

Filmcraft Production Design

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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.

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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 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.

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Design is at the essence of storytelling, but how does a production find its style and identity? This book explains how to approach design, whether for film, television, video promo or commercial making, and introduces the techniques needed to make ideas happen. Through theory and practical exercises, it looks at design in a different way and shows how the simplest decisions can become powerful ideas on screen. Explains the roles of the design team, including the production designer and art director; Explains how to extract design information from a script and how to identify key themes that can be used to support the telling of the story; Looks at how and where to research ideas, and suggests ways to illustrate them; Explores the importance of images, colour, texture and space to captivate an audience; Shows how to prepare drawings and models using various media; Refers to film and television productions, and shows how design decisions contribute to the story.

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.

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.

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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.

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,

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we are deeply committed to quality books that help creative professionals succeed and thrive. We often publish in areas overlooked by other publishers and welcome the author whose expertise can help our audience of readers.

The third title in the I Am City series stops in New York! Cities have always been important protagonists in our history, but now, more than ever, they are taking the leading role in our developing culture. In the series I am the City , the most prominent conurbations in the world are given a chance to reassert their unique personalities and individuality, showing us, via a pictorial tour and compelling anecdotes, the things that mark them out in the face of the encroaching tide of homogeneity. The third title of the I Am the City series alights in New York. Stunning colour illustrations by Carlo Stanga lead the reader into a virtual tour of the city that narrates and reveals landmarks, tales, lifestyle, architecture as well as secrets. From the Chrysler building to the bagel, this is a unique, fully comprehensive illustrated journey of the Big Apple.

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-

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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.

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*.

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The unsung heroes of film, storyboard artists are the first to give vision to a screenplay, translating words on the page into shots for the screen. Their work is a unique art form in itself. Many storyboards are beautiful in their own right, but ultimately the skill of the artist lies in their visual communication of a script, with multiple factors to consider: composition, movement, camera angles, special effects, and the rhythm and pacing of a scene. *The Art of Movie Storyboards* celebrates this art, showcasing a vast collection of storyboards in a range of styles, and including some of cinema's greatest moments. The collection includes the work of pioneers such as William Cameron Menzies (*Gone with the Wind*) and Saul Bass (*Psycho*, *Spartacus*), as well as contemporaries such as Raúl Monge (*Pan's Labyrinth*) and Jane Clark (*Harry Potter and the Goblet of Fire*). Many are seen here for the first time, and all are accompanied by insights into the films featured, their directors, and, of course, the storyboard artists.

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