Synopsis

THE DIGITAL FILMMAKING HANDBOOK, FOURTH EDITION is a comprehensive digital filmmaking resource for everyone--from beginners to professionals. This book guides you through the modern digital filmmaking workflow from initial concept to finished project and shows you all the tools that will make the process run smoothly and easily. Organized into three parts, just like a film shoot, the book covers preproduction, production, and postproduction. In the preproduction section, you’ll go through the decisions necessary to start shooting: writing, technology basics, planning, scheduling, storyboarding, set design, and choosing a camera. Production covers the principal shoot of your project: lighting, using the camera, shooting, and recording production sound. And postproduction wraps up with workstations and equipment, organizing and media management, editing, sound design, color correction, titles, special effects, and delivery of the finished product. Completely revised to cover all the latest digital video technology and innovations, this fourth edition includes information on HD video, shooting with digital SLR cameras, workflows for tapeless recording, and much more. THE DIGITAL FILMMAKING HANDBOOK, FOURTH EDITION will help you navigate the ever-changing developments of new filmmaking technology while keeping the big picture in mind: storytelling.

Book Information

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Customer Reviews

If you or someone you know wants to make a film, this would be a great place to start. It’s an all-in-one guide to making a movie, and covers just about everything. It’ll lead you through every
step: equipment selection, scriptwriting, storyboarding, shooting (covering lighting, audio, video, etc), editing (including some how-to with the software, which some other similar books lack), adding titles and effects, etc. If you want to make a short or feature length movie, this book will show you how to get there. This latest edition includes more info on shooting with DSLRs. If you don't need the latest technical info, an earlier edition may suffice (and be cheaper!) Here’s some people the book wouldn't be ideal for though: 1. Anyone just wanting some random clips of family activities (doesn't require this much detail). 2. If you’re only going to be involved in a small part of the production, working in a particular role (there are specialty books on every subject that likely go into more detail). 3. If you intend to spend hundreds of dollars on books to get ready for your movie (a large collection of specialty books would likely contain more information than this all-in-one). 4. If you’ve got a trillion dollar budget and your last name is Spielberg, you likely know all this stuff already. For everyone else intending to make a film/movie though, this book contains just about everything you need to know to jumpstart the process, and do it right. There are a bunch of other resources available though, here are a few that may be complementary:

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Minecraft: Redstone