraman 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. This seventh 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 both film and digital technologies. Illustrations, checklists, and tables accompany each chapter and highlight the daily workflow of an Assistant Cameraman (AC), with expanded sections on problems and troubleshooting, updated formulas, tables, and checklists, as well as new information on the differences between working in the United States and UK and additional information on working with digital technology. This is a must-have for anyone looking to succeed in this highly technical and ever-changing profession. This book features a comprehensive companion web site that offers plenty of useful resources, including online tutorials that ACs can easily access while on location and supplementary downloadable forms and checklists.

* An overview of digital cinema system requirements * Post production work flow * Color in digital cinema * The digital cinema mastering process * Fundamentals of compression * Security * Basics of audio * Digital distribution * Digital projection technology * Theater systems * The international perspective: Views from Europe, Asia and Latin America * A realistic assessment of the future of digital cinema With contributions by: Richard Crudo, President, American Society of Cinematographers Leon Silverman, Executive Vice President, Laser Pacific Media Corporation Charles Poynton, Color Scientist Chris Carey, Senior Vice President, Studio New Technology, The Walt Disney Studios Bob Lambert, Corporate Senior Vice President New Technology & New Media, The Walt Disney Company Bill Kinder, Pixar Animation Studios Glenn Kennel, DLP Cinema Peter Symes, Manager, Advanced Technology, Thomson Broadcast & Media Solutions Robert Schumann, President, Cinea, Inc., -

Movie is considered to be an important art form; films entertain, educate, enlighten and inspire audiences. Film is a term that encompasses motion pictures as individual projects, as well as — in metonymy — the field in general. The origin of the name comes from the fact that photographic film (also called filmstock) has historically been the primary medium for recording and displaying motion pictures. Many other terms exist — motion pictures (or just pictures or "picture"), the silver screen, photoplays, the cinema, picture shows, flicks — and commonly movies. Introduction to Media Production began years ago as an alternative text that would cover ALL aspects of media production, not just film or just tv or just radio. Kindem and Musburger needed a book that would show students how every form of media intersects with one another, and about how one needs to know the background history of how film affects video, and how video affects working in a studio, and ultimately, how one needs to know how to put it all together. Introduction to Media Production is the book that shows this intersection among the many forms of media, and how students can use this intersection to begin to develop their own high quality work. Introduction to Media Production is a primary source for students of media. Its readers learn about

various forms of media, how to make the best use of them, why one would choose one form of media over another, and finally, about all of the techniques used to create a media project. The digital revolution has exploded all the former techniques used in digital media production, and this book covers the now restructured and formalized digital workflows that make all production processes by necessity, digital. This text will concentrate on offering students and newcomers to the field the means to become aware of the critical importance of understanding the end destination of their production as a part of pre-production, not the last portion of post production. Covering film, tv, video, audio, and graphics, the fourth edition of Introduction to Digital Media promises to be yet another comprehensive guide for both students of media and newcomers to the media industry.

With crystal clarity, this book conveys the most current principles in digital image processing, providing both the background theory and the practical applications to various industries, such as digital cinema, video compression, and streaming media. This book contains tons of useful features, including: * a chapter on the role of human vision in image visualization, * the MATLAB codes used to generate most of the figures and tables listed in the book, as well as a few MATLAB projects, * a 24-pg color insert * case studies to illustrate the practical application of the theory.

Color and Mastering for Digital Cinema Taylor & Francis

How does a film come to look the way it does? And what influence does the look of a film have on our reaction to it? The role of cinematography, as both a science and an art, is often forgotten in the chatter about acting, directing, and budgets. The successful cinematographer must have a keen creative eye, as well as expert knowledge about the constantly expanding array of new camera, film, and lighting technologies. Without these skills at a director's disposal, most movies quickly fade from memory. Cinematography focuses on the highlights of this art and provides the first comprehensive overview of how the field has rapidly evolved, from the early silent film era to the digital imagery of today. The essays in this volume introduce us to the visual conventions of the Hollywood style, explaining how these first arose and how they have subsequently been challenged by alternative aesthetics. In order to frame this fascinating history, the contributors employ a series of questions about technology (how did new technology shape cinematography?), authorship (can a cinematographer develop styles and themes over the course of a career?), and classicism (how should cinematographers use new technology in light of past practice?). Taking us from the hand-cranked cameras of the silent era to the digital devices used today, the collection of original essays explores how the art of cinematography has been influenced not only by technological advances, but also by trends in the movie industry, from the rise of big-budget blockbusters to the spread of indie films. The book also reveals the people behind the camera, profiling numerous acclaimed cinematographers from James Wong Howe to Roger Deakins. Lavishly illustrated with over 50 indelible images from landmark films, Cinematography offers a provocative behind-the-scenes look at the profession and a stirring celebration of the art form. Anyone who reads this history will come away with a fresh eye for what appears on the screen because of what happens behind it.

This is the first monograph-length work intended to enable readers with a humanities background and the general public to understand what the processes and techniques of film restoration do and do not involve, attempting to integrate systematically a discussion about related technological and cultural issues.

Provides direct access to the skills, insights and techniques of some of the postproduction industry's most prominent digital video colorists, delivering practical skills to the postproduction pro seeking to improve their color grading craft. The author interviews and observes 8 professional colorists as they grade a series of real world video images, describing the methods and techniques each artist uses to reach their finalized image. These video images are included on a DVD that allows you to work lockstep with each artist as they grade their images. Though some tools provided may differ from one product to the next, the basic process of video color correction (grading) remains the same. Application agnostic and sure to inspire, The Art of Digital Video Color Correction will further your artistic skills, whether you're an editor, compositor, or colorist, and allow you to apply those skills to the grading process, making your finished image sharper, crisper and more aesthetically pleasing in general.

In this follow-up volume to the bestseller Color Correction Handbook, Alexis Van Hurkman walks you through twenty-one categories of creative grading techniques, designed to give you an arsenal of stylizations you can pull out of your hat when the client asks for something special, unexpected, and unique. Each chapter presents an in-depth examination and step-by-step, cross-platform breakdown of stylistic techniques used in music videos, commercial spots, and cinema.

Put the essential concepts and techniques of digital compositing to work for you without the need of a single mathematical equation. Compositing Visual Effects is lavishly illustrated with hundreds of film shots, figures, illustrations and diagrams to help the visual reader gain a valuable vocabulary and understanding of the full range of visual effects, in which digital compositing plays a key role. Beginning with an inspirational tour of the scope and magnitude of digital compositing you get a solid overview of the kinds of digital effects routinely executed today. See how CGI (Computer Generated Image) is composited with live action, how set extensions are done, and what a match-move shot is.

Following that, you learn each of the key applications of digital compositing, which include bluescreen compositing, bullet time shots, motion tracking, and rotoscoping, and you get a primer on digital images, key concepts, and terms used in the compositing process. The subsequent chapters dig down into each of the major digital compositing applications, introducing the fundamental concepts and processes behind them. This includes the many ways to composite CGI, bluescreen compositing, animation, creating masks, working with digital keyers, and many more; but most importantly, the art of digital compositing-making your shots look not just photorealistic, but cool. Learn what is easy and hard, possible and impossible, and what to expect when working on a job that entails digital compositing. There are tips on when not to use the new low-end DV video cameras and tips for the client, such as guidelines on how to shoot a quality bluescreen or greenscreen to get the best results at compositing time. All the while, special attention is paid to defining new terminology and telling a clear story from the ground up, with the only requirement being that you have read the previous chapters.

To enhance the overall viewing experience (for cinema, TV, games, AR/VR) the media industry is continuously striving to improve image quality. Currently the emphasis is on

High Dynamic Range (HDR) and Wide Colour Gamut (WCG) technologies, which yield images with greater contrast and more vivid colours. The uptake of these technologies, however, has been hampered by the significant challenge of understanding the science behind visual perception. Vision Models for High Dynamic Range and Wide Colour Gamut Imaging provides university researchers and graduate students in computer science, computer engineering, vision science, as well as industry R&D engineers, an insight into the science and methods for HDR and WCG. It presents the underlying principles and latest practical methods in a detailed and accessible way, highlighting how the use of vision models is a key element of all state-of-the-art methods for these emerging technologies. Presents the underlying vision science principles and models that are essential to the emerging technologies of HDR and WCG Explores state-of-the-art techniques for tone and gamut mapping Discusses open challenges and future directions of HDR and WCG research

The JPEG 2000 Suite provides a comprehensive overview of the baseline JPEG 2000 standard and its extensions. The first part of the book sets out the core coding system, additions to the standard and reference software. The second part discusses the successful deployment of JPEG 2000 in application domains such as video surveillance, digital cinema, digital television, medical imaging, defence imaging, security, geographic imaging and remote sensing, digital culture imaging and 3D graphics. The book also presents implementation strategies accompanied by existing software and hardware solutions. Describes secure JPEG 2000 (JPSEC), interactivity protocols (JPIP), volumetric image data compression (JP3D) and image compression in wireless environments (JPWL), amongst others. Uses a structure which allows for easy cross-reference with the components of the standard. Sets out practical implementation examples and results. Examines strategies for future image compression techniques, including Advanced Image Coding and JPEG XR. Includes contributions from international specialists in industry and academia who have worked on the development of the JPEG 2000 standard. Additional material can be found at www.jpeg.org. The JPEG 2000 Suite is an excellent introduction to the JPEG 2000 standard and is of great appeal to practising electronics engineers, researchers, and hardware and software developers using and developing image coding techniques. Graduate students taking courses on image compression, digital archiving, and data storage techniques will also find the book useful, as will graphic designers, artists, and decision makers in industries developing digital applications.

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.

Written both for students and working professionals, this book walks readers step-by-step through the foundations of color grading for projects of any size, from music videos and commercials to full-length features. In this clear, practical, and software-agnostic guide, author Charles Haine introduces readers to the technical and artistic side of color grading and color correction. *Color Grading 101* balances technical chapters like color-matching, mastering, and compression with artistic chapters like contrast/affinity, aesthetic trends, and building a color plan. The book also includes more business-focused chapters detailing best practices and expert advice on working with clients, managing a team, working with VFX, and building a business. An accompanying eResource offers downloadable footage and project files to help readers work through the exercises and examples in the book. This book serves as a perfect introduction for aspiring colorists as well as editors, cinematographers, and directors looking to familiarize themselves with the color grading process.

First published in 2012. Focal Press is an imprint of the Taylor & Francis Group, an informa business.

As colour imaging takes on increasing importance in a range of products and technologies, colour fidelity across different media has become essential. This book has arisen from the need for a specialist text that brings together key developments in colour management technology and findings from the colour engineering research community. Edited by highly regarded specialists in colour management systems, *Colour Engineering* introduces the reader systematically to the art of consistent quality of image reproduction - regardless of the monitor or graphic user interface employed. Features: a thorough review of the elements of colour science that apply to colour imaging. a comprehensive analysis of methods for characterizing devices in the colour imaging chain. a review of the key topics in colour management. the different approaches to implementing colour systems at some of the leading exponents in the imaging industry. This authoritative book depicting the latest developments in colour imaging, written by a group of authors at the forefront of research in this exciting and fast-moving field will appeal to students as

well as practitioners of the new discipline of colour engineering. The Society for Information Display (SID) is an international society, which has the aim of encouraging the development of all aspects of the field of information display. Complementary to the aims of the society, the Wiley-SID series is intended to explain the latest developments in information display technology at a professional level. The broad scope of the series addresses all facets of information displays from technical aspects through systems and prototypes to standards and ergonomics

"A must-read for those who want to enhance their digital photography experience." —George Schaub, Editorial Director, Shutterbug and eDigitalPhoto magazines With a three or more megapixel digital camera or a good scanner, affordable image-editing software, and a photo-realistic printer, you have all the tools you need to create absolutely stunning images. But understanding all your options and getting the best possible results can be daunting. What features should you look for in a digital camera? What accessories do you need? How do you capture the best possible images with your digital equipment--and make corrections when you don't? What are the advantages of RAW capture? How can you get consistently great prints? Peter K. Burian, coauthor of the best-selling National Geographic Photography Field Guide, has taken the digital plunge and lived to write about it. The result is a practical, accessible guide that demystifies the world of digital photography and imaging--a must-read whether you're a photography enthusiast making the leap to digital, a gadget lover looking for the latest technology, a novice photographer, or anybody who regularly works with images. Inside you'll find: A buyer's guide to the essential equipment and software: learn the pros and cons of compact digicams versus digital SLR cameras; choose a suitable scanner; find the right imaging program for your needs; select the perfect photo printer Focusing, composition, and lighting tips for making snapshots that you'll be proud of Pro tips and techniques for using all your camera's advanced features Techniques for getting scans of exceptional quality, whether you're scanning prints, slides, or negatives Recommendations on upgrading your computer and peripherals for digital imaging Professional methods for fine-tuning your images in the digital darkroom Techniques for creating color or black-and-white prints of exhibition quality Tips on optimizing your images for use in e-mail, online albums, and web pages

Are you an associate producer who needs to juggle projects and vendors while keeping on top of the latest trends and formats? Or an independent filmmaker who can't afford a misstep in the crucial postproduction phase? Take a step back and get a clear overview of the process. This guide will show you how to navigate each step in taking a TV or film project from production to final delivery. Start by getting a handle on the critical issues of budgets and schedules. From there, you'll learn the smoothest way to manage dailies, sound, editing, and completion. Detailed instructions and checklists for film, video, and High Definition procedures will teach you new ways of doing things and help you avoid costly errors. The second edition is fully updated and information-packed. There is extensive new material on high definition as it affects dailies, editing, and delivery. The chapter on the film laboratory has been expanded further to include discussions on troubleshooting film damage and YCMs, which are so important in maintaining film assets. The latest information on film restoration, digital technologies, acquisitions, and a chapter on what's on the horizon round out the update.

Image Processing for Cinema presents a detailed overview of image processing techniques that are used in practice in digital cinema. The book shows how image processing has become ubiquitous in movie-making, from shooting to exhibition. It covers all the ways in which image processing algorithms are used to enhance, restore, adapt, and convert moving images. These techniques and algorithms make the images look as good as possible while exploiting the capabilities of cameras, projectors, and displays. The author focuses on the ideas behind the methods, rather than proofs and derivations. The first part of the text presents fundamentals on optics and color. The second part explains how cameras work and details all the image processing algorithms that are applied in-camera. With an emphasis on state-of-the-art methods that are actually used in practice, the last part describes image processing algorithms that are applied offline to solve a variety of problems. The book is designed for advanced undergraduate and graduate students in applied mathematics, image processing, computer science, and related fields. It is also suitable for academic researchers and professionals in the movie industry.

First published in 2014. Routledge is an imprint of Taylor & Francis, an informa company.

The image that appears on the movie screen is the direct and tangible result of the joint efforts of the director and the cinematographer. A Hidden History of Film Style is the first study to focus on the collaborations between directors and cinematographers, a partnership that has played a crucial role in American cinema since the early years of the silent era. Christopher Beach argues that an understanding of the complex director-cinematographer collaboration offers an important model that challenges the pervasive conventional concept of director as auteur. Drawing upon oral histories, early industry trade journals, and other primary materials, Beach examines key innovations like deep focus, color, and digital cinematography, and in doing so produces an exceptionally clear history of the craft. Through analysis of several key collaborations in American cinema from the silent era to the late twentieth century—such as those of D. W. Griffith and Billy Bitzer, William Wyler and Gregg Toland, and Alfred Hitchcock and Robert Burks—this pivotal book underlines the importance of cinematographers to both the development of cinematic technique and the expression of visual style in film.

This authoritative guide to multimedia networking balances just the right amount of theory with practical design and integration knowledge.

The colorist working in film and video is the individual responsible for breathing life into characters, bringing a mood into a scene, and making the final product polished and professional-looking. This craft is an art form that often takes years to perfect and many trial-and-error attempts at getting it right. Here to help both the newcomer and professional who needs to brush up on their skills is the first book to cover a wide variety of techniques that can be used by colorists, no matter what system they're using. Whether you're using a video editing package with a color correction tool built in (Final Cut Pro, Premiere Pro) or a dedicated application (Apple Color, Assimilate Scratch, Baselight, or DaVinci), this book covers it all. From the most basic methods for evaluating and correcting an overall image, to the most advanced targeted corrections and creative stylizations typically employed, you'll find this highly organized book a solid reference that's easy to navigate. The accompanying DVD contains footage as well as cross-platform exercises and project files for readers to experiment with. After reading the techniques, readers will learn to apply the methods that all of the color correction applications use, how to problem-solve and trouble-shoot, how to maximize the effectiveness of each tool that's available, and they will discover how to creatively combine techniques and tools to accomplish the types of stylizations that colorists are often called upon to create. All of Peachpit's eBooks contain the same content as the print edition. You will find a link in the last few pages of your eBook that directs you to the media files. Helpful tips: If you are able to search the book, search for "Where are the lesson files?" Go to the very last page of the book and scroll backwards. You will need a web-enabled device or computer in order to access the media files that accompany this ebook. Entering the URL supplied into a computer with web access will allow you to get to the files. Depending on your device, it is possible that your display settings will cut

off part of the URL. To make sure this is not the case, try reducing your font size and turning your device to a landscape view. This should cause the full URL to appear.

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.

This comprehensive manual has inspired tens of thousands of readers worldwide to realize their artistic vision and produce well-constructed films. Filled with practical advice on every stage of production, this is the book you will return to throughout your career. Directing covers the methods, technologies, thought processes, and judgments that a director must use throughout the fascinating process of making a film. It emphasizes low-cost digital technology, which allows cutting-edge creativity and professionalism on shoestring budgets. And, recognizing that you learn best by doing, the book includes dozens of practical hands-on projects and activities to help you master technical and conceptual skills. Just as important as surmounting technological hurdles is the conceptual and authorial side of filmmaking. This book provides an unusually clear view of the artistic process, particularly in working with actors. It offers eminently practical tools and exercises to help you develop credible and compelling stories with your cast, hone your narrative skills, and develop your artistic identity. This book shows you how to surpass mere technical proficiency and become a storyteller with a distinctive voice and style. The companion web site includes teaching notes, hands-on exercises, checklists, and useful forms and questionnaires. * Updated and revised edition of the bestselling, most comprehensive guide to the technical and creative aspects of film directing: a complete education in a book * Loaded with practical exercises and immersive projects, with a companion website featuring teaching notes, hands-on exercises, checklists, and useful forms and questionnaires * Expanded sections on pre-production, lenses, the emotional and tonal implications of shot size, composition, perspective, visual and sound proximity, and screencraft--the core of the director's art * Completely updated and expanded film examples and references, including classics, recent indie films, and foreign films

At long last, film and video editors are using the same systems to edit their projects, and Editing Digital Film is the guide to show them how to do it. This concise reference provides video and film editors familiar with the Avid, Media 100, and Final Cut Pro systems with crucial information they will need to edit on all three of these systems. In addition to showing film editors and directors working on DV projects how to edit for this new format, this text also clarifies the NLE process to those familiar with traditional film editing. With its focus on the essentials of integrating nonlinear editing with film, Editing Digital Film is an excellent resource for video editors wishing to edit films, and for film editors wishing to learn how films are integrated into nonlinear systems. With coverage the film cutting process, post production methods, telecine, matchback editing, HDTV, 24P, cutting DV, and all necessary tools to get the job done, this is the perfect guide for those interested in editing digital film.

The Digital Intermediate process (DI), or conversion of film to digital bits and then back to film again, has great potential to revolutionize the postproduction process. The skill set to photochemically process a movie and pop it into a canister for the postal service to send around to all of the movie houses and the skill set to digitally master and create a file that is distributed globally via the Internet and satellites are completely different. One of these entirely new processes is that of the digital intermediate. The DI has tremendous advantages, ranging from improved quality (first "print" is as good as the last) to cost savings (no re-mastering) to digital distribution (bits and bytes: no film in canisters). The DI influences everything from on set production to the delivery of content to consumers and everything in between. Digital Intermediates for Film and Video teaches the fundamental concepts and workflow of the digital intermediate process. Covers basics of film first, and then introduces the digital world--including a tutorial on digital images, asset management, online editing, color correction, restoration, film and video output, mastering and quality control. Jack's clear and easy-to-follow explanation of Hollywood buzz words and components facilitates the spill over to anyone who has a vested interest in the quality and cost of the movie.

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