

# Digital Film Making

Non-Cinema: Global Digital Film-making and the Multitude provides an original film-philosophy through which to understand low budget digital filmmaking from around the globe. It draws upon a wide range of western and non-western philosophers, physicists, theorists of 'Third Cinema,' and contemporary film theorists and film-philosophers in order to argue that the future of cinema lies at the margins, in the extreme, the overlooked and the under-funded – the sort that distributors, exhibitors and audiences would not consider to be cinema at all, hence "non-cinema." Analysing numerous films, William Brown argues that contemporary low-budget digital cinema is also through its digital form a political cinema that suggests that we are not detached observers of the world, but entangled participants therewith. Non-Cinema constructs this argument by looking at work by established filmmakers like Jean-Luc Godard, Abbas Kiarostami, Jafar Panahi and Michael Winterbottom, as well as lesser known work from places as diverse as Asia, the Middle East, Europe, the Americas and Africa.

Virtual Reality Filmmaking presents a comprehensive guide to the use of virtual reality in filmmaking, including narrative, documentary, live event production, and more. Written by Celine Tricart, a filmmaker and an expert in new technologies, the book provides a hands-on guide to creative filmmaking in this exciting new medium, and includes coverage on how to make a film in VR from start to finish. Topics covered include: The history of VR; VR cameras; Game engines and interactive VR; The foundations of VR storytelling; Techniques for shooting in live action VR; VR postproduction and visual effects; VR distribution; Interviews with experts in the field including the Emmy-winning studios Felix & Paul and Oculus Story Studio, Wevr, Viacom, Fox Sports, Sundance 's New Frontier, and more.

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

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.

The Guerilla Film Makers Pocketbook

Transmedia and Beyond

The Revolution in Cinematography, Post-Production, and Distribution

Global Digital Film-making and the Multitude

The Visual Story

Experimental Filmmaking

An essential guide to producing low-budget movies. Reveals the secrets of making professional-quality digital moviemaking on ultra-low budgets: (1) Digital video equipment, personal computers, and software for filmmakers; (2) Scripting; (3) Casting; (4) Production; (5) Distribution; (6) Cost cutting techniques; (7) Production techniques; (8) Guerrilla filmmaking; (9) Working the Film Festival circuit; and (10) Jump starting your film career and much more ...

Think big, spend little! Everything you need to make your movie is in this complete resource kit. The Power Filmmaking Kit is a comprehensive, multimedia book and DVD package that empowers you to produce your own Hollywood-quality movie. Emmy-award winning director Jason Tomaric produced an independent film using only local resources for under \$2,000 that not only got picked up for distribution, but is also used as a case study in top film schools. This book shows you how to do the same, regardless of your budget or location. You'll learn how to achieve professional quality on a microbudget, using the resources you have at hand. The book includes: \* Coverage of the entire filmmaking process. It's all here, from writing, directing, and cinematography, to acting, editing, and distribution. \* Step-by-step instructions, tips, diagrams, charts, and illustrations for how you can make a Hollywood-caliber movie on a next-to-nothing budget with little upfront money and access only to local resources. The DVD includes: \* Time and Again, the profitable, award-winning, internationally distributed independent film made for under \$2,000 \* One hour of video tutorials unveiling how the movie was made...interviews and behind-the-scenes case studies on directing, production, and editing \* Complete rough footage from a scene for editing practice \* Forms, contracts, and more resources \*The Producer's Notebook includes scripts, storyboards, schedules, call sheets, contracts, letters from the producer, camera logs and press kits from "Time and Again." See how the production was scheduled and organized, read the script, follow the storyboards and watch the production unfold from

beginning to end. \* Blank contracts and forms that you can print out to use on your own film

The easy way for kids to get started with filmmaking If you've been bitten by the filmmaking bug—even if you don't have a background in video or access to fancy equipment—*Digital Filmmaking For Kids* makes it easy to get up and running with digital filmmaking! This fun and friendly guide walks you through a ton of cool projects that introduce you to all stages of filmmaking. Packed with full-color photos, easy-to-follow instruction, and simple examples, it shows you how to write a script, create a storyboard, pick a set, light a scene, master top-quality sound, frame and shoot, edit, add special effects, and share your finished product with friends or a global audience. Anyone can take a selfie or upload a silly video to YouTube—but it takes practice and skill to shoot professional-looking frames and make your own short film. Written by a film and video professional who has taught hundreds of students, this kid-accessible guide provides you with hands-on projects that make it fun to learn all aspects of video production, from planning to scripting to filming to editing. Plus, it includes access to videos that highlight and demonstrate skills covered in the book, making learning even easier and less intimidating to grasp. Create a film using the tools at hand Plan, script, light and shoot your video Edit and share your film Plan a video project from start to finish If you're a student aged 7 – 16 with an interest in creating and sharing your self-made video, this friendly guide lights the way for your start in digital filmmaking.

*Independent Filmmaking and Digital Convergence: Transmedia and Beyond* offers a comprehensive analysis of the technological changes of the past few decades in independent film and media-making, and explores new strategies and practices in media production, exhibition and distribution for independent producers and content creators. The book examines how independent filmmaking concepts have merged with digital and online technologies to create new hybrid multi-platform content creations. It explores key questions like how to reach an audience at a time when media conglomerates and their products dominate the market, and simultaneously, there is an overabundance of content competing for viewer time. The book investigates what kind of stories we tell and why; how the audience has changed, and what their expectations are; what the various niche markets are for independent producers and creators in new media; and new models for media financing and distribution. The content found in this book: Bridges the gap between professional media-makers and amateurs by focusing on new and emerging media models and practices. Provides a holistic view of the new media landscape, and practical advice on producing content in the new multi-platform media environment. Demonstrates how to create financially sustainable models for independent producers and creators in a shifting and unstable environment, providing many challenges, but also opportunities for independents. The author's website (<http://www.filmconvergence.com/>) supports this book with case studies, news and updates.

Break the Machine  
From Start to Finish  
An Introduction

(US Edition)

\$30 Film School

The People and The Process

A detailed guide to digital filmmaking technology takes readers through the entire process, from pre-production through editing to distribution, discussing the benefits of digital video, especially for independent filmmakers, and covers the technical specifics of the medium, including image compositing, audio production techniques, the editing process, and more. Original. (Intermediate)

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.

Whether you are already a seasoned director or simply a film fan, this comprehensive guide features everything you need to know to make a digital film: from the basics of capturing footage and planning a shoot, to the more advanced

aspects of editing and post-production. Clear, step-by-step instruction on the technical aspects of filming with HD and DSLR cameras - including the latest advice on equipment, accessories, and software - are set alongside tips on the creative aspects - such as effects, making a storyboard and creating and lighting a set. Packed with tips and tricks to develop both your artistic flair and your technical know-how, The Digital Filmmaking Handbook is the ultimate resource for all your filmmaking needs.

In this indispensable guide to digital film-making, leading film-maker, Mike Figgis, offers the reader a step-by-step tutorial in how to use digital technology so as to get the best from it. He outlines the equipment and its uses, and provides an authoritative guide to the shooting process - from working with actors to lighting, framing, and camera movement. He further dispenses wisdom on the editing process and the use of sound and music, all the while establishing a sound aesthetic basis for the digital format. This handbook is essential whether your goal is to make no-budget movies, or simply to put your video camera to more use than just holidays and weddings.

Filming the Fantastic with Virtual Technology

Digital Cinematography

Documentary Making for Digital Humanists

Voice & Vision

Make Your Professional Movie on a Next-to-Nothing Budget

A Guerilla Guide

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 indispensable guide to digital film-making, leading film-maker Mike Figgis offers the reader a step-by-step tutorial in how to use digital technology so as to get the best from it. Mike Figgis, with experience from films such as Miss Julie and Leaving Las Vegas - for which he received two Oscar nominations - is an authoritative and insightful guide through the details of film-making. He outlines the equipment and its uses, and provides an authoritative guide to the shooting process - from working with actors to lighting, framing, and camera movement. He further dispenses wisdom on the editing process and the use of sound and music, all the while establishing a sound aesthetic basis for the digital format. This handbook is essential whether

your goal is to make no-budget movies, or simply to put your video camera to more use than just holidays and weddings.

The Guerilla Film Makers Handbook is easily the most helpful and honest book ever written about what it takes to make an independent movie.

Filmmaking is entering a new era. Mini-DV filmmaking is the new folk music, the new punk rock, the new medium in which anyone can tell their story.

"\$30 Dollar Film School, Second Edition" is an alternative to spending four years and a hundred-thousand dollars to learn the filmmaking trade. It is influenced by punk rock's "Do-it-Yourself" spirit of just learning the basics and then jumping up on a stage and making a point; and by the essence of the American work ethic. This new edition of the bestselling title includes new, improved, and updated chapters on video and audio editing, plus a companion DVD-Rom loaded with movies, shorts, and trailers from "graduates" of the first edition.

Film Technology in Post Production

The Path to Digital Media Production

The Changing Art and Craft of Making Motion Pictures

Independent Filmmaking and Digital Convergence

DV Filmmaking

The Power Filmmaking Kit

Everything you ever wanted to know about making a movie but were afraid to ask... Lights, camera, action! We all have at least one movie in us, and the amazing and affordable advances in digital technology makes it increasingly easy to make your dream a reality and share it with the world. Filmmaking for Dummies is your definitive guide to bringing a project to life, from the comedy antics of loveable pets to the deepest, most meaningful independent film. Bryan Michael Stoller is your friend and guide, sharing his knowledge gained over 100 productions (directing and working with Dan Aykroyd, James Earl-Jones, Barbra Streisand and Drew Barrymore, among others) to show you how to take your movie from the planning and storyboarding stage, through shooting and editing, to making it available to your adoring audiences through television broadcast, streaming online or in movie theaters. For the do-it-your-selfer, the book includes tips on how to finance your project, a look at the latest software and apps, including advancements in digital technology, and for the passionate director, advice on how to hire and work with your cast and crew and find great scenic locations. Whether you want to become a professional filmmaker or just create great YouTube videos or nostalgic home movies, shooting with your smartphone or with consumer or pro-gear, this practical guide has it all. Learn how to compose your shots and when to move the camera Make the perfect pitch to sell your story Take advantage of helpful contacts and tons of new resources Get up-to-date on the

latest and greatest digital technology Find the right distributor, or learn how you can be your own distributor! So, you really have no excuses to make your masterpiece. Get rolling with a copy of Filmmaking for Dummies today and start shooting for the stars! Experimental Filmmaking emerges out of a deep and abiding love of celluloid and artisanal media practices and a personal exploration of the field of avant-garde and experimental film, animation and video produced since the beginnings of cinema. Although there have been many critical and historical books on the subject, with the exception of zines and hand-published volumes, there has never been a comprehensive instructional manual on experimental processes. This book will introduce film students and professional filmmakers alike to various methods of experimental animation, film and video production that involve material interventions into the normative process of the medium while offering brief introductions to artists and their works.

Based on a world-class curriculum and cutting-edge industry practices, Stop Motion Filmmaking offers step-by-step instruction in everything from puppet making and studio set-up to animation and filmmaking. Reflecting exciting advancements in the medium, animator and educator Christopher Walsh focuses closely on digital filmmaking techniques, and offers specific instruction for creating 3D designed and printed puppet components as well as hand-crafted elements. The book is enriched by exclusive online content in the form of detailed tutorials and examples, and by dynamic sidebars and inserts. Further accented by interviews with leading professionals from both the independent and major studio worlds, Stop Motion Filmmaking is designed for dedicated students of the art form, and provides invaluable training for any serious artist who is driven to bring frame-by-frame worlds to life through puppet animation.

Features interviews with industry professionals, on subjects as diverse as interview technique, the NBC News Archive, music rights, setting up your own company, pitching your proposal, camera hire, the British Film Council, editing and distribution. This book also includes in-depth case studies of some of the successful documentary films.

Virtual Reality Filmmaking

The Documentary Film Makers Handbook

## A Creative Approach to Narrative Filmmaking

## A Comprehensive Guide for the Digital Age: Fifth Edition

## Introduction to Media Production

## The Digital Filmmaking Handbook

This first book in the series is designed to introduce the techniques used in digital filmmaking. It is aimed at anyone who has an interest in telling stories with pictures and sound and won't assume any familiarity with equipment or concepts. In addition to the basics of shooting and editing, different story forms will be introduced from documentary and live events through fictional narratives. Each of the topics will be covered in enough depth to allow someone with a camera and a computer to begin creating visual projects they can be proud of. This book is applicable to all novices or as an introduction to digital filmmaking classes. The book should also be a gateway to the series of books designed to impart greater sophistication in all areas of filmmaking.

Step-by-step guide for using your digital SLR to make quality video With digital SLR cameras becoming more and more popular as replacements for standalone video cameras, this book helps photographers become better videographers and shows videographers how to incorporate DSLRs into their work. The book includes an overview of the DSLR video tools and process and shows how to establish camera settings for effective capture, light a scene, get sound, and achieve the film look. The book also offers the basics on editing footage into a final product using common video editing tools. Offers everything needed to shoot, produce, and edit a professional looking videos using DSLR video equipment Written for both professional photographers and videographers and those just starting out Includes the steps for applying information to a film project, including developing a screenplay, approaching shooting like a cinematographer, and directing Contains a walkthrough of common video projects including making a music video, a wedding video, and video greeting card Digital SLR Video and Filmmaking for Dummies is designed to help photographers ramp up their video skills, videographers add DSLRs to their toolkits, and amateurs begin shooting their own short films and videos.

Discover how to create professional-quality digital videos--faster than you can say "lights, camera, action" Digital video cameras are everywhere--even on our phones! But cameras don't make great movies; filmmakers do. Written by a seasoned pro with 40 years of teaching experience, Digital Filmmaking for Beginners is your fully illustrated introduction to all technical aspects of digital filmmaking. Featuring clear, concise instruction--accompanied by online video demonstrations--this comprehensive guide covers the best methods and techniques to plan and script projects; set up lighting, microphones, and cameras; and shoot, edit, and apply postproduction effects and other finishing touches. Whether you're an amateur film buff or an aspiring professional videographer, this is the source for everything

you need to bring your ideas from the page to the screen. Coverage includes: Best practices to ensure smooth operations in all project phases, from planning to post production Recommendations on selecting and purchasing cameras, filming gear, and the best editing and effects software to fit your budget and needs Advice on planning, shooting, editing, and other technical elements Fully illustrated tutorials on composition, framing, and other visual storytelling techniques Exclusive bonus online content, including finished video demonstrations of key filmmaking techniques and informative articles

IF YOU'VE NEVER MADE A FILM BEFORE, THIS AMAZING BOOK WILL TELL YOU: \* How other young film makers made their first movie and found massive success \* How to take your great ideas and turn them into great films \* How to build a team to make your movie now \* How to harness cheap technology to make expensive looking films \* How to avoid hundreds of pitfalls many other film makers will fall into \* How to find audiences and even make money from your movie Veterans of the indie film scene, the authors have produced numerous low budget feature films, sold projects to Hollywood studios, come perilously close to an Oscar nomination, and even ended up in prison! They're also the team behind the best selling Guerilla Film Makers Handbooks series, selling over 100,000 copies around the world and they've taught thousands of emerging film makers the key skills needed to make their own great movies to launch a career. Their offices are at Ealing Studios in London and in Los Angeles.

Digital Filmmaking for Beginners A Practical Guide to Video Production

The Guerilla Film Makers Handbook

No-budget Digital Filmmaking

Creating the Visual Structure of Film, TV and Digital Media

Filmmaking on the Digital Backlot

Filmmaking Essentials for Photographers

Written with insight by a veteran director, producer, and videographer, this guide offers detailed instructions on every step in the creative process, from script writing and storyboarding to editing and postproduction. As a result, the book helps readers understand the intricacies of preproduction, which is the key to making videos on a shoestring budget.

From Filmmaking To Digital Filmmaking - Introduction To Digital Filmmaking - Scripting, Breakdown, Scheduling, and Budgeting - Previsualization - The Technology of Film Timecode on Film, Computerized Cameras, Motion Control, and Pre-editorial During Production - The Tradition Filmmaking Postproduction Process - The Film Laboratory - The Digital, Nonlinear Postproduction Process - The Film-Digital-Film Connection - Digital Filmmaking

for Television and Film Presentations - 24p : twenty-four frames, progressively scanned - Digital television and electronic cinema - A discussion with the authors at the association of independent commercial editors (AICE), New York city.

High end digital cinematography can truly challenge the film camera in many of the technical, artistic and emotional aspects of what we think of as 'cinematography'. This book is a guide for practising and aspiring cinematographers and DOPs to digital cinematography essentials - from how to use the cameras to the rapidly emerging world of High Definition cinematography and 24p technology. This book covers the 'on-the-set' knowledge you need to know - its emphasis lies in practical application, rather than descriptions of technologies, so that in this book you will find usable 'tools' and information to help you get the job done. From 'getting the look' to lighting styles and ratios, what is needed for different types of shoots and the technical preparation required, this is a complete reference to the knowledge and skills required to shoot high end digital films. The book also features a guide to the Sony DVW in-camera menus - showing how to set them up and how they work - a device to save you time and frustration on set. Paul Wheeler is a renowned cinematographer/director of photography and trainer, he runs courses on Digital Cinematography at the National Film & Television School and has lectured on the Royal College of Art's MA course and at The London International Film School. He has been twice nominated by BAFTA for a Best Cinematography award and also twice been the winner of the INDIE award for Best Digital Cinematography.

This book brings fantasy storytelling to a whole new level by providing an in-depth insight into the tools used for virtual reality, augmented reality, 360 cinema and motion capture in order to repurpose them to create a virtual studio for filmmaking. Gone are the long days and months of post before seeing your final product. Composites and CG characters can now be shot together as fast as a live-action show. Using off-the-shelf software and tools, authors Mark Sawicki and Juniko Moody document the set-up and production pipelines of the modern virtual/mocap studio. They reveal the procedures and secrets for making movies in virtual sets. The high-end technology that enabled the creation of films such as The Lord of the Rings, Avatar and The Jungle Book is now

accessible for smaller, independent production companies. Do you want your actors to perform inside of an Unreal® Game Engine set and interact with the environment? Do you want to be able to put your live-action camera on a jib or dolly and move effortlessly through both a live-action and virtual space together? Do you want live performers interacting with giants, elves and other creatures manipulated by motion capture in real time? This book discusses all of these scenarios and more, showing readers how to create high-quality virtual content using alternative, cost-effective technology. Tutorials, case studies, and project breakdowns provide essential tips on how to avoid and overcome common pitfalls, making this book an indispensable guide for both beginners to create virtual backlot content and more advanced VFX users wanting to adopt best practices when planning and directing virtual productions with Reality™ software and performance capture equipment such as Qualysis.

The Complete Guide to Fabrication and Animation

3D Movie Making

The Ultimate Guide to Digital Film Making

The Filmmaker's Handbook

Digital Film-making Revised Edition

Stereoscopic Digital Cinema from Script to Screen

This expanded, updated, and revised third edition of Lorene Wales' The Complete Guide to Film and Digital Production offers a comprehensive introduction to the positions/roles, procedures, and logistics of the film and digital video production process, from development and pre-production all the way to marketing and distribution. Lorene Wales offers a hands-on approach suitable for projects of any budget and scale, explaining every stage and key role/position in the life of a film and providing a wealth of sample checklists, schedules, accounting paperwork, and downloadable forms and templates for practical use. Other topics include a description of the latest mobile apps used in production, tax incentives, the DIT, set safety, and an expanded chapter on copyright, fair use and other legal matters. A companion website includes video tutorials, a personnel hierarchy, a guide to mobile apps useful during production, PowerPoints for instructor use, and a complete set of sample production forms and templates for download, including schedules, accounting paperwork, releases, and production checklists.

Hollywood is going 3D, readers learn how to adapt their production skills to this hot new medium so they can be part of the movement.

Presents tutorials designed to help create digital short films, providing information on such topics as writing a script, acting methods, camera shots, sound design, storytelling techniques, and animation.

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.

Digital Filmmaking

How to Create Professional-looking Videos for Little Or No Cash

Stop Motion Filmmaking

Techniques & Best Practices for VR Filmmakers

The Fundamental Principles of Transitioning from Stills to Motion

Digital Filmmaking 101

This fluent and comprehensive field guide responds to increased interest, across the humanities, in the ways in which digital technologies can disrupt and open up new

research and pedagogical avenues. It is designed to help scholars and students engage with their subjects using an audio-visual grammar, and to allow readers to efficiently gain the technical and theoretical skills necessary to create and disseminate their own trans-media projects. *Documentary Making for Digital Humanists* sets out the fundamentals of filmmaking, explores academic discourse on digital documentaries and online distribution, and considers the place of this discourse in the evolving academic landscape. The book walks its readers through the intellectual and practical processes of creating digital media and documentary projects. It is further equipped with video elements, supplementing specific chapters and providing brief and accessible introductions to the key components of the filmmaking process. This will be a valuable resource to humanist scholars and students seeking to embrace new media production and the digital landscape, and to those researchers interested in using means beyond the written word to disseminate their work. It constitutes a welcome contribution to the burgeoning field of digital humanities, as the first practical guide of its kind designed to facilitate humanist interactions with digital filmmaking, and to empower scholars and students alike to create and distribute new media audio-visual artefacts.

An easy to follow, quick reference introductory guide for beginning professionals and students in filmmaking and postproduction. It explains all film laboratory procedures in the context of the wide range of technology that is used by filmmakers, explaining what happens and why at every stage. A technical understanding of film processing and printing, telecine and laboratory and digital processes will help you get the best results for your film. The book is particularly useful for those who have come to film making from other media - video or digital. The book is based on the author's own experience as a lab technician and technical film consultant and provides answers to many frequently asked questions. The different pathways for film production and postproduction are demonstrated as well as the function of the lab at each stage of the process. The complete range of services is offered, with particular emphasis on the often confusing requirements for super 16 and the blow up to 35mm, the intricacies of negative cutting to match a non-linear edit and the process of grading and regrading for the answer print.

This new edition includes: \* An update on all digital formats of image and sound \* Revision sections on Super 16, Super 35 \* Additional information on syncing rushes at telecine and to digital images \* The latest telecine machines \* A new, clear and simple glossary

Looks at the digital filmmaking process, covering such topics as choosing a camera, lighting, sound, editing, color correction, and compositing.

The authoritative guide to producing, directing, shooting, editing, and distributing your video or film. Whether you aspire to be a great filmmaker yourself or are looking for movie gifts, this comprehensive guide to filmmaking is the first step in turning a hobby into a career. Widely acknowledged as the "bible" of video and film production, and used in courses around the world, The Filmmaker's Handbook is now updated with the latest advances in HD and digital formats. For students and teachers, professionals and novices, this indispensable handbook covers all aspects of movie making. • Techniques for making dramatic features, documentaries, corporate, broadcast, and experimental videos and films • Shooting with DSLRs, video, film, and digital cinema cameras • In-depth coverage of lenses, lighting, sound recording, editing, and mixing • Understanding HDR, RAW, Log, 4K, UHD, and other formats • The business aspects of funding and producing your project • Getting your movie shown in theaters, on television, streaming services, and online

Digital Film-making

Developing Digital Short Films

Digital Filmmaking For Kids For Dummies

Digital SLR Video and Filmmaking For Dummies

Filmmaking For Dummies

Digital Cinema