Color Mastering For Digital Cinema

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. 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

Gamut mapping algorithms, implemented by color management systems, are an integral part of the color reproduction process. By adjusting the colors with appropriate algorithms, gamut mapping enables original colors to 'fit' inside differently shaped color gamuts and authentically transfers images across a range of media. This book illustrates the range of possible gamut mapping strategies for cross-media color reproduction, evaluates the performance of various options and advises on designing new, improved solutions. Starting with overviews of color science, reproduction and management, the text includes: a detailed survey of 90+ gamut mapping algorithms covering color-by-color reduction and expansion, spatial reduction, spectral reduction and gamut mapping for niche applications; a step-by-step example of a color's journey from original to reproduction, via a digital workflow; a detailed analysis of color gamut computation, including a comparison of alternative techniques and an illustration of the gamuts of salient color sets and media; a presentation of both measurement-based and psychovisual evaluation of individual color reproductions; an overview of alternative approaches to gamut mapping proposed by the ISO and the CIE including an analysis of the building blocks of gamut mapping algorithms and the factors affecting their performance. Color Gamut Mapping is a comprehensive resource for practicing color and imaging engineers, scientists and researchers working in the development of imaging devices, software and solutions. It is also a valuable reference for students of color and imaging science, as well as photographers, graphic designers and artists.

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.

Digital Compositing for Film and Video

A Professional Handbook

Digital Image Processing with Application to Digital Cinema

Integrating Final Cut Pro, Avid, and Media 100

Stereoscopic Digital Cinema from Script to Screen

Creative Grading Techniques for Film and Video

The Revolution in Cinematography, Post-Production, and Distribution

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.

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.

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.

First published in 2012. We have all felt the frustration of wasting time, paper and effort hen our prints or web images don't match the images we see on our monitors. Fortunately, you're holding the resource that will help solve these problems. This book guides you through the hardware settings and software steps you'll need to post professional images and make stunning prints that showcase you artistic vision. In Color Managment & Quality Outprint, Tom P. Ashe, a color expert and gifted teacher, shows you how to color manage your files from input all the way through output, by clearly explaining how color works in our minds, on our monitors and computers and through our printers.

Color Grading 101

The Changing Art and Craft of Making Motion Pictures

Sound & Vision

Professional Techniques for Video and Cinema

The Media Workflow Puzzle

The British National Bibliography

Managing the Process

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.

"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

This edited collection brings together a team of top industry experts to provide a comprehensive look at the entire media workflow from start to finish. The Media Workflow Puzzle gives readers an in-depth overview of the workflow process, from production to distribution to archiving. Pulling from the expertise of twenty contributing authors and editors, the book covers topics including content production, postproduction systems, media asset management, content distribution, and archiving and preservation, offering the reader an understanding of all the various elements and processes that go into the media workflow ecosystem. It concludes with an exploration of the possibilities for the future of media workflows and the new opportunities it may bring. Professionals and students alike looking to understand how to manage media content for its entire lifecycle will find this an invaluable resource.

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

Cinematographers, Directors, and the Collaborative Process

The Guide to Managing Postproduction for Film, TV, and Digital Distribution

The Visual Story

Colour Reproduction in Electronic Imaging Systems

The Digital Filmmaking Handbook

Digital Cinematography

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 contingent 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

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.

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

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.

Color Gamut Mapping

Creating the Visual Structure of Film, TV and Digital Media

Guide to Postproduction for TV and Film

Color Correction Look Book

3D Movie Making

Information Display

SMPTE Motion Imaging Journal

The Ultimate Resource for the World's Best Digital Video Editor This full-color, hands-on guide introduces you to the powerful new features of Final Cut Pro 4, while leading you through all aspects of editing digital video. First you'll learn how to set up your workstation and master fundamental concepts. Then you'll learn pro-tested techniques for every stage of the process--everything from shooting tips to logging your footage, from adding transitions and special effects to delivering your masterpiece in multiple formats. Along the way, professional video editors emphasize the tricks and shortcuts they use to get polished results. Striking illustrations and screen shots throughout, plus sample video project files on the DVD make it simple for you to visualize and grasp the concepts. Whether you're an emerging filmmaker or a seasoned vet, Final Cut Pro 4 and the Art of Filmmaking empowers you to complete the tasks that film editors face daily, such as: Mastering the new features, including unlimited real-time effects, auto rendering, motion blur, and time remapping Customizing the interface and keyboard shortcuts to best fit your work flow Editing clips in the Timeline quickly Creating complex overlays and transitions with contextual menus Expertly adding effects, applying filters, and working with text Creating titles with video generators and advanced Boris FX title generators Working with the audio tools to make your film sound as good as it looks Preparing your finished product for the Web, CDs, and DVDs Editing for 24fps Featured on the DVD: All the clips you need to follow the lessons in the book, including a complete, fully edited short video documentary, and source material, so you can quickly get started working with real footage. Plus a bonus chapter on editing for 24fps. Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

* 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., -

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.

Written by senior compositor, technical director and master trainer Steve Wright, this book condenses years of production experience into an easy-to-read and highly-informative guide suitable for both working and aspiring visual effects artists. This expanded and updated edition of Digital Compositing for Film and Video addresses the problems and difficult choices that professional compositors face on a daily basis with an elegant blend of theory, practical production techniques and workflows. It is written to be software-agnostic, so it is applicable to any brand of software. This edition features many step-by-step workflows, powerful new keying techniques and updates on the latest tech in the visual effects industry. Workflow examples for: Grain Management Lens Distortion Management Merging CGI Render Passes Blending Multiple Keys Photorealistic Color Correction Rotoscoping Production Techniques for: Keying Difficult Greenscreens Replicating Optical Lens Effects Advanced Spill Suppression Fixing Discoloured Edges Adding Interactive Lighting Managing Motion Blur With brand new Information on: Working in linear ACES Color Management Light Field Cinematography Planar Tracking Creating Color Difference Keys Premultiply vs. Unpremultiply Deep Compositing VR Stitching 3D Compositing from 2D Images How Color Correction ops Effect Images Color Spaces Retiming Clips Working with Digital Cinema Images OpenColorIO A companion website offers images from the examples discussed in the book allowing readers to experiment with the material first-hand.

How It All Fits Together

Photography, Television, Cinematography

Mastering Digital Photography and Imaging

Modern Post

Color Correction Handbook

Production Workflows and Techniques

Color and Mastering for Digital Cinema

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

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.

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.

Part of the perennially best-selling Quercus Digital Photography series, this comprehensive guide features everything you need to know to make a digital film, from conception to finished product. Using clear, step-by-step instruction, The Digital Filmmaking Handbook concisely illustrates the technical and creative challenges of digital filmmaking for novices and professionals alike, spanning topics from conception to execution: - Planning a shoot: how to make a storyboard - Set preparation: dressing and lighting a set - Principal photography: filming with HD and DSLR cameras--including the latest advice on equipment, accessories, and software - Advanced editing: software and practices - Post-production: digital effects and Packed with tips and tricks to develop both your creative vision and your technical know-how, The Digital Filmmaking Handbook is the ultimate resource for all your filmmaking needs. From the Trade Paperback edition.

A Creative Approach to Narrative Filmmaking

3D Television (3DTV) Technology, Systems, and Deployment

Color Management & Quality Output

Editing Digital Film

Introduction to Media Production

The Art and Technique of Digital Color Correction

Rolling Out the Infrastructure for Next-Generation Entertainment

Color and Mastering for Digital CinemaCRC Press

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

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.

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.

A Hidden History of Film Style

A Photographer's and Artist's Guide to Controlling Color

Digital Color Management

Multimedia Networking

Mastering Digital Color

Digital Intermediates for Film and Video

The Path to Digital Media Production

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 .

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.

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

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.

Digital Cinema

Digital Filmmaking

Encoding Solutions

Understanding Digital Cinema

Voice & Vision

Getting Started Color Grading for Editors, Cinematographers, Directors, and Aspiring Colorists

From Theory to Practice

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.

All successful imaging systems employ some form of color management for previewing, controlling and adjusting color throughout the image-production process. Today's increasingly complex systems pose challenging problems: they must support numerous devices and media having disparate color properties, and they also must provide for the interchange of images among dissimilar systems. In this book, the authors address and solve these problems using innovative methods of representing color in the digital domain. The second edition of this popular book explains the capabilities and limitations of existing color management systems and provides comprehensive practical solutions for communicating color within and among imaging systems, from the simplest to the most complex. Beginning with the fundamentals of color and human color perception, the book progresses to in-depth analyses of the nature of color images, digital color encoding, color management systems and digital color interchange. Fully revised and updated, this second edition of Digital Color Management features new and expanded coverage including: electronic displays and electronic imaging systems; scene-based and appearance-based color encoding methods; color management for digital cinema; a Unified Paradigm—a comprehensive, integrated color-managed environment for the color-imaging industry; four new chapters, two new appendices, and more than 80 new figures. This book is an essential resource for engineers, programmers and imaging professionals designing and engineering color-imaging systems and for others simply looking to increase their understanding of the field. Scientists, researchers, advanced undergraduates and graduate students involved in imaging technology also will find this book of significant interest and usefulness. Reviews for the first edition: 'The absence of unnecessary jargon, the impeccable writing style, the material depth leads only to one conclusion: If you buy one digital color book this year, buy this one.' W. David Schwaderer, Digital Camera Magazine 'It [Digital Color Management] fulfils the need among engineers and scientists for a comprehensive understanding of color management, imaging, media, viewing conditions, appearance and communication.' Arthur S. Diamond, Imaging News

Offering a thorough introduction to the digital color process, a comprehensive manual furnishes essential information on digital color control for imaging, photography, digital photography, and computer graphics and covers such topics as color theory, color workflow models, lighting, RGB, digital capture control, the calibration of monitors, output systems, color control for black-and-white images, and more. Original. (Intermediate)

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 explainiation 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.

Final Cut Pro 4 and the Art of Filmmaking

Fundamentals, Tools, Techniques, and Workflows

Workflows and Techniques for Digital Filmmakers

The Art of Movies

The definitive guide to digital filmmaking

Working with Color from Camera to Display to Print