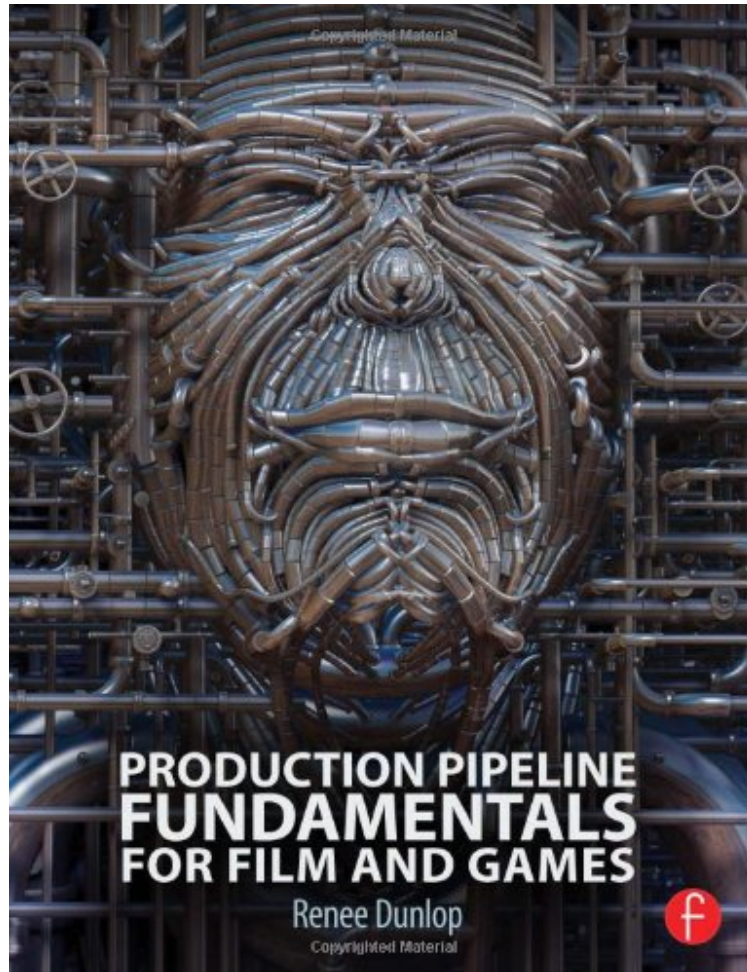


# Production Pipeline Fundamentals for Film and Games

*Renee Dunlop*

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#1037281 in Books Focal Press 2014-02-05 Original language: English PDF # 1 9.50 x 7.50 x .751, 2.03 #File Name: 0415812291376 pages | File size: 71.Mb

**Renee Dunlop : Production Pipeline Fundamentals for Film and Games** before purchasing it in order to gauge whether or not it would be worth my time, and all praised Production Pipeline Fundamentals for Film and Games:

4 of 4 people found the following review helpful. Excellent book on modern Film Game pipelines By Shidarina As a film post production developer, I really enjoyed this book. I felt it explained the basic concepts of each section of the pipeline well, and it at least explained the film side of things correctly. I really enjoyed reading about the game side of things, and found it informative. In many places, reading about how games handle parts of the pipeline gave me ideas for how we in the film side could better handle certain aspects, especially when it comes to speed and versatility. The book is broken up into chapters like a textbook, each chapter covers a concept such as 'Asset Creation' or 'Data Management'. First it explains the concept generically, without going into implementation details. Then it will explain how that concept is implemented in the film world, and what specific problems and solutions they've come up with. After that, it explains the same for the game world. Finally it contracts the two. During the chapter, you'll read sidebar

anecdotes from people in each industry, going over a specific challenge and solution. These were very interesting, although it seemed like the examples from the film side of things were from larger, well known companies while the examples from the gaming side of things were much smaller companies, more indie houses, etc. That's not to disparage those examples, as I still found them well written and fascinating. This book has lots of relevant diagrams to help explain concepts. I think it'd be a pretty great textbook for a college course on Pipeline development. 1 of 1 people found the following review helpful. but it looks to me like it covers most of what a VFX developer or ...By Kindle Customer This book is more less one of a kind. So far I have not found any other books that focus on the pipeline itself in VFX or games production, that is, how to make all the bits work together. It is extensive, and not every chapter may be relevant to your own job, but it looks to me like it covers most of what a VFX developer or artist would need to understand to be productive. I also like that it compares and contrasts the game and VFX pipelines. I don't work in games, but it's good to know what's different. Despite it's wide coverage it reads fairly easily. It isn't a dry academic text, but it provides good enough coverage to be a text book. 2 of 2 people found the following review helpful. Would make an excellent textbook By Robert M. Bennett Finally got my copy. This would make an excellent text book for a class on media production, game development, film development etc. It really explains the complexity behind the production of effects for film and games. Nicely illustrated and surprisingly easy to read. I do not not know why it took so long to get a book focused on this topic, but finally there is one.

Every production is built on the backbone of the pipeline. While a functional and flexible pipeline can't assure a successful project, a weak pipeline can guarantee its demise. A solid pipeline produces a superior product in less time and with happier artists who can remain creative throughout the grueling production schedule. Walk through the foundational layers of the production pipeline, including IT infrastructure, software development practices and deployment policies, asset management, shot management, and rendering management. *Production Pipeline Fundamentals for Film and Games* will teach you how to direct limited resources to the right technological initiatives, getting the most for every dollar spent. Learn how to prepare for and manage all aspects of the pipeline with this entirely unique, one-of-a-kind guide. Expand your knowledge with real-world pipeline secrets handed to you by a stellar group of professionals from across the globe. Visit the companion website for even further resources on the pipeline.

About the Author Renee Dunlop has 20 years in the entertainment industry, working as a script analyst, editor, technical writer, and FX journalist where her work has been published in *VFXWorld*, *Below the Line*, *3D World*, *3D Artist*, *CG World*, *CGSociety* and *Variety*. Previously, she worked for Alias|Wavefront, SGI, Sierra On-Line, xRez Studio, Image Metrics, Craft Animations, Fox and Sony. Her titles include costume designer and fabric artist, lecturer, project manager, art director and post-production artist spanning both film and games. Her traditional art has been exhibited in galleries and CG storyboard at James A. Michener Art Museum's Computer Graphics exhibition.