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Digital Cinematography presents computer animators with the tools and techniques at their disposal to give their animation the look and feel of a real Hollywood movie. Starting with the basics of lighting, camera movement, and genre, the book teaches how to effectively create interior and exterior lighting, how to light characters to invoke a mood or theme, and even how to create special effects. For animators who

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would like to create 3D computer games, this book illustrates how to light scenes effectively as well as how to cover up modeling and texturing mistakes. This book is an invaluable guide to the cinematic art of computer animation. Key Features *

- Exercises and examples focus on the implementation of 3D, and the functionality of specific graphic tools such as omnidirectional lights, depth of fields, and image processing *
- Historical reference of films photographed in the style of the tutorial, as well as images of both the process and the final result *
- Cinematic styles covered include film noir, naturalism, expressionism, comedy, and cartoon *
- Cinematic principles covered include key light, fill light, back light, set light, single source lighting, contrast, projection

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and gobos, camera lenses, color usage, composition and leading lines
* Multi-platform CD-ROM provides hands-on project files for each of the tutorials, enabling the reader to explore virtually all of the book's contents in 3D

The vanguard of the 3D film and TV industry explains why 3D stereo techniques should become a staple visual storytelling tool, on par with lighting, set design, or sound. Words of wisdom from Jeffrey Katzenberg, Martin Scorsese, Dean DeBlois, Baz Luhrmann, Jon Landau, Barrie M. Osborne, Wim Wenders, and more, provide you with unparalleled insight into the leading minds in 3D. Not only is effective use of 3D in movies thoroughly covered, but also included is a chapter on live events,

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with insight from the people bringing us the FIFA World Cup in 3D, and those pushing the boundaries of 3D TV documentaries Including full-color imagery from many of your favorite 3D films released thus far, Exploring 3D provides a window into how those dazzling movies were created, and insight into what the future may hold.

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

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Avatar. Inception. Jurassic Park. Lord of the Rings. Ratatouille. Not only are these some of the highest-grossing films of all time, they are also prime examples of how digital visual effects have transformed Hollywood filmmaking. Some critics, however, fear that this digital revolution marks a radical break with cinematic tradition, heralding the death of serious realistic movies in favor of computer-generated pure spectacle. Digital Visual Effects in Cinema counters this alarmist reading, by showing how digital effects–driven films should be understood as a continuation of the narrative and stylistic traditions that have defined American cinema for decades. Stephen Prince argues for an understanding of digital technologies as an expanded toolbox, available to

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Animation Tools enhance both realist films and cinematic fantasies. He offers a detailed exploration of each of these tools, from lighting technologies to image capture to stereoscopic 3D. Integrating aesthetic, historical, and theoretical analyses of digital visual effects, *Digital Visual Effects in Cinema* is an essential guide for understanding movie-making today.

This collection is a study of the value of craft as it can be understood within the study and practice of animation. The book reconsiders the position of craft, which is often understood as inferior to 'art', with a particular focus on questions of labour in animation production and gendered practices. The notion of craft has been widely investigated in a number of areas including art, design and

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textiles, but despite the fact that a wide range of animators use craft-based techniques, the value of craft has not been interrogated in this context until now. Seeking to address such a gap in the literature, this collection considers the concept of craft through a range of varying case studies. Chapters include studies on experimental animation, computer animation, trauma and memory, children ' s animation and silhouette animation among others. The Crafty Animator also goes some way to exploring the relationship craft has with the digital in the context of animation production. Through these varied discussions, this book problematizes simplistic notions about the value of certain methods and techniques, working to create a dialogue between craft and

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The 2-volume set LNCS 12242 and 12243 constitutes the refereed proceedings of the 7th International Conference on Augmented Reality, Virtual Reality, and Computer Graphics, AVR 2020, held in Lecce, Italy, in September 2020.* The 45 full papers and 14 short papers presented were carefully reviewed and selected from 99 submissions. The papers discuss key issues, approaches, ideas, open problems, innovative applications and trends in virtual reality, augmented reality, mixed reality, 3D reconstruction visualization, and applications in the areas of cultural heritage, medicine, education, and industry. * The conference was held virtually due to the COVID-19 pandemic.

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The essential fundamentals of 3D animation for aspiring 3D artists 3D is everywhere--video games, movie and television special effects, mobile devices, etc. Many aspiring artists and animators have grown up with 3D and computers, and naturally gravitate to this field as their area of interest. Bringing a blend of studio and classroom experience to offer you thorough coverage of the 3D animation industry, this must-have book shows you what it takes to create compelling and realistic 3D imagery. Serves as the first step to understanding the language of 3D and computer graphics (CG) Covers 3D animation basics: pre-production, modeling, animation, rendering, and post-production Dissects core 3D concepts including design, film,

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Animation, and games. Examines what artistic and technical skills are needed to succeed in the industry. Offers helpful real-world scenarios and informative interviews with key educators and studio and industry professionals. Whether you're considering a career in as a 3D artist or simply wish to expand your understanding of general CG principles, this book will give you a great overview and knowledge of core 3D Animation concepts and the industry.

What role does love—of cinema, of cinema studies, of teaching and learning—play in teaching film? For the Love of Cinema brings together a wide range of film scholars to explore the relationship between cinephilia and pedagogy. All of them ask

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whether cine-love can inform the serious study of cinema. Chapter by chapter, writers approach this question from various perspectives: some draw on aspects of students' love of cinema as a starting point for rethinking familiar films or generating new kinds of analyses about the medium itself; others reflect on how their own cinephilia informs the way they teach cinema; and still others offer new ways of writing (both verbally and audiovisually) with a love of cinema in the age of new media. Together, they form a collection that is as much a guide for teaching cinephilia as it is an energetic dialogue about the ways that cinephilia and pedagogy enliven and rejuvenate one another.

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