Encyclopedia Of Movie Special Effects

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The Facts on File Guide to Research Oxford University Press "This book provides a sound understanding of the managerial implications of communities of practice as well as their opportunities and limits for knowledge management"--nota del editor.
Digital Storytelling IGI Global
How digital visual effects in film can be used to support storytelling: a guide for scriptwriters and students. Computer-generated effects are often blamed for bad Hollywood movies. Yet when a critic complains that "technology swamps storytelling" (in a review of Van Helsing, calling it "an example of everything that is wrong with Hollywood computer-generated effects movies"), it says more about the weakness of the story than the strength of the technology. In Digital Storytelling, Shilo McClean shows how digital visual effects can be a tool of storytelling in film, adding narrative power as do sound, color, and "experimental" camera angles—other innovative film technologies that were once criticized for being distractions from the story. It is time, she says, to rethink the function of digital visual effects. Effects artists say—contrary to the critics—that effects always derive from story. Digital effects are a part of production, not post-production; they are becoming part of the story development process. Digital Storytelling is grounded in filmmaking, the scriptwriting process in particular. McClean considers crucial questions about digital visual effects—whether they undermine classical storytelling structure, if

they always call attention to themselves, whether their use is limited to certain genres—and looks at contemporary films (including a chapter-long analysis of Steven Spielberg's use of computer-generated effects) and contemporary film theory to find the answers. McClean argues that to consider digital visual effects as simply contributing the "wow" factor underestimates them. They are, she writes, the legitimate inheritors of film storycraft.

Making Movie Magic Greenhaven Publishing LLC

1970- issued in 2 vols.: v. 1, General reference, social sciences, history, economics, business; v. 2, Fine arts, humanities, science and engineering.

American Reference Books Annual SAGE Publications

Career profiles include:ActorsCartoonists and animatorsFilm directorsLighting techniciansMusic directors and conductorsStunt performersTalent agents and scoutsand more.

The SAGE International Encyclopedia of Mass Media and Society Infobase Publishing

Kommentierte Bibliografie. Sie gibt Wissenschaftlern, Studierenden und Journalisten zuverlässig Auskunft über rund 6000 internationale Veröffentlichungen zum Thema Film und Medien. Die vorgestellten Rubriken reichen von Nachschlagewerk über Filmgeschichte bis hin zu Fernsehen, Video, Multimedia.

Movies in American History: An Encyclopedia [3 volumes] McFarland

Thousands of years ago, the ancient Egyptians established a civilization that continue to fascinate people today. This A-Z encyclopedia provides information about the most important people, places, and practices of ancient Egypt, as well as about ancient Egyptian historical periods, religious beliefs, art, architecture, and concepts related to the Egyptian worldview. In addition, the encyclopedia talks about the Egyptologists and archaeologists who helped advance modern knowledge about this ancient culture. Provides numerous entries covering the world of ancient Egypt.

The Technique of Special Effects Cinematography Harry N Abrams Incorporated

Ephraim Katz's The Film Encyclopedia is the most comprehensive single-volume encyclopedia on film and is considered the undisputed bible of the film industry. Completely revised and updated, this seventh edition features more than 7,500 A–Z entries on the artistic, technical, and commercial aspects of moviemaking, including: Directors, producers, actors, screenwriters, and cinematographers; Styles, genres, and schools of filmmaking; Motion picture studios and film centers; Film-related organizations and events; Industry jargon and technical terms; Inventions, inventors, and equipment; Plus comprehensive listings of academy award– winning films And artists, top-grossing films, and much more!

Screen World Presents the Encyclopedia of Hollywood Film Actors: From the silent era to 1965 ABC-CLIO

Explains the use of miniatures, model animation, matte paintings, traveling mattes, computer graphics, computer-controlled cameras, and different film stocks, and describes outstanding special effects films

Discovering Careers for Your Future NYU Press

Compiles information about science fiction films, providing the film title, studio, date of release, length, availability, producer, director, screenplay writer, music composer, special effects person, and lead cast members.

Industrial Light and Magic Stone Bridge Press

JOHN RICHARDSON is an Oscar-winning special effects supervisor and

designer, who has been involved in over 100 movies, including nine James Bond adventures, all eight Harry Potter films, Aliens, Superman, A Bridge Too Far, Straw Dogs, The Omen, Cliffhanger, Far and Away, Willow . . . and many, many more. In creating the magic that flows through these films – by creating huge explosions, beheading people, producing futuristic gadgets, making a man fly or breathing life into creatures that amaze and haunt us – Richardson has come to hold a unique place in cinema history. The son of pioneering FX technician Cliff Richardson, he learned his trade at the feet of a master of the craft. With over five decades of adventures under his belt, and a vast photographic collection of unseen pictures, Richardson now lifts the lid on his exciting and fascinating career of making movie magic.

The Art and Science of Digital Compositing Independently Published
Spanning a century from the early innovations of George Melies to the recent Star Wars and Matrix films, this history of special effects is presented through interviews with thirty-eight key technicians. Also includes a list of recommended DVD films.

The Film Encyclopedia 7th Edition MIT Press
The Encyclopedia of Japanese Horror Films covers virtually every horror film made in Japan from the past century to date. In addition to entries on productions, both major and modest, this encyclopedia also includes entries for notable directors, producers, and actors. Each film entry includes comprehensive details, situates the film in the context and history of Japanese horror cinema, and includes brief suggestions for further reading. Although emphasizing horror as a general theme, this encyclopedia also encompasses other genres that are associated with this theme, including Comedy Horror, Science Fiction Horror, Cyber-punk Horror, Ero Guru (Erotic Grotesque), and Anime Horror. The Encyclopedia of Japanese Horror Films is a comprehensive reference volume that will appeal to both cinema scholars as well as to the many fans of this popular genre.

Special Effects Little, Brown Books for Young Readers
Informed by its disaster-prone history, Japan's science fiction cinema is distinctive.

SF covers a wide variety of these films across six decades; from the aftermath of Hiroshima to the COVID-19 pandemic. Included are monster classics like GODZILLA, MOTHRA and GAMERA, apocalyptic epics like SUBMERSION OF JAPAN and VIRUS and offbeat works like THE FACE OF ANOTHER and TETSUO: THE IRON MAN. This book features eye-opening analyses of dozens of Japanese sci-fi films along with insightful capsule reviews for many more. SF will appeal to casual fans looking to learn more and obsessed initiates alike.This book also contains informative articles by Carrozza and others including Patrick Galvan, Kevin Derendorf and John LeMay. Read insider information on the filmmakers who brought the films to life. Find out about amazing luminaries of the genre such as Ishiro Honda, Eiji Tsuburaya, Kobo Abe, Sakyo Komatsu, Kinji Fukasaku, Hideaki Anno and many others. Discover the artisan techniques of the old school Japanese film industry. Learn about everything from home video releases to English dubbing to the genre's influence on other East Asian countries.SF: THE JAPANESE SCIENCE

FICTION FILM ENCYCLOPEDIA promises to enlighten you on an underappreciated genre from a culture that has tasted the apocalypse and lived to tell about it.

Britannica Student Encyclopedia (A-Z Set) Infobase Publishing

Entertaining and informative, the newly updated Britannica Student Encyclopedia helps children gain a better understanding of their world. Updated for 2012, more than 2,250 captivating articles cover everything from Barack Obama to video games. Children are sure to immerse themselves in 2,700 photos, charts, and tables that help explain concepts and subjects, as well as 1,200 maps and flags from across the globe. Britannica Student is curriculum correlated and a recent winner of the 2008 Teachers Choice Award and 2010 AEP Distinguished achievement award.

Film – An International Bibliography Overlook Film Encyclopedia Coverage: 1895-1994.

Occupational Outlook Handbook Springer This provocative three-volume encyclopedia is a valuable resource for readers seeking an understanding of how movies have both reflected and helped engender America's political, economic, and social history. •

Provides 450 A–Z entries that comprehensively cover the historical significance of subjects, people, and films of the American cinema • Contains contributions from 150 distinguished interdisciplinary scholars offering their analysis on the role of movies in American history • Includes reference materials and suggestions for further reading with every entry

Ancient Egypt Prentice Hall Direct Though movies have remained our foremost cultural pastime for over 100 years, many of us still know very little about the tools used to create them. In this groundbreaking new book, Vincent LoBrutto provides an enjoyable and accessible education in the art of cinema: using 50 landmark films spanning the history of the medium, LoBrutto illustrates such important concepts as editing, production design, cinematography, sound, screen acting, narrative structure, and various genres, nationalities, and film eras. Each concept is illustrated by the selection of a film that epitomizes its use, so that readers will learn about film authorship in Citizen Kane, multiplot narrative in Nashville, widescreen filmmaking in Rebel without a Cause, and screen violence in The Wild Bunch. Explaining the various tricks of the moviemaking trade, Becoming Film Literate offers a crash course in cinema, one designed to give even the novice reader a solid introduction to this complex and multifaceted medium. Though movies have remained our foremost cultural

pastime for over 100 years, many of us still know very little about the tools used to create them. In this groundbreaking new book, Vincent LoBrutto provides an enjoyable and accessible education in the art of cinema: using 50 landmark films spanning the history of the medium, LoBrutto illustrates such important concepts as editing, production design, cinematography, sound, screen acting, narrative structure, and various genres, nationalities, and film eras. Each concept is illustrated by the selection of a film that epitomizes its use, so that readers will learn about film authorship in Citizen Kane, multiplot narrative in Nashville, widescreen filmmaking in Rebel without a Cause, and screen violence in The Wild Bunch. Providing a unique opportunity to become acquainted with important movies and the elements of their greatness, Becoming Film Literate offers a crash course in cinema, one designed to give even the novice reader a solid introduction to this complex and multifaceted medium.

The Overlook Film Encyclopedia Chronicle Books

The Digital Hand, Volume 2, is a historical survey of how computers and telecommunications have been deployed in over a dozen industries in the financial, telecommunications, media and entertainment sectors over the past half century. It is past of a sweeping three-volume description of how management in some forty industries embraced the computer and changed the

American economy. Computers have fundamentally changed the nature of work in America. However it is difficult to grasp the full extent of these changes and their implications for the future of business. To begin the long process of understanding the effects of computing in American business, we need to know the history of how computers were first used, by whom and why. In this, the second volume of The Digital Hand, James W. Cortada combines detailed analysis with narrative history to provide a broad overview of computing's and telecomunications' role in over a dozen industries, ranging from Old Economy sectors like finance and publishing to New Economy sectors like digital photography and video games. He also devotes considerable attention to the rapidly changing media and entertainment industries which are now some of the most technologically advanced in the American economy. Beginning in 1950, when commercial applications of digital technology began to appear, Cortada examines the ways different industries adopted new technologies, as well as the ways their innovative applications influenced other industries and the US economy as a whole. He builds on the surveys presented in the first volume of the series, which examined sixteen manufacturing, process, transportation, wholesale and retail industries. In addition to this account, of computers' impact on industries, Cortada also demonstrates how industries themselves influenced the nature of digital technology. Managers, historians and others interested in the history of modern business will appreciate this historical analysis of digital technology's many roles and future possibilities in an wide array of industries. The Digital Hand provides a detailed picture of what the infrastructure of the Information Age really looks like and how we got there.

The Mammoth Encyclopedia of Extraterrestrial Encounters Greenwood "This Companion is a concise and updated version of The Oxford encyclopedia of theatre and performance (2 volumes, 2003)"--Pref. **Handbook of Research on Communities of Practice for Organizational Management and Networking: Methodologies for Competitive Advantage** Rowman & Littlefield An illustrated A-to-Z guide to all things alien. Over 400 entries from more than 100 contributors cover everything from the incidents and witnesses involved to the concepts at stake and experts' personal position statements. Entries range from alien abductions, the Fantasy Prone hypothesis and JAL Flight no 1628, to the Lakenheath-Bentwaters Episode, mind control by aliens and Roswell. The contributors include: Isaac Asimov, Jerome Clark, Erich von Daniken, Peter Davenport, Hilary Evans, Timothy Good, Marvin Kottmeyer, Jenny Randles, Carl Sagan, Whitley Streiber and Jacques Vallee. There are over 300 images, eyewitness drawings and photographs.