

1. Record Nr.	UNINA9910955919303321
Autore	Newman Rich
Titolo	Cinematic game secrets for creative directors and producers : inspired techniques from industry legends / / Rich Newman
Pubbl/distr/stampa	New York : , : Focal Press, , 2013
ISBN	9786612769139 9781136138539 1136138536 9781136138546 1136138544 9781282769137 1282769138 9780080928050 0080928056
Edizione	[1st edition]
Descrizione fisica	1 online resource (233 p.)
Disciplina	794.8/1536 794.81536
Soggetti	Video games - Design Cinematography - Special effects
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	First published 2009.
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Front Cover; Cinematic Game Secrets for Creative Directors and Producers; Copyright Page; Contents; Introduction; What is Cinematic?; Part 1: Game Industry Primer; Chapter 1.The Production Process; 1.1 Lifecycle of a Video Game; 1.2 Types of Games; 1.3 Brainstorming and Initial Decisions; 1.4 Using Game Theory; Interview,Game Design and Theory: Noah Falstein, Game Developer Magazine; Chapter 2. Understanding Preproduction; 2.1 Script Development; 2.2 Hiring the Crew; 2.3 Learning to Scrum; 2.4 Iterative and Waterfall Development Models; 2.5 Project Management; 2.6 Budgeting; 2.7 Scheduling Interview: Warren Spector, Founder, Junction Point StudiosChapter 3. Production in the Game Industry; 3.1 Technology and Tools; 3.2 Design Production; 3.3 Art Production; 3.4 Engineering Production; 3.5 The

Team; 3.6 Sound Design; 3.7 Motion Capture and Voiceover; 3.8 Testing and Quality Assurance; Interview: Ray Pena, Senior Animator, Spacetime Studios; Chapter 4. Postproduction; 4.1 Code Release and Gold Master; 4.2 Builds and Localization; 4.3 Marketing and PR; 4.4 Rating Systems, Demos, and Guides; 4.5 Archiving; Interview: Ron Burke, Director/Founder of GamingTrend

Part 2: Incorporating Cinematic Skills

Chapter 5. Writer; 5.1 Format and Script Development; 5.2 Character Development; 5.3 Themes and Symbolism; 5.4 Structure; 5.5 Three-Act Structure; 5.6 Style; Interview: Daniel Erickson, Writer at Bioware; Chapter 6. Storyboard and Concept Art; 6.1 Using Basic Design Documentation; 6.2 Seeing the Story; 6.3 Nonlinear Thinking; 6.4 Storyboarding Process; 6.5 Cut-Scenes; 6.6 Storyboards and Interactive Media; Interview: Mathieu Raynault, Digital Matte Painter; Chapter 7. Cinematography for Games; 7.1 Five C's of Cinematography; 7.2 Rule of Thirds

7.3 Achieving the Look

7.4 Lighting in Games; 7.5 Camera Movement; 7.6 Staging; 7.7 Blocking; Interview: Bruce Block, Author of the Visual Story; Chapter 8. Producer; 8.1 Job Description; 8.2 Types of Producers in the Game Industry; 8.3 Honing Your Production Skills; 8.4 Cinematic Development; 8.5 Risk Management; 8.6 Preproduction Planning; 8.7 Managing Money, Assets, and Time; 8.8 Postproduction; Interview: Bob Sabiston, Founder of Flat Black Films; Chapter 9. Casting; 9.1 Casting for Voiceover; 9.2 Casting for Motion Capture; 9.3 Using Celebrities; 9.4 Finding Talent

9.5 Sides and Character Breakdowns

9.6 Auditions; Interview: Denise 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 Schaefgen, Sound Designer

Part 3: Creating Your Own Cinematic Project

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
