How dslr cinematography is affecting the aesthetics of motion picture for cinema

Art & Culture, Artists



How DSLR Cinematography is affecting the Aesthetics of Motion Picture for Cinema. Topic: How DSLR cinematography is affecting the aesthetics of motion picture for cinema

The main aim of the research is to investigate how DSLR has changed the nature of movies and has revolutionized the film industry.

The research questions will include;

How the affordability and portability of DSLR cameras has led to the emergence of independent filmmakers in New York?

How the DSLR has affected the aesthetics of films and the new dimensions introduced in film making?

How have DSLR cameras democratized the film industry through the emergence of independent filmmakers and how has this affected the established professional industry?

How the DSLR technology has influenced filmmakers in Hollywood?

Can DSLR be considered a professional tool for helping independent filmmakers become professionals?

What is the future of DSLR as a tool for movie making?

DSLR have introduced a new era in film making and have empowered filmmakers to create high quality movies with less effort than using film cameras. However, some filmmakers such as Spielberg are reluctant to adopt the new technology and continue supporting the use of film. The use of DSLR in cinematography was introduced by Vincent Laforest when he shot Reverie in 2008. This spelled out a new path for independent filmmakers and introduced DSLR into the mainstream film industry. According to Francis Cappola, it is impossible to master filmmaking and utilizing the available

technology is one rule of making better films. This is in line with the research as I will be studying the effect of one of the technologies (DSLR) in cinema aesthetics.

In the research, I will review the aesthetics contained in Reverie by Vincent Laforet, which was shot using DSLR cameras. This is one of the movies that utilized DSLRs for film making instead of the conventional photography. To test this, I will shoot a short movie made of a collection of four scenes using three different media: film stock, digital camera (RAW), and DSLR (compressed). Each camera will produce four scenes under similar lighting and in the same environment. This will enable me compare the scenes and analyze the differences in their aesthetics. The comparison will involve the similarities and differences and their significance in aesthetic quality. I will also look at the limitations encountered and the ways of overcoming these limitations during production and post-production. The conclusion of the research will be a short film that will combine sequences filmed using different media. The production of this film will utilize pro-consumer software, which will be essential for proving that independent filmmakers can utilize DSLRs when making movies. This will also prove that DSLR is a professional film making tool and can help filmmakers become professionals. The major part of the film will be shot using DSLR and will be combined with scenes from a film stock camera. This will be necessary for showing that the DSLR has improved the quality of movies.

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