

PRINCIPAL
LARGE FORMAT



SKILLSET/SKY 3D TRAINING DAYS AT BAFTA/TWICKENHAM STUDIOS
FINAL

pre course handouts, reading list and recommendations (sent by YouSendit)

- glossary of terms
- anaglyph stills for pre-course analysis
- selection of white papers on relevant topics (eyestrain etc.)
- reading list (Bernard Mendiburu's *3D Movie Making*; Ray Zone's *3-D Filmmakers* and Lipton's *StereoGraphics Developers' Handbook*)
- buy a stereo calculator, such as Stereo3D Calculator, www.frameforge3d.com/Products/iPhone-App/

DAY ONE **BAFTA, 195 Piccadilly, London, W1J 9LN**

8.30-9.00	Registration/coffee/tea
9.00-9.15	General introduction - Neil Peplow – (Skillset), John Cassy (Sky 3D)
9.15-10.30	Introduction and 3D overview – Phil Streather (CEO, PLF)
10.30-11.00	Q+A
11.00-11.30	Coffee/tea break/trade stands
11.30-12.15	Camera and record options, including live 3D demo from Telegenic/Sky; with Nick Brown (3ality Stereographer) <ul style="list-style-type: none">• cost effective for documentary• prime lenses/motorised for commercials features• fully computerised with zoom lenses for live sports• shoot some 3D
12.15-12.45	Workflows and intro to 3D post – Andy Shelley (On Sight) <ul style="list-style-type: none">• HDSDI, Data• Offline/online
12.45-1.00	Q+A

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- 1.00-2.00** **Lunch and trade stands**
- 2.00-2.45** **Impact on budget of shooting in 3D – Adam May (Vision3)**
- no magic number; additional crew; scheduling; shooting budget; post production; how to save money...
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- 2.45-3.15** **Multi camera – Adam Sculthorp and Peter “Skip” Howard (3DIA)**
- detailed explanation of multi camera shooting
 - *Carmen in 3D* case study
- 3.15-3.45** **Pre-visualisation – Ken Schafer (Innoventive Software)**
- FrameForge demonstration by designer/owner
- 3.45-4.15** **Coffee/tea break/tradeshow**
- 4.15-5.00** **3D design – Jim Spencer (MD Paradise FX Europe); Richard Bullock (Production Designer *Street Dance 3D* and *Horrid Henry*); Claudia Stolze (Hair and Make up Royal Opera House/*Carmen in 3D*)**
- set design
 - make up/hair
 - props
 - costume
- 5.00-6.00** **3D post – Nico Recagno (SGO Mistika)**
- edit of shots done in morning
 - technical pass to make watchable
 - depth balance (HIT)
 - floating windows
 - cushion cuts
 - fast cutting
 - ghosting
 - fixing in it post
- 6.00-7.00** **Networking drinks and canapés**
- 7.00-9.00** **Guest speaker: Phil McNally – Stereoscopic Supervisor DreamWorks Animation**
Screening: *How to Train Your Dragon*

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DAY TWO

Session takes place at Twickenham Studios
St Margarets, Twickenham, Middlesex TW1 2AW

9.00-9.30 Overview of 2 days, introductions and re-cap of the Depth Budget, Q+A

9.30-10.30 Advanced Stereo theory – Phil McNally (DreamWorks)

10.30-11.30 Advanced FrameForge demonstration, including Stereo Calculators

- Ken Schafer – designer/owner FrameForge

11.30-12.30 Shooting basics with stereographers

- all group watch and take part in basic shoot on dolly/riser
- explanation of i/o and convergence in practice
- use of wireless hand controls
- establish an optimal approach to depth budget for afternoon shooting

12.30-13.00 Mirror fundamentals – Richard Mills (On Sight)

- how light and the mirror interact
- effects of polarisation
- is there a solution for retinal rivalry caused by polarisation?

1.00-2.00 Lunch – Q+A with presenters

2.00-4.00 Shooting on lit set with rig on a riser (half group - other half on sticks below)

- parallel shooting
- converged shooting
- slaving focus to convergence
- pulling convergence separate to focus

4.00-6.00 Shooting on lit set with rig on sticks (half group - other half on riser)

- specular highlights
- reflections
- colour and other factors that can effect depth

6.00-6.30 Networking drinks and canapés

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6.30 **Guest Speakers: Jim Spencer (MD Paradise FX Europe) and Marc Samuelson (Producer CinemaNX)**
Screenings: Excerpts from - *Street Dance 3D* and *TT3D: Come to the Edge*

DAY THREE **Session takes place at Twickenham Studios**
St Margarets, Twickenham, Middlesex TW1 2AW

9.00-10.00 **Rushes review from Day One – Q+A. Ideas chosen for morning shooting**

10.00-1.00 **Attendees choice of shooting**

1.00-2.00 **Lunch - Q+A with presenters**

2.00-3.00 **Introduction to 3D post using Mistika (Nico Recagno and Jon Corcuera) and Iridas (Dado Valentic of Mytherapy)**

- system options
- data workflow
- HDSDI workflow

3.00-6.00 **Advanced Post Production**
using course shot material - Nico Recagno (SGO Mistika)

- digitising, importing and synching
- image alignment (geometry and colour)
- z space balance
- floating windows
- fixes (Ocula/Nuke etc)
- convergence handovers across the cuts
- compositing
- final colour grade

6.00-8.00 **Drinks and nibbles!**