1. Record Nr.   UNINA9910692570603321

   Autore   Machlis Gary E

   Titolo   A social science plan for south Florida National Park Service units
                        [[electronic resource] /] / Gary E. Machlis, Jean E. McKendry, Michele E.
                        Correia

   Pubbl/distr/stampa   [Washington, D.C.] : , : [National Park Service, Social Science Program], ,
                        [1996]

   Altri autori (Persone)   McKendryJean E
                            CorreiaMichele E

   Soggetti   National parks and reserves - Florida - Management
                        Social sciences - Research - Florida

   Lingua di pubblicazione   Inglese

   Formato   Materiale a stampa

   Livello bibliografico   Monografia

   Note generali   Title from title screen (viewed on May 7, 2004).
                        "October 1996."

   Nota di bibliografia   Includes bibliographical references.

2.	Record Nr.	UNINA9910154680603321
	Autore	Katatikarn P. Jasmine
	Titolo	Lighting for animation : the art of visual storytelling / / P. Jasmine Katatikarn and Michael Tanzillo
	Pubbl/distr/stampa	Abingdon : , : Routledge, , 2016
		London : , : Bloomsbury Publishing (UK), , 2023
	ISBN	9781317699941
		1317699947
		9781315779591
		1315779595
		9781317699934
		1317699939
	Edizione	[1st edition]
	Descrizione fisica	1 online resource (273 pages) : illustrations (some color)
	Disciplina	777/.7
		777.7
	Soggetti	Animation (Cinematography)
		Digtial animation
	Lingua di pubblicazione	Inglese
	Formato	Materiale a stampa
	Livello bibliografico	Monografia
	Note generali	Includes index.
	Nota di contenuto	1. Why we light -- 2. Observing the world around us -- 3. The lighter's toolbox -- 4. The lighter's workflow -- 5. Dissecting a well-lit shot -- 6. Lighting scenarios -- 7. Materials and compositing -- 8. Honing the artistic eye -- 9. Lighting walkthroughs -- 10. Master lighting -- 11. Closing statements.
	Sommario/riassunto	Lighting for Animationis designed with one goal in mind - to make you a better artist. Over the course of the book, Jasmine Katatikarn and Michael Tanzillo (Senior Lighting TDs, Blue Sky Studios) will train your eye to analyze your work more critically, and teach you approaches and techniques to improve your craft. Focusing on the main philosophies and core concepts utilized by industry professionals, this book builds the foundation for a successful career as a lighting artist in visual effects and computer animation. Inside you'll find in-depth instruction on: • Creating mood and storytelling through lighting • Using light to create visual shaping • Directing the viewer's eye with light and color •

Gathering and utilizing reference images • Successfully lighting and rendering workflows • Render layers and how they can be used most effectively • Specific lighting scenarios, including character lighting, environment lighting, and lighting an animated sequence • Material properties and their work with lighting • Compositing techniques essential for a lighter • A guide on how to start your career and achieve success as a lighting artist This book is not designed to teach software packages—there are websites, instructional manuals, online demos, and traditional courses available to teach you how to operate specific computer programs. That type of training will teach you how to create an image; this book will teach you the technical skills you need to make that image beautiful. Key Features Stunning examples from a variety of films serve to inspire and inform your creative choices. Unique approach focuses on using lighting as a storytelling tool, rather than just telling you which buttons to press. Comprehensive companion website contains lighting exercises, assets, challenges, and further resources to help you expand your skillset.