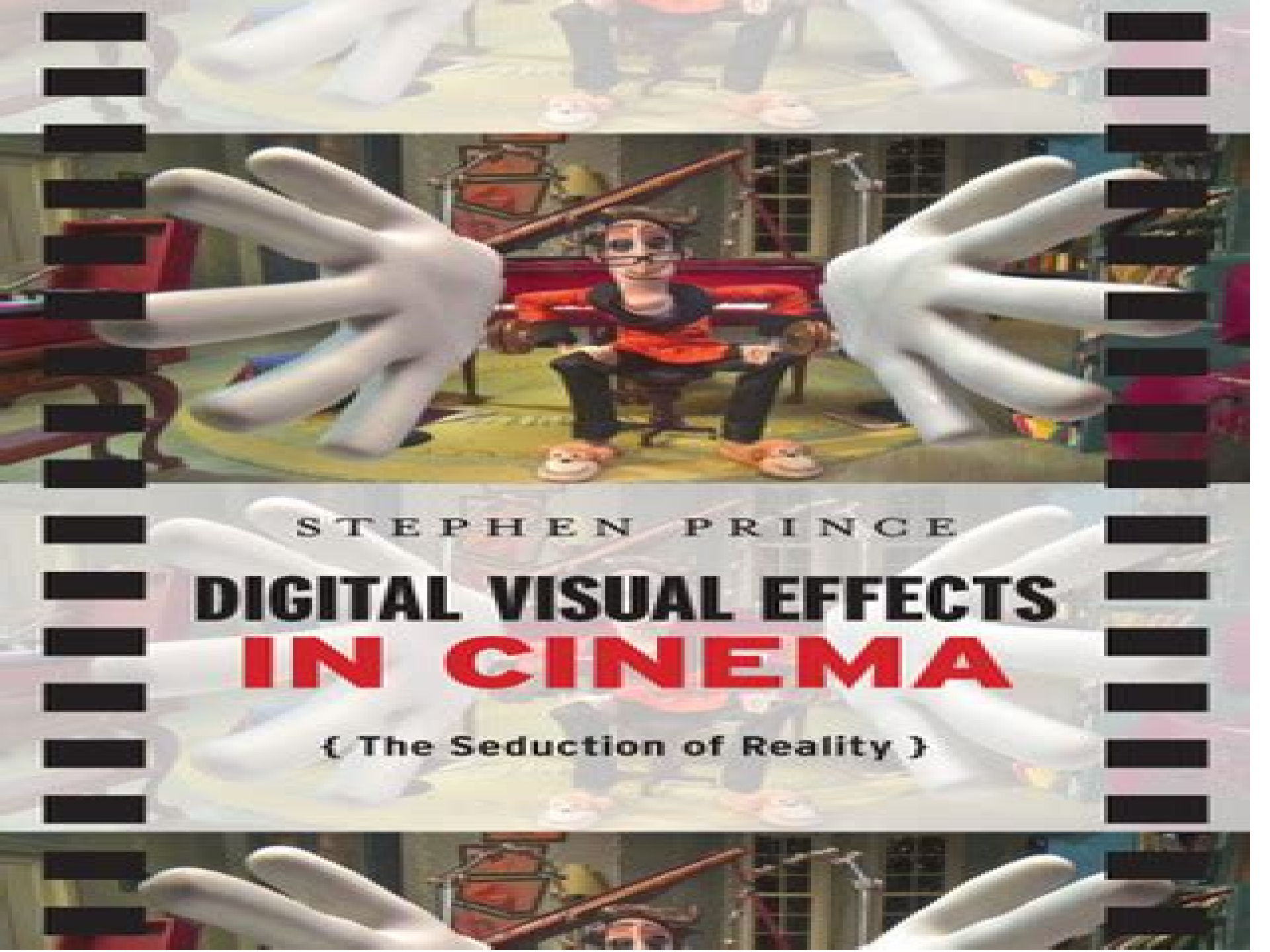




STEPHEN PRINCE

DIGITAL VISUAL EFFECTS IN CINEMA

{ The Seduction of Reality }

Digital Visual Effects In Cinema The Seduction Of Reality

**Christopher Holliday, Alexander
Sergeant**



Digital Visual Effects In Cinema The Seduction Of Reality:

Digital Visual Effects in Cinema Stephen Prince, 2011-12-07 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 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

Digital Cinema Stephen Prince, 2019-01-18 Digital Cinema considers how new technologies have revolutionized the medium while investigating the continuities that might remain from filmmaking's analog era In the process it raises provocative questions about the status of realism in a pixel generated digital medium whose scenes often defy the laws of physics It also considers what these changes might bode for the future of cinema How will digital works be preserved and shared And will the emergence of virtual reality finally consign cinema to obsolescence Stephen Prince offers a clear concise account of how digital cinema both extends longstanding traditions of filmmaking and challenges some fundamental assumptions about film It is essential reading for anyone interested in understanding how movies are shot produced distributed and consumed in the twenty first century

Hybrid Images and the Vanishing Point of Digital Visual Effects Tom Livingstone, 2024-07-04 Tackling digital effects such as colourisation time ramping compositing and photo realistic rendering this monograph explores how the growing use of these post photographic procedures shapes our relationship with the image and the world that the image represents At stake is the ability to critically engage with the digital techniques that mediate perceptions of reality Through a series of case studies the book connects the dominant techniques of hybridisation with emergent ways of being in our increasingly hybrid physical digital world Pointing at the relationship between mainstream visual culture and the manifold imperatives of digital technology and digital culture Hybrid Images and the Vanishing Point of Digital Visual Effects highlights how a handful of digital visual effects are coming to shape the way we live

On the Screen Ariel Rogers, 2019-07-30 Today in a world of smartphones tablets and computers screens are a pervasive part of daily life Yet a multiplicity of screens has been integral to the media landscape since cinema's golden age In On the Screen Ariel Rogers rethinks the history of moving images by exploring how experiments with screen technologies in and around the 1930s changed the way films were produced exhibited and experienced Marshalling extensive archival research Rogers reveals the role screens played at the height of

the era of classical Hollywood cinema She shows how filmmakers technicians architects and exhibitors employed a variety of screens within diverse spaces including studio soundstages theaters homes stores and train stations Far from inert screens served as means of structuring mediated space and time contributing to the transformations of modern culture On the Screen demonstrates how particular approaches to the use of screens traversed production and exhibition theatrical and extratheatrical practice mainstream and avant garde modes and even cinema and television Rogers s history challenges conventional narratives about the novelty of the twenty first century multiscreen environment showing how attention to the variety of historical screen practices opens up new ways to understand contemporary media **Cinematic Appeals** Ariel

Rogers,2013-10-22 Cinematic Appeals follows the effect of technological innovation on the cinema experience specifically the introduction of widescreen and stereoscopic 3D systems in the 1950s the rise of digital cinema in the 1990s and the transition to digital 3D since 2005 Widescreen films drew the spectator into the world of the screen enabling larger than life close ups of already larger than life actors The technology fostered the illusion of physically entering a film enhancing the semblance of realism Alternatively the digital era was less concerned with manipulating the viewer s physical response and more with generating information flow awe disorientation and the disintegration of spatial boundaries This study ultimately shows how cinematic technology and the human experience shape and respond to each other over time Films discussed include Elia Kazan s East of Eden 1955 Star Wars The Phantom Menace 1999 The Matrix 1999 and Thomas Vinterberg s Dogme film The Celebration 1998 *The SAGE International Encyclopedia of Mass Media and Society* Debra L.

Merskin,2019-11-12 The SAGE International Encyclopedia of Mass Media and Society discusses media around the world in their varied forms newspapers magazines radio television film books music websites social media mobile media and describes the role of each in both mirroring and shaping society This encyclopedia provides a thorough overview of media within social and cultural contexts exploring the development of the mediated communication industry mediated communication regulations and societal interactions and effects This reference work will look at issues such as free expression and government regulation of media how people choose what media to watch listen to and read and how the influence of those who control media organizations may be changing as new media empower previously unheard voices The role of media in society will be explored from international multidisciplinary perspectives via approximately 700 articles drawing on research from communication and media studies sociology anthropology social psychology politics and business **Hollywood**

Action Films and Spatial Theory Nick Jones,2015-03-02 This book applies the discourse of the so called spatial turn to popular contemporary cinema in particular the action sequences of twenty first century Hollywood productions Tackling a variety of spatial imaginations contemporary iconic architecture globalisation and non places phenomenological knowledge of place consumerist spaces of commodity purchase cyberspace the diverse case studies not only detail the range of ways in which action sequences represent the challenge of surviving and acting in contemporary space but also reveal the consistent

qualities of spatial appropriation and spatial manipulation that define the form Jones argues that action sequences dramatise the restrictions and possibilities of space offering examples of radical spatial praxis through their depictions of spatial engagement struggle and eventual transcendence *Animating Unpredictable Effects* Jordan Gowanlock, 2021-05-28

Uncanny computer generated animations of splashing waves billowing smoke clouds and characters flowing hair have become a ubiquitous presence on screens of all types since the 1980s This Open Access book charts the history of these digital moving images and the software tools that make them Unpredictable Visual Effects uncovers an institutional and industrial history that saw media industries conducting more private R D as Cold War federal funding began to wane in the late 1980s In this context studios and media software companies took concepts used for studying and managing unpredictable systems like markets weather and fluids and turned them into tools for animation Unpredictable Visual Effects theorizes how these animations are part of a paradigm of control evident across society while at the same time exploring what they can teach us about the relationship between making and knowing **Intermedia Games—Games Inter Media** Michael Fuchs, Jeff Thoss, 2019-02-21 This book is available as open access through the Bloomsbury Open Access programme and is available on www.bloomsburycollections.com While all media are part of intermedial networks video games are often at the nexus of that network They not only employ cinematics embedded books and in world television screens for various purposes but in our convergence culture video games also play a vital role in allowing players to explore transmedia storyworlds At the same time video games are frequently thematized and remediated in film television and literature Indeed the central role video games assume in intermedial networks provides testament to their significance in the contemporary media environment In this volume an international group of contributors discuss not only intermedial phenomena in video games but also the intermedial networks surrounding them *Intermedia Games Games Inter Media* will deepen readers understanding of the convergence culture of the early twenty first century and video games role in it

Fantasy/Animation Christopher Holliday, Alexander Sergeant, 2018-04-27 This book examines the relationship that exists between fantasy cinema and the medium of animation Animation has played a key role in defining our collective expectations and experiences of fantasy cinema just as fantasy storytelling has often served as inspiration for our most popular animated film and television Bringing together contributions from world renowned film and media scholars *Fantasy Animation* considers the various historical theoretical and cultural ramifications of the animated fantasy film This collection provides a range of chapters on subjects including Disney Pixar and Studio Ghibli filmmakers such as Ralph Bakshi and James Cameron and on film and television franchises such as Dreamworks *How To Train Your Dragon* 2010 and HBO's *Game of Thrones* 2011

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