The Visual Story Second Edition Free Ebooks About The Visual Story Second Edition Or Read Online Viewer Searc

Visual Storytelling covers all major components of creating powerful images including lighting, camera functions, composition and storytelling. However, the main focus of the book is not just creating compelling visuals, but more importantly creating images that inform and move the audience. Images carry emotional weight and Visual Storytelling teaches readers how to harness these emotions to maximize the emotion of the story, while minimizing the amount of dialogue necessary. What makes Visual Storytelling unique is that it not only covers the theoretical concepts of filmmaking but also the technical elements necessary to achieve the emotional outcome. This combination of theory and practice helps to create well informed and skilled filmmakers.

The Language of the Lens explores the expressive power of the camera lens and the storytelling contributions that this critical tool can make to a film project. This book offers a unique approach to learning how lenses can produce aesthetically and narratively compelling images in movies, through a close examination of the various ways lens techniques control the look of space, movement, focus, flares, distortion, and the "optical personality" of your story's visual landscape. Loaded with vivid examples from commercial, independent, and world cinema, The Language of the Lens presents dozens of insightful case studies examining their conceptual, narrative, and technical approaches to reveal how master filmmakers have harnessed the power of lenses to express the entire range of emotions, themes, tone, atmosphere, subtexts, moods, and abstract concepts. The Language of the Lens provides filmmakers, at any level or experience, with a wealth of knowledge to unleash the full expressive power of any lens at their disposal, whether they are shooting with state-of-the-art cinema lenses or a smartphone, and everything in between.

Light is as important as colour in creating the right effect, whether on a palette or on a computer. Whether you're an animator, painter, photographer or illustrator, you need to know how to harness light in your work to create the right effect. Light for Visual Artists is the first and only book that explores the way light can be used to create realistic and fantastical effects in a wide range of media. Illustrator Richard Yot, known for his work in film as a lighting artist and stylised 3D illustrations, takes you through the fundamental properties of natural and artificial light, shadows, the interaction of light on different types of surfaces, reflections, as well as transparency, translucency and the effects of light on colour. Richard also explores how to observe the effects of light to create realistic images, and the creative use of light in composition and design for creating moods or setting a scene. This second edition has been updated with revised photos and artwork, as well as 15 practical exercises and new online video material. Packed with

diagrams and illustrations, as well as computer game and film stills, Light for Visual Artists is an invaluable resource for animators, digital illustrators, painters, photographers and artists working in any medium.

A veteran comic book publisher demonstrates everything aspiring visual media artists need to know about sequential art, covering each stage of the production process, the basics of figure drawing and anatomy, and the essential of page composition, layout, and design. Original.

VISUAL STORYTELLING: VIDEOGRAPHY AND POST PRODUCTION IN THE DIGITAL AGE SECOND EDITION combines a thorough exploration of essential storytelling concepts with detailed instruction in practical technical skills. Without limiting its focus to a particular range of equipment, applications, or technology, this engaging text covers the key concepts, aesthetics, and techniques of single-camera field production and post production, and includes real-life stories and suggestions from working professionals. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Since cinema's earliest days, literary adaptation has provided the movies with stories; and so we use literary terms like metaphor, metonymy and synecdoche to describe visual things. But there is another way of looking at film, and that is through its relationship with the visual arts – mainly painting, the oldest of the art forms. Art History for Filmmakers is an inspiring guide to how images from art can be used by filmmakers to establish period detail, and to teach composition, color theory and lighting. The book looks at the key moments in the development of the Western painting, and how these became part of the Western visual culture from which cinema emerges, before exploring how paintings can be representative of different genres, such as horror, sex, violence, realism and fantasy, and how the images in these paintings connect with cinema. Insightful case studies explore the links between art and cinema through the work of seven high-profile filmmakers, including Peter Greenaway, Peter Webber, Jack Cardiff, Martin Scorsese, Guillermo del Toro, Quentin Tarantino and Stan Douglas. A range of practical exercises are included in the text, which can be carried out singly or in small teams. Featuring stunning full-color images, Art History for Filmmakers provides budding filmmakers with a practical guide to how images from art can help to develop their understanding of the visual language of film.

The Visual StoryCreating the Visual Structure of Film, TV and Digital MediaTaylor & Francis

A breathtaking and inspirational exploration of planet EarthFrom the fiery mass of the Earth's core to the tip of the highest ice-capped mountain, discover every aspect of our planet in awe-inspiring photographic detail with Earth.Visit 400 of the tallest, longest, widest, most significant and most unusual geographical features of planet Earth, from volcanoes, deserts and rivers to weather systems, rocks and minerals. Then take a look at the health of our planet and explore the interaction between people and the environment, from living in volcanic areas to

deforestation, to understand the human impact on nature and how we can preserve our physical environment. Fully updated, revised and enhanced with new digital artworks, geographical advances and developments, this new edition of Earth (previous ISBN: 9781405373692) is an extraordinary about-this-world read.

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. Data Visualization: A Guide to Visual Storytelling for Libraries is a practical guide to the skills and tools needed to create beautiful and meaningful visual stories through data visualization. Learn how to sift through complex datasets to better understand a variety of metrics, such as trends in user behavior and electronic resource usage, return on investment (ROI) and impact metrics, and data about library collections and repositories. Sections include: ·Identifying and interpreting datasets for visualization ·Tools and technologies for creating meaningful visualizations ·Case studies in data visualization and dashboards Data Visualization also features a 20-page color insert showcasing a wide variety of visualizations generated using an array of data visualization technologies and programming languages that can serve as inspiration for creating your own visualizations. Understanding and communicating trends from your organization's data is essential. Whether you are looking to make more informed decisions by visualizing organizational data, or to tell the story of your library's impact on your community, this book will give you the tools to make it happen.

Writing for Animation, Comics, and Games explains the practical aspects of creating scripts for animation, comics, graphic novels, and computer games. It details how you can create scripts that are in the right industry format, and follow the expected rules for you to put your best foot forward to help you break-in to the trade. This book explains approaches to writing for exterior storytelling (animation, games); interior/exterior storytelling (comics and graphic novels), as well as considerations for non-linear computer games in the shortest, pithiest, and most economical way. The author offers

insider's advice on how you can present work as professional, how to meet deadlines, how visual writing differs from prose, and the art of collaboration.

Don't miss Selznick's other novels in words and pictures, The Invention of Hugo Cabret and Wonderstruck, which together with The Marvels, form an extraordinary thematic trilogy! A breathtaking new voyage from Caldecott Medalist Brian Selznick.Two stand-alone stories--the first in nearly 400 pages of continuous pictures, the second in prose--create a beguiling narrative puzzle.The journey begins at sea in 1766, with a boy named Billy Marvel. After surviving a shipwreck, he finds work in a London theatre. There, his family flourishes for generations as brilliant actors until 1900, when young Leontes Marvel is banished from the stage.Nearly a century later, runaway Joseph Jervis seeks refuge with an uncle in London. Albert Nightingale's strange, beautiful house, with its mysterious portraits and ghostly presences, captivates Joseph and leads him on a search for clues about the house, his family, and the past.A gripping adventure and an intriguing invitation to decipher how the two stories connect, The Marvels is a loving tribute to the power of story from an artist at the vanguard of creative innovation.

Tell Insightful, Actionable Business Stories with Tableau, the World's Leading Data Visualization Tool! Visual Data Storytelling with Tableau brings together knowledge, context, and hands-on skills for telling powerful, actionable data stories with Tableau. This full-color guide shows how to organize data and structure analysis with storytelling in mind, embrace exploration and visual discovery, and articulate findings with rich data, carefully curated visualizations, and skillfully crafted narrative. You don't need any visualization experience. Each chapter illuminates key aspects of design practice and data visualization, and guides you step-by-step through applying them in Tableau. Through realistic examples and classroom-tested exercises, Professor Lindy Ryan helps you use Tableau to analyze data, visualize it, and help people connect more intuitively and emotionally with it. Whether you're an analyst, executive, student, instructor, or journalist, you won't just master the tools: you'll learn to craft data stories that make an immediate impact--and inspire action. Learn how to: • Craft more powerful stories by blending data science, genre, and visual design • Ask the right questions upfront to plan data collection and analysis • Build storyboards and choose charts based on your message and audience • Direct audience attention to the points that matter most • Showcase your data stories in high-impact presentations • Integrate Tableau storytelling throughout your business communication • Explore case studies that show what to do--and what not to do • Discover visualization best practices, tricks, and hacks you can use with any tool • Includes coverage up through Tableau 10

Build your skills in the development of story ideas that will command an audience for your 2-5 minute animated short. Packed with illustrated examples of idea generation, character and story development, acting, dialogue and storyboarding practice this is your conceptual toolkit proven to meet the challenges of this unique art form. The companion DVD includes in-depth interviews with industry insiders, 18 short animations (many with accompanying animatics, character designs and environment designs) and an acting workshop to get your animated short off to a flying start! With Ideas for the Animated Short you'll learn about: Story Background and Theory * Building Better Content * Acting: Exploring the Human Condition * Building Character and Location * Building Story * Dialogue * Storyboarding * Staging

Writing can be a challenge, especially for artists and designers who tend to be more visual than verbal. Writing for Visual Thinkers: A Guide for Artists and Designers is designed to help people who think in pictures—a segment of learners that by some estimates includes almost 30 percent of the population—gain skills and confidence in their writing abilities. Writing for Visual Thinkers approaches the craft of writing from many directions, all with the ultimate goal of unblocking the reader's verbal potential. It offers a guide to mind mapping, concept mapping, freewriting, brainwriting, word lists and outlines, as well as provides student examples, tips on writing grant proposals, reasons for keeping a blog and more. Critique methods, criticism, narrative and storytelling, hypertext, editing, graphic novels and comics, and many more topics round out this groundbreaking book. Both experimental and pragmatic, Andrea Marks's methods will result in stronger, more verbally confident artists and designers. Developed in partnership with AIGA, this book is for the visual learners everywhere who have always wanted--or needed!--to improve their writing skills, whether they specialize in graphic design, web design, industrial design, interior design, allied design, or fashion design. 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. This is the only book that combines conceptual and practical instruction on creating polished and eloquent images for film and video with the technical know-how to achieve them. Loaded with hundreds of full-color examples, The Filmmaker's Eye is a focused, easy-to-reference guide that shows you how to become a strong visual storyteller through smart, effective choices for your shots. This book has struck a chord worldwide and is being translated into several languages After a short introduction to basic principles, a variety of shots are deconstructed in the following format: - Why It Works: an introduction to a particular type of shot - How It Works: callouts point out exactly how the shot works the way it does--the visual rules and technical aspects in action - Technical Considerations: the equipment and techniques needed to get the shot. - Breaking the Rules: examples where the "rules" are brilliant subverted A structured perspective on the crucial interface of director and screenplay, this book encompasses twenty-two seminal aspects of the approach to story and script that a director needs to understand before embarking on all other facets of the director's craft. Drawing on seventeen years of teaching filmmaking at a graduate level and on his prior career as a director and in production at the BBC, Markham shows how the filmmaker can apply rigorous analysis of the elements of dramatic narrative in a screenplay to their creative vision, whether of a short or feature, TV episode or season. Combining examination of such fundamental topics as story, premise, theme, genre, world and setting, tone, structure, and key images with the introduction of less familiar concepts such as cultural, social, and moral canvas, narrative point of view, and the journey of the audience, What's The Story? The Director Meets Their Screenplay

applies the insights of each chapter to a case study—the screenplay of the short film Contrapelo, nominated for the Jury Award at Tribeca in 2014. This book is an essential resource for any aspiring director who wants to understand exactly how to approach a screenplay in order to get the very best from it, and an invaluable resource for any filmmaker who wants to understand the important creative interplay between the director and screenplay in bringing a story to life.

"All the cutting edge technology I learned in college—typewriters, film splicers, glue—is now in a museum; the one thing that hasn't changed is how to tell a visual story."—Bob Dotson Make It Memorable provides a distinctly different, hands-on introduction to the craft of visual storytelling. Many texts have been written to help people master the changing technology of journalism; here, Bob Dotson teaches readers how best to tell a story once they do. This second edition of Dotson's classic book offers dozens of new tips for the digital age and a step-by-step explanation of how to find and create all kinds of visual stories under tight deadlines. In addition to new scripts annotated with behind-the-scenes insights and structural comments, the book includes links to online videos of all the story examples. There is no other text quite like it. Additional videos that can be utilized for class assignments and exercises are available on www.nbclearn.com/makeitmemorable.

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. Attention is the new commodity. Visual Storytelling is the new currency. Human brain processes visuals 60,000x faster than text. Web posts with visuals drive up to 180% more engagement than those without. Viewers spend 100% more time on web pages with videos. Filled with full-color images and thought-provoking examples from leading companies, The Power of Visual Storytelling explains how to grow your business and strengthen your brand by leveraging photos, videos, infographics, presentations, and other rich media. The book delivers a powerful road map for getting started, while inspiring new levels of creativity within organizations of all types and sizes. "This book is not only a complete overview of [visual storytelling] but, most importantly, the key to doing it right, a total Right Hook!" —Gary Vaynerchuk, New York Times bestselling author of Crush It! and Jab, Jab, Jab, Right Hook "A valuable guide to understanding how to develop powerful marketing programs using the art of visual storytelling." —Guy Kawasaki, author of APE: Author, Publisher, Entrepreneur and former chief evangelist of Apple "The Power of Visual Storytelling is the new marketing bible!" —Nancy Bhagat, Vice President, Global Marketing Strategy and Campaigns, Intel "If a picture is worth a thousand words, The Power of Visual Storytelling is worth a million." —Scott Monty, Global Digital & Multimedia Communications for Ford Motor Company

Having already taught you how to compose and interpret great photos, Michael

Freeman now continues his best-selling series by exploring the most successful methods for presenting photography meaningfully and in an engaging format. This is the critical ?next step? that separates adequate image galleries from captivating collections ? and disinterested viewers from enthralled audiences. Tapping into his decades of experience shooting for such publications as Smithsonian, GEO, and Condé Nast Traveller (among many others), Michael Freeman studies the photo-essay phenomenon that took the world by storm and gave storytellers a completely new set of tools to construct their narratives. Having established how rhythm, pacing, and careful organisation build tension and cultivate interest, Freeman goes on to explain what this means for presenting your own photos, particularly in the new digital formats of online galleries, slideshows, and tablets. The Photographer?s Story will enliven your images, refresh your perspective, and elevate your understanding of how photographs work together to tell a story. Your audiences will thank you for it.

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

Discover the history of Western art - from prehistory to the 21st century - through profiles of over 650 artists and their key works. Covering every era and over 650 artists, this comprehensive, illustrated guide offers an accessible yet expansive view of art history, featuring everything from iconic works and lesser-known gems to techniques and themes. Offering a comprehensive overview of Western artists, themes, paintings, techniques, and stories, Art- A Visual History is packed full of large, full-colour images of iconic works and lesser-known gems. Covering every era, from 30,000BCE to the present, it includes features on the major schools and movements, as well as close-up critical appraisals of 22 masterpieces - from Botticelli's Primavera to J. M. W. Turner's The Fighting Temeraire. With detailed referencing, crisp reproductions and a fresh design, Art- A Visual History is a must-have for anyone with an interest in art history - from first-time gallery goers to knowledgeable art enthusiasts. What makes great art? Discover the answer now! Art- A Visual History is a must-have for anyone interested in the subject.

DVD-ROM contains: Interactive modules that illustrate concepts discussed in the text.

Television Field Production and Reporting provides an exciting introduction to the art of visual storytelling. Endorsed by the National Press Photographers Association, it focuses on the many techniques and tools available in television today. The new edition of Television Field Production and Reporting will be 4-color for the first time, an absolute must in this visually oriented, rapidly changing field..

Children's picturebooks are the very first books we encounter, and they form an important, constantly evolving, and dynamic sector of the publishing world. But what does it take to create a successful picturebook for children? In seven chapters, this book covers the key stages of conceiving a narrative, creating a visual language and developing storyboards and design of a picturebook. The book includes interviews with leading children's picturebook illustrators, as well as case studies of their work. The picturebooks and artists featured hail from Australia, Belgium, Cuba, France, Germany, Hungary, Ireland, Italy, Japan, Norway, Poland, Portugal, Russia, Singapore, South Korea, Spain, Taiwan, the UK and the USA. In this publication, Martin Salisbury and Morag Styles introduce us to the world of children's picturebooks, providing a solid background to the industry while exploring the key concepts and practices that have gone into the creation of successful picturebooks.

Transform your marketing efforts through the power of visualcontent In today's fast-paced environment, you must communicate yourmessage in a concise and engaging way that sets it apart from thenoise. Visual content—such as infographics and datavisualization—can accomplish this. With DIY functionality,Infographics: The Power of Visual Storytelling will teachyou how to find stories in your data, and how to visuallycommunicate and share them with your audience for maximumimpact. Infographics will show you the vast potential to usingthe communication medium as a marketing tool by creatinginformative and shareable infographic content. Learn how to explain an object, idea, or process using strongillustration that captures interest and provides instantclarity Discover how to unlock interesting stories (in previouslyburied or boring data) and turn them into visual communicationsthat will help build brands and increase sales Use the power of visual content to communicate with and engageyour audience, capture attention, and expand your market.

This book presents an accessible introduction to data-driven storytelling. Resulting from unique discussions between data visualization researchers and data journalists, it offers an integrated definition of the topic, presents vivid examples and patterns for data storytelling, and calls out key challenges and new opportunities for researchers and practitioners.

Cinematography is the first title in the Screencraft Series, a unique venture which aims to unravel for the first time the multi-layered language of film-making, by exploring the fusion of crafts which combine to create the most important art form of the 20th century. Although the cinematographer or director of photography rarely receives the kind of attention reserved for directors and actors, there is little doubt that this is the key technical role in the process of revealing a story through images. The cinematographers featured in this book encompass three generations of filmmaking and represent a diversity of film cultures. What they have in common is the contribution they have made to a universal cinema heritage and the fact that their work has helped to expand -- if not revolutionize -- the language of film. This book, featuring the world's finest cinematographers, will inspire practicing professionals, students, and movie buffs

alike. This beautifully designed and illustrated book speaks in the voices of these cinematographers and through the powerful images they have created for the screen.The cinematographers featured in this book encompass three generations of filmmaking and represent a diversity of film cultures, from "African Queen" to "Delicatessen."Highly illustrated -- over 500 color pictures and 300 black and white photos -- and written entirely based on each cinematographer's own words from interviewsThis book, featuring the world's finest cinematographers, will inspire practicing professionals, students, and movie buffs alike.

Shot by Shot is the world's go-to directing book, now newly updated for a special 25th Anniversary edition! The first edition sold over 250,000 copies, making it one of the bestselling books on film di-recting of all time. Aspiring directors, cinematographers, editors, and producers, many of whom are now working professionals, learned the craft of visual storytelling from Shot by Shot, the most com-plete source for preplanning the look of a movie. The book contains over 800 photos and illustrations, and is by far the most comprehensive look at shot design in print, containing storyboards from movies such as Citizen Kane, Blade Runner, Dead-pool, and Moonrise Kingdom. Also introduced is the concept of A, I, and L patterns as a way to sim-plify the hundreds of staging choices facing a director in every scene. Shot by Shot uniquely blends story analysis with compositional strategies, citing examples then il-lustrated with the storyboards used for the actual films. Throughout the book, various visual ap-proaches to short scenes are shown, exposing the directing processes of our most celebrated au-teurs -- including a meticulous, lavishly illustrated analysis of Steven Spielberg's scene design for Empire of the Sun.

Examines the fundamentals of storytelling in comic book style and offers advice on story construction and visual narratives.

Reveals the underlying story form of all great presentations that will not only create impact, but will move people to action Presentations are meant to inform, inspire, and persuade audiences. So why then do so many audiences leave feeling like they've wasted their time? All too often, presentations don't resonate with the audience and move them to transformative action. Just as the author's first book helped presenters become visual communicators, Resonate helps you make a strong connection with your audience and lead them to purposeful action. The author's approach is simple: building a presentation today is a bit like writing a documentary. Using this approach, you'll convey your content with passion, persuasion, and impact. Author has a proven track record, including having created the slides in Al Gore's Oscar-winning An Inconvenient Truth Focuses on content development methodologies that are not only fundamental but will move people to action Upends the usual paradigm by making the audience the hero and the presenter the mentor Shows how to use story techniques of conflict and resolution Presentations don't have to be boring ordeals. You can make them fun, exciting, and full of meaning. Leave your audiences energized and ready to take action with Resonate.

Explains the young life, habitat, life span, anatomy, types of, and size of many different animals.

Lighting for Animation is designed with one goal in mind - to make you a better artist. Over the course of the book, Jasmine Katatikarn and Michael Tanzillo (Senior Lighting TDs, Blue Sky Studios) will train your eye to analyze your work more critically, and teach you approaches and techniques to improve your craft. Focusing on the main philosophies and core concepts utilized

by industry professionals, this book builds the foundation for a successful career as a lighting artist in visual effects and computer animation. Inside you'll find in-depth instruction on: • Creating mood and storytelling through lighting • Using light to create visual shaping • Directing the viewer's eye with light and color • Gathering and utilizing reference images • Successfully lighting and rendering workflows • Render layers and how they can be used most effectively • Specific lighting scenarios, including character lighting, environment lighting, and lighting an animated sequence • Material properties and their work with lighting • Compositing techniques essential for a lighter • A guide on how to start your career and achieve success as a lighting artist This book is not designed to teach software packages—there are websites, instructional manuals, online demos, and traditional courses available to teach you how to operate specific computer programs. That type of training will teach you how to create an image; this book will teach you the technical skills you need to make that image beautiful. Key Features Stunning examples from a variety of films serve to inspire and inform your creative choices. Unique approach focuses on using lighting as a storytelling tool, rather than just telling you which buttons to press. Comprehensive companion website contains lighting exercises, assets, challenges, and further resources to help you expand your skillset.

The cinematographer must translate the ideas and emotions contained in a script into something that can be physically seen and felt onscreen, helping the director to fulfil the vision of the film. The shots may look good, but they will not serve the story until the composition, lenses, and lighting express, enhance, and reveal the underlying emotions and subtext of the story. By making physical the ideas and emotions of the story, the cinematographer supports blocking as a visual form of the story through these tools. Rather than delve into technical training, Basic Cinematography helps to train the eye and heart of cinematographers as visual storytellers, providing them with a strong foundation for their work, so that they're ready with creative ideas and choices on set in order to make compelling images that support the story. The book includes tools, tables, and worksheets on how to enhance students and experienced filmmakers with strong visual storytelling possibilities, including such features as: Dramatic script analysis that will help unlock blocking, composition, and lighting ideas that reveal the visual story Ten tools of composition Psychological impact of lenses, shot sizes, and camera movement Six elements of lighting for visual storytelling What to look for beneath the "hood" of cameras, including using camera log, RAW, and LUTs Dramatic analysis chart and scene composition chart to help plan your shoots Case studies from such visually cinematic shows and documentaries as Netflix's Godless, Jessica Jones, The Crown, and Chef's Table, as well as examples from classroom exercises Features insights from the DP of Jessica Jones, Manuel Billeter, and the DP of Chef's Table, Adam Bricker.

Children's picturebooks are the very first books we encounter and play a major role in introducing us to both art and language. But what does it take to create a successful picturebook for children? This revised edition of a bestselling title carries invaluable insight into a highly productive, dynamic sector of the publishing world. Featuring interviews with leading illustrators and publishers from across the world, it remains essential reading for students and aspiring children's book illustrators and writers.

This book describes the fascinating results of a two year study of children's responses to contemporary picturebooks. Children of primary school age, from a range of backgrounds, read and discussed books by the award-winning artists, Anthony Browne and Satoshi Kitamura. They then made their own drawings in response to the books. The authors found that children are sophisticated readers of visual texts, and are able to make sense of complex images on literal, visual and metaphorical levels. They are able to understand different viewpoints, analyse moods, messages and emotions, and articulate personal responses to picturebooks - even when they struggle with the written word. With colour illustrations, and interviews with the two authors whose books were included in the study, this book

demonstrates how important visual literacy is to children's understanding and development. Primary and Early Years teachers, literacy co-ordinators and all those interested in children's literature will find this a captivating read.

FOREWORD BY GUY KAWASAKI Presentation designer and internationally acclaimed communications expert Garr Reynolds, creator of the most popular Web site on presentation design and delivery on the Net — presentationzen.com — shares his experience in a provocative mix of illumination, inspiration, education, and guidance that will change the way you think about making presentations with PowerPoint or Keynote. Presentation Zen challenges the conventional wisdom of making "slide presentations" in today's world and encourages you to think differently and more creatively about the preparation, design, and delivery of your presentations. Garr shares lessons and perspectives that draw upon practical advice from the fields of communication and business. Combining solid principles of design with the tenets of Zen simplicity, this book will help you along the path to simpler, more effective presentations.

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