Tracing the cultural, material, and discursive history of an early manifestation of media culture in the making. Beginning in the late eighteenth century, huge circular panoramas presented their audiences with resplendent representations that ranged from historic battles to exotic locations. Such panoramas were immersively but static. There were other panoramas that moved—hundreds, and probably thousands of them. Their history has been largely forgotten. In Illusions in Motion, Erkki Huhtamo excavates this neglected early manifestation of media culture in the making. The moving panorama was a long painting that unrolled behind a “window” by means of a mechanical cranking system, accompanied by a lecture, music, and sometimes sound and light effects. Showmen exhibited such panoramas in venues that ranged from opera houses to church halls, creating a market for mediated realities in both city and country. In the first history of this phenomenon, Huhtamo analyzes the moving panorama in all its complexity, investigating its relationship to other media and its role in the culture of its time. In his telling, the panorama becomes a window for observing media in operation. Huhtamo explores such topics as cultural forms that anticipated the moving panorama; theatrical panoramas; the diorama, the “panorama” of the 1850s and the career of Albert Smith, the most successful showman of that era, competition with magic lantern shows; the final flowering of the panorama in the late nineteenth century; and the panorama’s afterlife as a topos, traced through its evocation in literature, journalism, science, philosophy, and propaganda.

Tish and Chris Meyer share over 17 years of hard-earned, real-world film and video production experience inside this critically acclaimed text. More than a step-by-step review of the features in AE, readers will learn how the program thinks so that they can realize their own visions more quickly and efficiently. This full-color book is packed with tips, gotchas, and sage advice that will help users throw no matter what projects they might encounter. Creating Motion Graphics 5th Edition has been thoroughly revised to reflect the new features introduced in both After Effects CS4 and CS5. New chapters cover the revolutionary new Auto Brush feature, as well as mecha and mecha shape. The 3D section has been expanded to include working with 3D effects such as Digieffects FreeForm plus workflows including Adobe Repousse, Vanishing Point Exchange, and 3D model import using Adobe Photoshop Extended. The print version is also accompanied by a DVD that contains project files and source materials for all the techniques demonstrated in the book, as well as nearly 200 pages of bonus chapters on subjects such as expressions, scripting, and effects. Subjects include: Animation Techniques; Layer Management; Modes, Masks, and Mattes; Mastering 3D Space; Text Animation; Effects & Previews; Painting and Rotoscopy; Parenting, Nesting, and Collapsing; Color Management and Video Essentials; Motion Tracking and Keying; Working with Audio; Integrating with 3D Applications; Puppet Tools; Expressions; Exporting and Rendering; and much more.

Ideal choice for fans of the LEGO movie who want to try stop-motion animation in their own movies Provides practical tips on how to film using stop-motion animation Professional advice on art, lighting, effects, and more. Did you love the LEGO movie? Are you inspired by Alfred Hitchcock and other professional filmmakers? Would you like to learn how to use the LEGO blocks in your house for more than building? If so, then this book is for you. From lighting to storytelling, this guide will lead you through making your own stop-motion animation films with LEGO® bricks. You may have seen the LEGO movie. Now it’s time for you to be the director and make your own. This guide will walk you through the steps of making a LEGO movie. It covers crafting a story, cinematography, animation, and the dynamics of making your vision come to life. Become a filmmaker and learn about directing with this clever and thorough guide.

Audisee® eBooks with Audio combine professional narration and text highlighting for an engaging read aloud experience! An airplane soars through the sky. A wind gust blows through the leaves. Objects are in motion all around you. But what makes objects move? And what are some different ways that objects move? Read this book to find out! Learn all about matter, energy, and forces in the Exploring Physical Science series—part of the Lightning Bolt Books™ collection. With high-energy designs, exciting photos, and fun text, Lightning Bolt Books™ bring nonfiction topics to life!

Presents an introduction to gravity and its role in everyday life, with instructions for activities that can be done to demonstrate its principles.

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