

1. Record Nr.	UNINA9910482867803321
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Titolo	Animating Unpredictable Effects : Nonlinearity in Hollywood's R&D Complex // by Jordan Gowanlock
Pubbl/distr/stampa	Cham : , : Springer International Publishing : , : Imprint : Palgrave Macmillan, , 2021
ISBN	9783030742270 303074227X
Edizione	[1st ed. 2021.]
Descrizione fisica	1 online resource (210 pages)
Collana	Palgrave Animation, , 2523-8094
Classificazione	PER004000
Disciplina	777.709
Soggetti	Animated films Motion picture industry Television broadcasting Motion pictures Animation Film and Television Industry Film Theory
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di contenuto	Introduction: Defining Nonlinear Animation -- Chapter 1: Simulation and R&D: Knowing and Making -- Chapter 2: Hollywood's R&D Complex -- Chapter 3: Engineering Moving Images: "Tech dev" meets "look dev" -- Chapter 4: Animating Management -- Chapter 5: Catastrophe, Chaos, and Perfect Storms -- Conclusion: Engineering Movies. 210.
Sommario/riassunto	Uncanny computer-generated animations of splashing waves, billowing smoke clouds, and characters' flowing hair have become a ubiquitous presence on screens of all types since the 1980s. This Open Access book charts the history of these digital moving images and the software tools that make them. Unpredictable Visual Effects uncovers an institutional and industrial history that saw media industries conducting more private R&D as Cold War federal funding began to wane in the late 1980s. In this context studios and media software companies took concepts used for studying and managing

unpredictable systems like markets, weather, and fluids and turned them into tools for animation. Unpredictable Visual Effects theorizes how these animations are part of a paradigm of control evident across society, while at the same time exploring what they can teach us about the relationship between making and knowing.
