Digital filming and special effects

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Author
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Date
2002

Source Title
The new media book

Publisher
British Film Institute

University of Melbourne Author/s
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Affiliation
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Metadata

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Document Type
Book Chapter

Citations


Access Status
Open Access

URI
http://hdl.handle.net/11343/34824
Visual effects (abbreviated VFX) is the process by which imagery is created or manipulated outside the context of a live action shot in film making. Visual effects involve the integration of live-action footage (special effects) and generated imagery (digital effects) to create environments which look realistic, but would be dangerous, expensive, impractical, time consuming or impossible to capture on film. Visual effects using computer-generated imagery (CGI) have recently become accessible to the With the proliferation of computer-based discoveries, tech solutions, and digital platforms in the fields of filming and special effects, the innovations that await us in the future are no less exciting than those of the last one hundred plus years. These are the top 10 types of movie technology that changed the industry forever (we have omitted obvious ones like sound and color). 1. Filming the Future – 2012. Originally, the industry standard for shooting a movie was 24 frames per second. Thanks to significant progress in filming technologies, movies such as The Hobbit boast a breathtaking 48 frames per second. The father of special effects, the French illusionist and movie pioneer Georges Méliès brought a stage magician’s know-how and sense of wonder to the new art of film, creating a cinema of the impossible, filled with alchemists and Jules Verne-ian contraptions, imps and wayward body parts. His effects artistry wasn’t limited to so-called “trick films,” but it was there that his self-referential dream logic and technical ingenuity ran wild. The actor-director’s bald head was often the butt of his multiple-exposure gags (see: The Four Troublesome Heads, The Melomaniac); in the surreal “The Man Wi