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The Essential Guide to the Cameraman's Craft Since its initial publication in 1973, Cinematography has become the guidebook for filmmakers. Based on their combined fifty years in the film and television industry, authors Kris Malkiewicz and M. David Mullen lay clear and concise groundwork for basic film techniques, focusing squarely on the cameraman's craft. Readers will then learn step-by-step how to master more advanced techniques in postproduction, digital editing, and overall film production. This completely revised third edition, with more than 200 new illustrations, will provide a detailed look at: How expert camera operation can produce consistent, high-quality results How to choose film stocks for the appearance and style of the finished film How to measure light in studio and location shooting for the desired appearance How to coordinate visual and audio elements to produce high-quality sound tracks Whether the final product is a major motion picture, an independent film, or simply a home video, Cinematography can help any filmmaker translate his or her vision into a quality film.

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Newly revised and expanded, Film Lighting is an indispensable sourcebook for the aspiring and practicing cinematographer, based on extensive interviews with leading cinematographers and gaffers in the film industry. Film lighting is a living, dynamic art influenced by new technologies and the individual styles of leading cinematographers. Reporting on the latest innovations and showcasing in-depth interviews with industry experts, Film Lighting provides an inside look at how cinematographers and film directors establish the visual concept of the film and use the lighting to help tell the story. Using firsthand material from experts such as Oscar-winning cinematographers Dion Beebe, Russell Carpenter, Robert Elswit, Mauro Fiore, Janusz Kaminski, Wally Pfister, Haskell Wexler, and Vilmos Zsigmond, this revised and expanded edition provides an invaluable opportunity to learn from the industry's leaders.

This international best-seller is filled with visual techniques for filmmakers and screenwriters who want to expand their stylistic knowledge.

The control of cameras is as important in games as it is in cinema. How the camera tracks and moves determines our point of view and influences our attitude towards the content. A poorly designed camera system in a game can disrupt a user's experience, while a well-designed one can make a good game into a great one. The challenge in games is that th

We can't shoot good pictures without good lighting, no matter how good the newest cameras are. Shooting under available light gives exposure, but lacks depth, contrast, contour, atmosphere and often separation. The story could be the greatest in the world, but if the lighting is poor viewers will assume it's amateurish and not take it seriously. Feature films and TV shows, commercials and industrial videos, reality TV and documentaries, even event and wedding videos tell stories. Good lighting can make them look real, while real lighting often makes them look fake. Lighting for Cinematography, the first volume in the new CineTech Guides to the Film Crafts series, is the indispensable guide for film and video lighting. Written by veteran gaffer and cinematographer David Landau, the book helps the reader create lighting that supports the emotional moment of the scene, contributes to the atmosphere of the story and augments an artistic style. Structured to mimic a 14 week semester, the chapters cover such things as lighting for movement, working with windows, night lighting, lighting the three plains of action and non-fiction lighting. Every chapter includes stills, lighting diagrams and key advice from professionals in the field, as well as lighting exercises to help the reader put into practice what was covered. www.lightingforcinematography.com

Directing: Film Techniques and Aesthetics is a comprehensive manual that teaches the essentials of filmmaking from the perspective of the director. Ideal for film production and directing classes, as well as for aspiring and current directors, Directing covers all phases of preproduction and production, from idea development to final cut. Thoroughly covering the basics, Directing guides the reader to professional standards of expression and control, and goes to the heart of what makes a director. The book outlines a great deal of practical work to meet this goal, with projects, exercises. The third edition emphasizes the connection between knowing and doing, with every principle realizable through projects and exercises. Much has been enhanced and expanded, notably: aspects of dramaturgy; beats and dramatic units; pitching stories and selling one's work; the role of the entrepreneurial producer; and the dangers of embedded moral values. Checklists are loaded with practical recommendations for action, and outcomes assessment tables help the reader honestly gauge his or her progress. Entirely new chapters present: preproduction procedures; production design; script breakdown; procedures and etiquette on the set; shooting location sound; continuity; and working with a composer. The entire book is revised to capitalize on the advantages offered by the revolutionary shift to digital filmmaking.

Get Started in Film Making is the essential guide for all budding film makers, empowering and inspiring anyone to unleash their creative side. Completely revised and updated, it is the perfect manual for smartphone Spielbergs, Go-Pro adrenaline junkies, drone-warriors, and wannabe vloggers. It covers every aspect of making films, showing you what's involved from start to finish. You won't get bogged down with technical jargon or confusing proprietary expressions. Instead it breaks things down into easy, step-by-step stages, emphasising that creativity, enthusiasm and drive are just as important as cool kit and funky editing apps. From scriptwriting, casting and cameras to lighting, financing, filming and editing, this is the most comprehensive, user-friendly guide on the market. So whether you're using a smart phone, a drone or a state of the art camera, get ready to step up from shooting clips to making films. ABOUT THE SERIES People have been learning with Teach Yourself since 1938. With a vast range of practical how-to guides covering language learning, lifestyle, hobbies, business, psychology, and self-help, there's a Teach Yourself book for everything you want to do. Join more than 60 million people who have reached their goals with Teach Yourself, and never stop learning.

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