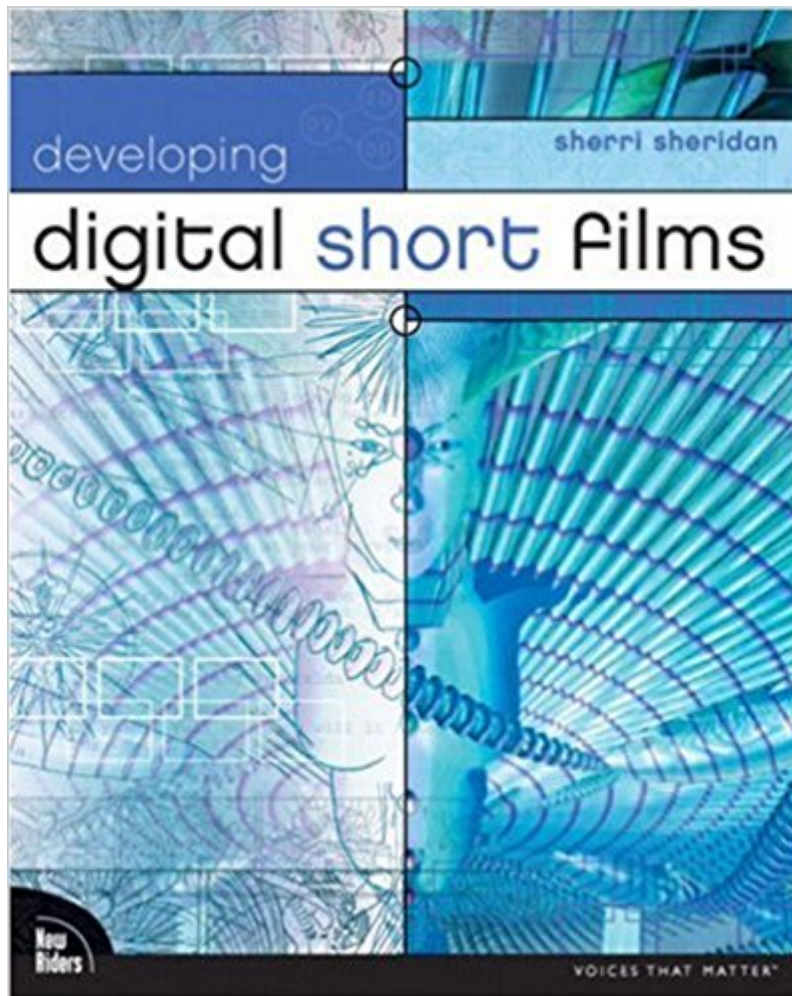




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Developing Digital Short Films (Voices That Matter)



Synopsis

The film market is shifting toward traditional desktop technology to create productions...digitally. Unlike traditional film production, though, digital films require producers to employ a different pre-production process. *Developing Digital Short Films* explores how unique character and set designs, bluescreen ideas, special effects, and simple 2D character animation techniques can be used as narrative devices for telling stories. Part One focuses on generating visual ideas that are ideal for digital production and creating a short film script. Part Two focuses on the visual pre-production of a short film and the issues that go through a filmmaker's mind as they struggle with how best to present their stories; this includes topics like 101 camera shots, frame composition, developing a visual look and feel, color maps, and creating storyboards and animatics. Part Three explores the different production environments of DV, 2D and 3D, and how they shape the telling of stories based upon the technological strengths of each style.

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Customer Reviews

"Developing Digital Short Films" is filled with ideas, examples, and detailed exercises. I have been teaching students how to make digital films for a number of years, and I think this book is remarkable in its breadth-it is everything that I have always wanted wrapped into one volume. It can be used with young filmmakers in school as well as adults in workshops, and because it has so much material and some flexible options, you can choose from among the vast number of examples and exercises when teaching. The depth and structure of the book allow filmmakers to fully explore

an idea, to deepen the examination of character and plot points, to spend extensive time on shot visualization, to ensure enough time in pre-production, and to use 2D and 3D effects to enhance their films. Every filmmaker and teacher knows that anyone can start a film or write a script-but creating one that effectively includes all of the necessary elements is difficult. "Developing Digital Short Films" is an answer to that problem.

If you are making any kind of film, or telling any sort of story, the information in this book will make it better and deeper. There is a ton of information on how to tell a VISUAL STORY, which none of the other film books I've read cover in so much depth. The sections on how to use visual metaphors and symbols really helped me to understand how films tell stories using pictures and actions. I've never seen a book with so much useful information packed onto each page. There are 100's of lists of ideas for the reader to choose from in a great step-by-step preproduction process. The digital parts on storytelling are revolutionary and really helped me see where I could use some simple techniques to make my film more hip and original. Essential reading for any independent filmmaker working in features, documentary or shorts. I just love this book! Buy it - it will change the way you think about making films on a micro budget.

I felt compelled to add my two bits on the quality of the illustrations in this book. Another reviewer found them to be of poor quality and felt that they detracted from the book. My opinion is quite the opposite. The point made from these illustrations is you don't have to be a superb artist to get your ideas down on paper. These are illustrations that can be accomplished by most people. The book does a great job of encouraging you to use drawings, no matter how unrefined, to get your ideas solidified. I've not read much of the book yet, but quite enjoy it. I have seen no other book with this type of information combined. It helps with most aspects of pre-production in a thorough manner. I would definitely recommend this book.

This book focuses on the most important aspects of filmmaking...character and story development... Without a strong original story and characters nobody will care about your particle system and fancy renders... I like this quote by Syd Mead "And finally, don't assume that technique alone will save your ass. It still is the idea that wins...every time. Remember that elaborate technique and dumb story produces a demo reel, not a narrative." Sherri Sheridan takes apart the traditional narrative structure of successful films and allows you to put them back together again using your original characters and plotlines. There is a ton of material on scriptwriting and storyboarding, preproduction

is the most important phase of making a film and this book is filled with preproduction information. This is must have material! If you are planning to make your own short or feature film buy this book! Trust me you won't be sorry! I could go on and on but I have to work on my film! Good luck!

A friend told me to get this book when I told him I was having problems nailing my film idea down. The section called "40 Plot Points For Feature Films" saved my deadline on script. I was able to use many of the classic narrative techniques listed in this book to construct a much tighter story visually. Great book for anyone who has an idea for a film but does not quite know how to present it shot by shot. Lots of valuable information on how to get the audience involved in your film emotionally. The tone of this book is little too touchy feely for me, but you do really get the sense that Sherri cares about her readers making a successful film. I'm using Final Cut to edit my film and found the digital storytelling sections useful for how to give my film an original look, that was fast and did not cost a bunch of cash. Highly recommended!

I disagree with the last reviewer. This book has all sorts of useful information on how to make a film. I'm doing a documentary right now and am using several ideas straight from the project exercises in this book. I never realized there were so many different ways to communicate with an audience. Most people seem to overlook the planning stages of filmmaking because they do not know where to begin. I have been following along with the exercises in this book and have gathered enough ideas for making 10 films! The drawings are suppose to be rough as the author explains, since they are just ideas at this stage. Great book for students or people making films who need help thinking up original ideas. I'm getting a lot out of this book and would recommend it to anyone thinking about making a film! It will save you lots of money too!

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