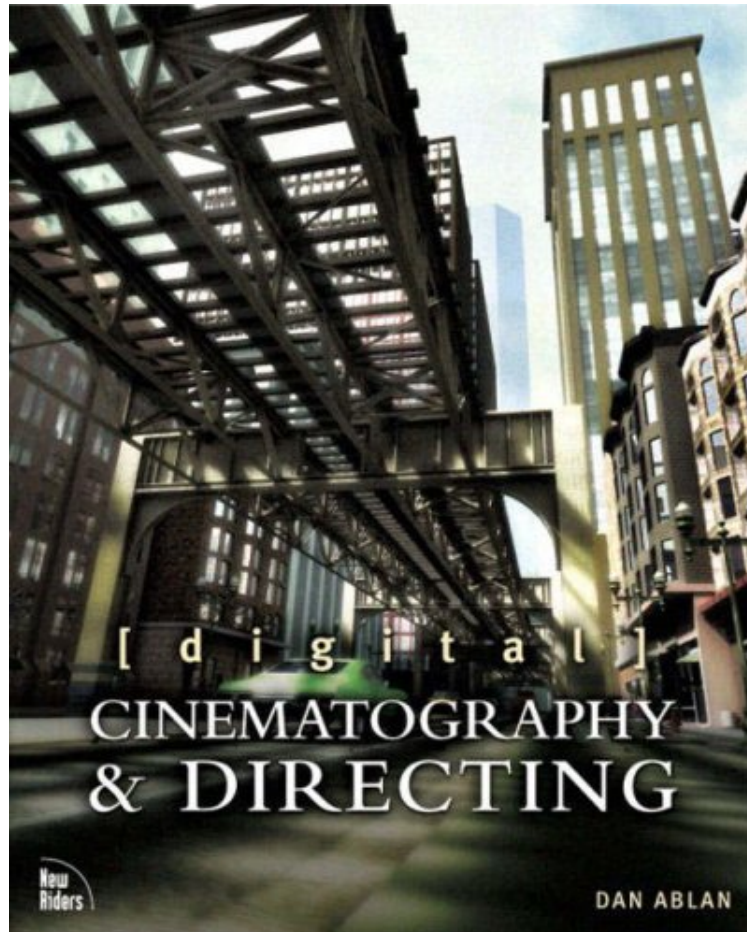


# Digital Cinematography Directing

Dan Ablan

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#2789672 in Books New Riders 2002-12-13Original language:EnglishPDF # 1 9.90 x .49 x 7.911, 1.26 #File Name: 0735712581240 pages | File size: 17.Mb

**Dan Ablan : Digital Cinematography Directing** before purchasing it in order to gage whether or not it would be worth my time, and all praised Digital Cinematography Directing:

13 of 17 people found the following review helpful. Nothing outstanding - not so "digital" reallyBy A CustomerSure it's a nice book to have, although for the price it's paperback and quite thin. The problem is it's just another average book on directing. There's a lot about storyboards, continuity, camera angles, CU shots, Med shots, character staging, headroom. Did I learn anything unique to animation? No. Did I learn anything new? NO.Except for the digital and animated nature of the images, there is only maybe 1 chapter (10 pages) that is purely related to digital as in 3d animation, and that is about resolutions, compression, and rendering. Wow! -640x480! NTSC! 16:9! I learned that all in school and on the web.Save your money.14 of 20 people found the following review helpful. dissapointedBy Bob from KCBased on other reviews I was expecting much more than I got. Ok,lets say, maybe it would be good for beginners, but as a mid level 3d artist I found it pretty much a worthless. The material consist of low tech Poser type scenes, with only a briefest overview of lighting, nothing about textures and surfaces, and the stuff on cameras is so

basic one can figure it out with a month of Bryce use. Don't be fooled by the cover - this is strictly 101 stuff. BTW - I sent it back 34 of 36 people found the following review helpful. Almost Content-Free By jdI'm quite amazed at how bad this book is. I have the sister book, Digital Lighting and Rendering, and that book is excellent. The author of this book has apparently written "the" book on Lightwave. And Digital Cinematography and Directing has gotten a lot of good reviews. And some bad ones. Pay attention to the bad reviews (like I wish I had). This book is quite short - 225 pages. And literally half of the book is comprised of half-page-sized illustrations. That brings the text down to about 112 pages. Then subtract the one-page introduction to each chapter of the twelve chapters, and the half-page wrap-up, and you are down to about 94 pages of text (trust me - I am not exaggerating). That would be a very few pages for any author to cover the subject. And this author doesn't. It is one of the strangest reading experiences that I have ever had. The author can go on for several pages without really saying anything about the subject. One reviewer said that reading this book was like reading a magazine. I found reading this book more like reading a brochure about a book on Digital Cinematography. The author makes statements like "you are lucky because you are working in a 3D program and can do whatever you want. You don't have to pay actors or be bound by adverse lighting conditions, unions, etc." Or "you are the director. Take charge of your project. A confident digital director is always in charge ..." This book goes on like that forever, but never gets around to imparting any real information. Bizarre. And about the illustrations - they are badly lit, badly textured, badly posed Poser renders. I have nothing against Poser - I own it - but this is really bad Poser. For example, for an illustration of a group shot shown from the top view, the author has obviously copied and pasted a Poser figure six times - without even bothering to change the pose or clothing - and placed it in a random, nonsensical grouping so that he can illustrate a camera set-up. That illustration takes up half a page (they all do). Then when he makes a statement about visiting a library to find more books on the subject of cinematography, you are directed to another half-page illustration of a screenshot of 3D modeled books! The only thing that I can figure is that New Riders decided that they needed a Digital Cinematography book for their Digital series and made it as fast and as cheaply, and as carelessly, as possible. Do yourself a favor - don't buy it! As I am always short of shelf space - this book may actually hit the dumpster!

digital Cinematography and Directing is unlike any other cinematography or directing book you've seen. This book was written entirely for 3D animators. Based on real-world photographic and cinematic principles, it teaches you essential skills and concepts that you can apply to any industry 3D application, such as LightWave 3D, Softimage XSI, 3ds max, CINEMA 4D, Maya, and other leading programs. This book does not focus on using software but rather teaches you how to understand and use the camera within your 3D application. Master focal lengths, f-stops, and apertures within your 3D application. Learn how pre-production planning can guide and enhance your project by applying essential storyboarding techniques. Use light as not only an illumination source, but as a tool for cinematic storytelling. Learn how to direct your digital cast with proper staging techniques "Dan Ablan's years of innovating digital production techniques and his undeniable expertise at teaching CGI, FX, and Film, makes digital Cinematography and Directing a must-have!" -Dave Adams, Dreamworks.

From the Back Cover [digital] Cinematography and Directing is unlike any other cinematography or directing book you've seen. This book was written entirely for 3D animators. Based on real-world photographic and cinematic principles, it teaches you essential skills and concepts that you can apply to any industry 3D application, such as LightWave 3D, Softimage XSI, 3ds max, CINEMA 4D, Maya, and other leading programs. This book does not focus on using software but rather teaches you how to understand and use the camera within your 3D application.\* Master focal lengths, f-stops, and apertures within your 3D application.\* Learn how pre-production planning can guide and enhance your project by applying essential storyboarding techniques.\* Use light as not only an illumination source, but as a tool for cinematic storytelling. Learn how to direct your digital cast with proper staging techniques "Dan Ablan's years of innovating digital production techniques and his undeniable expertise at teaching CGI, FX, and Film, makes digital Cinematography and Directing a must-have!" -Dave Adams, Dreamworks. About the Author Dan Ablan has been involved in the visual arts for more than 20 years. He has worked as photographer, editor, producer, and 3D artist. Currently, Dan is the president of AGA Digital Studios, Inc., located in the Chicago area. AGA Digital Studios, Inc. creates 3D animations and visual effects for film and television, in association with Post Meridian, LLC. Dan is also the author of five other books from New Riders: LightWave Power Guide, Inside LightWave 3D, Inside LightWave 6, LightWave 6.5 Magic, and Inside LightWave 7. Dan has written for LightWave Pro Magazine, Video Toaster User, 3D Magazine, 3D World Magazine, and NewTek Pro Magazine. Dan was a contributor to After Effects 5.5 Magic, and he was also the technical editor for Jeremy Birn's digital Lighting Rendering, both from New Riders Publishing.