



Digital Cinematography: Lighting and Photographing Computer Generated Animation

Ben de Leeuw

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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 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- * Historical reference of films photographed in the style of the tutorial, as well as images of both the process and the final result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 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

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