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Production Design, the fifth title in the FilmCraft series, addresses one of the most important roles in cinema. Production designers do nothing short of creating whole new worlds, turning the bare bones of the script into a physical 3D environment that can be filmed.

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In Production Design, 16 production designers share their insights, anecdotes, and technical achievements, through a series of exclusive interviews. Fascinating for both film fans and practitioners, this book is the perfect companion for anyone who wants to learn about the craft of some of the greatest film artists of our time.

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'Production Design' is by far my favourite title from this interesting series of books on film-craft. These books are well conceived; superb layout, readable, beautifully illustrated and informative. This title will be appreciated by all film-buffs, but also, by those interested in set-design.

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Production designers are artistic masters in their own right. They are responsible for the 'look' of a movie; joining productions at an early stage, they coordinate costume design, special effects, set design, make-up, and location scouting to ensure a unified visual appearance.

~~FilmCraft: Production Design by Fionnuala Halligan~~

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~~FilmCraft: Production Design by Halligan, Fionnuala (ebook)~~

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Production Design, the fifth title in the FilmCraft series, addresses one of the most important roles in cinema. Production designers do nothing short of creating whole new worlds, turning the bare bones of the script into a physical 3D environment that can be filmed. This book introduces that art in the words of the people best-equipped to explain it, as well as looking at the legacies of the great innovators of the past. This volume also looks at the work of key influential figures, like Sir Ken Adam (winner of two Academy Awards and two BAFTAs) and Oscar winner Rick Carter (Jurassic

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Park, Avatar). These in-depth interviews with some of today's most distinguished practitioners, examine the training, personal qualities, pitfalls, technical expertise, management, luck and qualities which this demanding job requires.

Learn to turn a simple screenplay into a visual masterpiece! Top production designers share their real-life experiences to explain the aesthetic, narrative, and technical aspects of the craft. Step by step, aspiring filmmakers will discover sound instruction on the tools of the trade, and established filmmakers will enjoy a new outlook on production design. They will learn, for example, the craft behind movie magic – such as how to create a design metaphor, choose a color scheme, use space, and work within all genres of film, from well-funded studio projects to "guerilla filmmaking." This indispensable resource also contains a history of movie making and guidelines for digital production design. For the experienced filmmaker seeking new design ideas to the struggling newcomer stretching low-budget dollars, this book makes the processes and concepts of production design accessible. Allworth Press, an imprint of Skyhorse Publishing, publishes a broad range of books on the visual and performing arts, with emphasis on the business of art. Our titles cover subjects such as graphic design, theater, branding, fine art, photography, interior design, writing, acting, film, how to start careers, business and legal forms, business practices, and more. While we don't aspire to publish a New York Times bestseller or a national bestseller, we are deeply committed to quality books that help creative professionals succeed and thrive. We often publish in areas overlooked by other publishers and

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welcome the author whose expertise can help our audience of readers.

As chief collaborators with the directors on a film, cinematographers are artistic masters in their own right. In *Cinematography sixteen of the world's greatest painters of light* share their insights, anecdotes, and technical achievements through a series of exclusive interviews. Fascinating for both film fans and practitioners, this book is the perfect companion for anyone who wants to stand on the other side of the camera, with some of the greatest film artists of our time.

Screenwriting looks at the foundation on which every great film is built—the script. Whether an original concept or an adaptation, the screenplay is the key to the success of a movie—good dialogue, story pacing, and character development are the framework everything else hangs on. Featuring in-depth interviews with modern masters of film including Stephen Gaghan, Guillermo Arriaga, Caroline Thompson, Hossein Amini, and Jean-Claude Carrière, this book reveals the mysteries behind how the best scripts are written and reach the screen.

In this volume, 16 of the world's greatest costume designers come together to share their inspiration and knowledge with the world. They provide insights into the challenges of building a team, working with budgets and collaboration with production designers, actors and directors.

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The definitive behind-the-scenes history of one of Hollywood's most closely guarded cinematic secrets finally revealed—painted backdrops and the scenic artists who brought them to the big screen. In almost every feature film of Hollywood's golden age, from *The Wizard of Oz* to *North by Northwest* to *Cleopatra* to *The Sound of Music*, painted backings have convinced moviegoers that what they are seeing—whether the fantastic roads of Oz, the presidents of Mount Rushmore, or ancient Egyptian kingdoms—is absolutely real. These backings are at once intended to transport the audience and yet remain unseen for what they really are. *The Art of the Hollywood Backdrop* reveals the hidden world and creators of these masterpieces, long-guarded as a special effects secret by the major studios such as MGM, Warner Brothers, Universal, Columbia, 20th Century Fox, and Paramount. Despite the continued use of hand-painted backings in today's films, including the big-budget *Interstellar* and Lemony Snicket's *A Series of Unfortunate Events* among many others, digital technology is beginning to supplant the art form. In an effort to preserve the irreplaceable knowledge of scenic masters, Karen Maness and Richard Isackes, in collaboration with the Art Directors Guild, have compiled a definitive history of the craft, complete with interviews of the surviving artists. This is a rich undiscovered history—a history replete with competing art departments, dynastic scenic families, and origins stretching back to the films of Méliès, Edison, Sennett, Chaplin, and Fairbanks. Filled cover to cover with over 300 images, *The Art of the Hollywood Backdrop* is beautifully packaged as a hardcover book with slipcase.

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The value of the editor's craft to a finished film cannot be underestimated, and it's no surprise that directors rely heavily on the same editor over and over again. Seventeen exclusive interviews with some of the world's top film editors, including Walter Murch, Virginia Katz, Joel Cox, Tim Squyres and Richard Marks, explore the art of film editing; its complex processes, the relationship with other film practitioners, and the impact of modern editing techniques. The Filmcraft series is a ground-breaking study of the art of filmmaking-the most collaborative and multidisciplinary of all the arts. Each volume covers a different aspect of moviemaking, offering in-depth interviews with a host of the most distinguished practitioners in the field. Forthcoming titles include Cinematography, Directing, Costume Design, Production Design, Producing, Screenwriting, and Acting.

In this new and expanded edition of *The Art Direction Handbook*, author Michael Rizzo now covers art direction for television, in addition to updated coverage of film design. This comprehensive, professional manual details the set-up of the art department and the day-to-day job duties: scouting for locations, research, executing the design concept, supervising scenery construction, and surviving production. Beyond that, there is an emphasis on not just how to do the job, but how to succeed and secure other jobs. Rounding out the text is an extensive collection of useful forms and checklists, as well as interviews with prominent art directors.

How is the look of a film achieved? In *Art Direction and Production Design*, six

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outstanding scholars survey the careers of notable art directors, the influence of specific design styles, the key roles played by particular studios and films in shaping the field, the effect of technological changes on production design, and the shifts in industrial modes of organization. The craft ' s purpose is to produce an overall pictorial “ vision ” for films, and in 1924 a group of designers formed the Cinemagundi Club—their skills encompassed set design, painting, decoration, construction, and budgeting. A few years later, in recognition of their contributions to filmmaking, the first Academy Awards for art direction were given, a clear indication of just how essential the oversight of production design had become to the so-called majors. The original essays presented in *Art Direction and Production Design* trace the trajectory from Thomas Edison ' s primitive studio, the Black Maria, to the growth of the Hollywood “ studio system, ” to the influence of sound, to a discussion of the “ auteur theory, ” and to contemporary Hollywood in which computer-generated imagery has become common. By 2000, the Society of Motion Picture Art Directors became the Art Directors Guild, emphasizing the significance of the contributions of art direction and production design to filmmaking. *Art Direction and Production Design* is a volume in the *Behind the Silver Screen* series—other titles in the series include *Acting*, *Animation*, *Cinematography*, *Directing*, *Editing and Special/Visual Effects*, *Producers*, *Screenwriting*, and *Sound*.

The highly anticipated follow-up to *Framed Ink* from Marcos Mateu-Mestre, *Framed Ink 2* provides insight into another compositional tool that Marcos uses every day to

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create his amazing artwork--the energy within the working frame. In each piece of art, regardless of its format, one must consider essential factors such as the push-pull, tension-relaxation, pressure-release, balance and imbalance that happen inside the working area to support our storytelling. All of these factors apply in any aspect ratio, whether it be horizontal, vertical or square, each a format to consider when working in the movie, gaming, animation and graphic novel industries, which in our day and age can be presented through a variety of outlets such as a movie theater, home theater, social media and a number of personal devices. Marcos encourages and educates us on how not to be limited by the format but to embrace and rise to the challenge of designing for each format. A perfect accompaniment to his prior releases Framed Ink, Framed Perspective Vol. 1 and Vol. 2 and Framed Drawing Techniques, this book will take a reader's knowledge base to the next level and allow them to build on their expertise as an effective visual storyteller.

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