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Burke, Director/Founder of GamingTrend

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9.5 Sides and Character Breakdowns9.6 Auditions; Interview: Donise Hardy, Casting Director; Chapter 10. Directing; 10.1 The Concept Meeting; 10.2 Communicating Vision; 10.3 Location Scouting; 10.4 Working with the Cinematographer; 10.5 Directing Talent; 10.6 Script Supervision and Continuity; 10.7 Directing Cut-Scenes; 10.8 Cut-Scenes Versus In-Game Cinematics; Interview: Jay Duplass, Director; Chapter 11. Sound Design; 11.1 Cinematic Music; 11.2 Tools for Great Sound; 11.3 Sound Effects and Sampling; 11.4 Effective Sound Design; Interview: Marc Schaeffer, Sound Designer  
Part 3: Creating Your Own Cinematic Project

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## Sommario/riassunto

Cinematography for Games covers the space between the game and film industries by pointing out the most relevant cinematic techniques in today's hottest games, and including interviews with the game industry's greatest luminaries (including Will Wright: Sims legend, Harvey Smith, legendary game Deus Ex, Warren Spector creator of one of the original game companies, Origin).The convergence of games and film is a widely discussed and debated topic in the game industry. Many major publishers, along with some high-profile directors (John Woo, James Cameron, Steven S

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