PAUL WHEELER CHICH DEFINITION CINEMATOGRAPHY

SECOND EDITION





High Definition Cinematography

Second Edition By

Paul Wheeler BSC FBKS GBCT





Focal Press is an imprint of Elsevier Linacre House, Jordan Hill, Oxford OX2 8DP, UK 30 Corporate Drive, Suite 400, Burlington MA 01803, USA

First edition 2003 Second edition 2007

Copyright © 2007, Paul Wheeler. All rights reserved.

The right of Paul Wheeler to be identified as the authors of this work has been asserted in accordance with the Copyright, Designs and Patents Act 1988

No part of this publication may be reproduced, stored in a retrieval system or transmitted in any form or by any means electronic, mechanical, photocopying, recording or otherwise without the prior written permission of the publisher

Permission may be sought directly from Elsevier's Science & Technology Rights Department in Oxford, UK: phone (144) (0) 1865 843830; fax (144) (0) 1865 853333; email: permissions@elsevier.com. Alternatively you can submit your request online by visiting the Elsevier web site at http://elsevier.com/locate/permissions, and selecting Obtaining permission to use Elsevier Material

Notice

No responsibility is assumed by the publisher for any injury and/or damage to persons or property as a matter of products liability, negligence or otherwise, or from any use or operation of any methods, products, instructions or ideas contained in the material herein. Because of rapid advances in the medical sciences, in particular, independent verification of diagnoses and drug dosages should be made

British Library of Cataloguing in Publication Data

Wheeler, Paul, 1945-

High definition cinematography. - 2nd ed.

- 1. Digital cinematography
- I. Title II. Wheeler, Paul, 1945–. High definition and 24P cinematography

778.5'3

Library of Congress Number: 2007922082

ISBN 978-0-24-052036-0

For information on all Focal Press publications visit our website at www.books.elsevier.com

Typeset by Charon Tec Ltd (A Macmillan Company), Chennai, India www.charontec.com

Printed and bound in Great Britain by MPG Books Ltd, Bodmin, Cornwall

06 07 08 09 10 10 9 8 7 6 5 4 3 2 1

Working together to grow libraries in developing countries

www.elsevier.com | www.bookaid.org | www.sabre.org

ELSEVIER

BOOK AID International

Sabre Foundation

To William and Annabel who are the future

About the Author

Paul Wheeler has a wealth of practical experience both as a Film and Digital Cinematographer combined with wide experience as a highly respected trainer. He is the author of *Practical Cinematography* which is a standard work for those wishing to become Cinematographers in the traditional art of shooting film, and *Digital Cinematography* which primarily concentrates on the Digi Beta arena. After 26 years with the BBC, by the end of which he was one of only six Senior Film Cameramen out of a total of sixty three DPs employed there at that time, he left to go freelance in order to concentrate on dramatic films.

Since leaving the BBC, Paul has had a flourishing career which has bought him many awards including two Independent Producers Association (INDIE) awards for Digital Cinematography, two BAFTA nominations and a nomination from the Society of Lighting Directors plus numerous others, check his website www.paulwheelerbsc.com. In between shoots he has stood in as Head of Cinematography at the National Film and Television School in the UK several times and also as Head of Cinematography at the Royal College of Art, also in the UK. He is a regular visiting tutor at the London Film School, the New York Film Academy in London and the Metropolitan Film School, again in London. He has designed and run the highly respected Digital Cinematography course at the National Short Course Training Programme, part of the National Film School, as well as taking Lighting Master Classes there both for Film and Digital Cinematography.

In December 2000 Paul was invited to join Panavision Europe as an associate of the company in order to help introduce the Panavision HD cameras to the European film and television community. He had the luck to join just 3 days before they got their first HD camera so was in, by a whisker, just before the start! Paul spent about a third of his working life with Panavision over the next 3 years, finally parting company with Panavision, most amicably, when Europe had become familiar with HD.

Shoots permitting, Paul now spends much of his time teaching, training and writing.

Paul is a member of the British Society of Cinematographers (BSC) and a Fellow of the British Kinematograph, Sound and Television Society (FBKS) and a member of the Guild of British Camera Technicians (GBCT).

Introduction

HD Cinematography is a relatively new acquisition format which, I believe, is set to revolutionise much of the theatrical film world and, perhaps, even more of television. Film with its utterly superb image capture capabilities is an anachronism in a television environment and with more and more digital effects appearing in feature films it is inevitable that, on occasion, there will be advantages in originating in the same image format as that which is to be used for the post production.

HD picture quality is arguably every bit as good as 35 mm film, as I hope to prove, in some way, in this book, yet the pre cutting room costs are going to be less than shooting 16 mm film. Make no mistake about it the drive to HD is fiscal, so let we Cinematographers be thankful that the picture quality, the range of cameras and lenses and their ease of use is nearly always to our advantage. It's not just the saving in film stock and processing that is driving this engine. There is a huge value, especially to the distributors of feature films, to deliver the product to the screen without the cost of making and shipping release prints. Fortunately for Cinematographers there has been a contemporaneous advance in digital projection equipment and it is now possible to be very proud indeed of one's work even if it has never left the digital domain.

In my previous books, *Practical Cinematography* and *Digital Cinematography* I have kept close to the Cinematographers craft, in this book I have covered most of that ground but included a considerable amount of information for both Directors and Producers for it is these crafts, as much if not more so than the Cinematographer, who will influence the decision to shoot on HD.

I am a great believer that people from a visual world gain as much information from pictures as they might from words therefore I often produce the illustrations first and then write the text to them, in this book there are 180 illustrations.

A top of the range HD camera with the finest lenses and recording in the HDCAM, or one of the recently available superior formats, is now my camera of choice – always – not bad for a man whose grandfather joined the British Film Industry only 2 years after the Lumier brothers showed the first on-film moving picture in Regents Street, London. Grandfather was late by the way, his brother had joined 6 months earlier!

The future is bright, very bright. If the work of future DPs can be recorded, and it matters not on what recording format, we Cinematographers have a wonderful future to look forward too. Cinematography is a craft, and often an art form, which will be needed no matter what means science uses to record the Cinematographers work.

Acknowledgments

My special thanks to:

Alan Piper for inviting me to become an associate of Panavision Europe a couple of days before they received their first HD camera, a moment which now seems a long time ago; an invitation which subsequently led to the first edition of this book. My only regret here is that we have both moved on to more interesting things and therefore see less of each other.

Peter Swarbrick, Head of Digital Imaging, Panavision Europe for being wonderfully supportive and a great friend and colleague who took the trouble to start teaching a film man a thing or two about HD and for giving me some great quotes.

Alan Roberts for his amazing patience in teaching me how digital cameras really work.

Alex Golding for his help in preparing some of the illustrations in this book.

The suppliers, who were unstinting in their help whilst always knowing I would criticise as well as praise: *Sony*; Peter Sykes, Nigel Thomson and Awad Mousa for getting me access to, and permission to use the pictures of, the Sony HDW F900R and much more.

ARRI; Bill Lovell for giving me the time to explore the Arriflex D-20 and permission to use the pictures of it.

Dalsa; John Coghill for not only making sure I had my facts on the Origin correct but also for permission to use the pictures of the camera.

Panavision; Jeff Allen for unstinting support and permission to use the picture on the front cover of this book.

Barco for permission to use the pictures of their digital projectors

My thanks to Mike Coleman and Chris Atkins of Sreen-2-Screen for permission to use the pictures from Birthdays.

And most importantly my wife Anne for her encouragement, her support, and her patience, with reading my proofs.

To all the other equipment manufacturers and suppliers who have given me so much of their time with the absolute understanding that I would write up my own opinions. I think it a great tribute to our industry that not a single one of them was less than enthusiastic for me to explore their product. What a wonderful industry we work in.

All the illustrations in this book, other than those quoted above, are the copyright of the author.

Contents

Pre	face		XV
Abc	out the A	uthor	xvii
Inti	roduction	1	xix
Ack	knowledg	ments	xxi
PA	RT 1	High Definition: A Quick Overview	1
1	Why sl	noot on HD?	3
	1.1	What do we mean by High Definition (HD)?	3
		1.1.1 The knowledge base	3
		1.1.2 What does it mean to the Producer – saving money!	4
		1.1.3 What does it mean to the Director?	4
		1.1.4 What does this mean for the Director of Photography?	4
		1.1.5 What does it mean to the other crafts?	4
		1.1.6 Editing and post-production	4
	1.2	Context	5
PA	RT 2	Production Decisions	7
2	Which	formats to shoot on?	9
	2.1	Progressive or interlace?	9
	2.2	How many pixels do you need?	9
	2.3	Recording formats	9
	2.4	HDV – can you get away with it?	10
3		e quality	11
	3.1	What does HD look like?	11
	3.2	HD images compared with 35 mm	11
	3.3	Anamorphic 35 mm	12
	3.4	Comparisons with Super 16 mm	12
	3.5	Comparison with Digi Beta	13
4	Display	y quality	14
	4.1	High definition shown on television	14
	4.2	HD written to film and projected mechanically	14

vi	Contents
VI	Contents

	4.3 4.4	HD show Digital pr 4.4.1 4.4.2	n on a state-of-the-art digital projector ojectors The Barco D-Cine Premiere DP 50 [®] The Barco SLM R8	14 15 15
_	D.P			17
5		y require		
	5.1		ery on film	17 17
	5.2 5.3	HD proje	mat delivery requirements	18
	5.4	Encryptic		18
	5.5	Broadcas		18
	5.6	Convertib	transfer to the second	18
	5.0	5.6.1	Picture	18
		5.6.2	Sound	18
		5.6.3	Time code	19
6	Sales p	otential		20
	6.1	Multiple	standard sales	20
	6.2	Multiple	venue sales	20
	6.3	Additiona	al sales to HD users	20
	6.4	Future pr	oofing	21
7		nplications	S	22
	7.1	Savings		22
		7.1.1	Origination costs	22
			7.1.1.1 Stock savings	22
		710	7.1.1.2 Insurance savings	22
		7.1.2	Savings in print costs	23 24
	7.2	7.1.3 Added co	Shooting for anamorphic release	24
	7.2	7.2.1	Camera kit rental	24
		7.2.1	Editing costs	24
		7.2.2	Writing out to film	25
	7.3		mparison example – Oklahoma!	25
	7.5	7.3.1	Stock and processing savings	25
		7.3.2	Camera rental	25
		7.3.3	Additional costs	26
		11616	7.3.3.1 Overall savings	26
		7.3.4	Competitive pricing	26
8	Crewin	ng		27
	8.1		e DP operate?	27
	8.2		eed a focus puller?	27
	8.3		eed a loader?	28
	8.4		he camera assistants	28
	8.5		eed a clapperboard?	28
	8.6		eed a dolly grip?	28
	8.7	Sound		29
	8.8	Electricia	ns	29
9			g requirements	30
	9.1		considerations	30
	9.2	Shooting	in the USA	30

*	vii
	**

		9.2.1 Theatrical productions	30
		9.2.2 US prime time television productions	30
		9.2.3 US commercials	31
		9.2.4 Other US productions	31
		9.2.5 What frame rate to choose	31
		9.2.6 Potential cost savings	31
	9.3	European productions	33
		9.3.1 European feature films	33
		9.3.2 European-television	33
	9.4	Performance shows	34
		9.4.1 The Merchant of Venice	34
PA	RT 3 T	The Technology	.35
10	Digital	imaging	37
	10.1	The history of digits	37
	10.2	Digital tonal range	37
	10.3	Linear and logarithmic sampling	38
	10.4	Image resolution, why so many pixels?	40
	10.5	Required resolution for HD	41
	10.6	Data quantity	43
11	Scannir	ng the image	44
	11.1	A little of the history of television	44
	11.2	Interlace scanning	45
	11.3	Progressive scanning	46
	11.4	Traditional cinema flicker	47
	11.5	How are images captured by the two scanning formats?	48
	11.6	Printing out to film	53
12	Line sta	andards and definition	55
	12.1	Line summation	55
	12.2	Apparent picture quality	56
	12.3	1080 versus 720 in television	57
	12.4	Conclusions	59
	12.5	Is HD worth the trouble?	60
13	Three c	hip technology	63
	13.1	Additive color imagery	63
	13.2	The three chip camera's beam splitter	64
	13.3	The image sensors	65
	13.4	The sensor chip	68
14	Single c	hip technology	70
	14.1	What's available?	70
	14.2	CCD sensors	70
	14.3	CMOS sensors	70
	14.4	CCDs versus CMOS chips	71
	14.5	Color filtering in single chip cameras	71
	14.6	Bayer pattern filtering	72
	14.7	Sequential filtering	73
	14.8	The effect of increasing the pixel count	74

X	Contents

23	Hazard	ous conditio	ons	118
	23.1	Re-setting	the trips	118
	23.2	Water		119
	23.3	Heat		119
	23.4	Cold		119
	23.5	Dust		119
	23.6	Gamma ra	ys	119
24	Camera	supports		121
	24.1	Fluid head	s	121
	24.2	Geared hea	ads	121
	24.3	Remote he	ads	122
	24.4	Under water	er	122
	24.5	In the air		122
	24.6	Motion con	ntrol rigs	122
25	How HI	O affects oth	ner crafts	124
	25.1	Art and De	esign	124
	25.2	Costume		124
	25.3	Make up a	nd Hair	125
	25.4	Sound		125
	25.5	Script supe	ervision and continuity	125
	25.6	The second	d assistant cameraperson or ex-clapper boy	125
26	Trouble	shooting		127
	26.1	Stating the	obvious	127
	26.2	Problems a	and solutions	127
PA]	RT 5 E	Examples o	f Shoots	131
27	Some pi	ctures shot	HD, and why?	133
	27.1		ren of Dune	133
		27.1.1	Rushes requirements	134
		27.1.2	The extended playback facility	134
		27.1.3	The equipment list	134
	27.2	Birthdays		134
		27.2.1	The studio shoot	135
		27.2.2	The location shoot	136
		27.2.3	Exterior tracking shots	137
		27.2.4	Interior lighting	137
		27.2.5	Adding gain	139
		27.2.6	Editing Birthdays	139
		27.2.7	Viewings	139
PA]	RT 6 P	ost-Produ	ction	141
28	Post-pro	oduction: ar		143
	28.1	Generation		143
	28.2		noice of edit suite affects the generation game	143
	28.3		o a film copy	145
	28.4	_	graphic distribution	146
		28 4 1	An international standard	146

Contents

		28.4.2 Where might it be shown?	147
		28.4.3 Time code considerations	148
29		ny HDW F500 VTR	149
	29.1	VTRs in general	149
	29.2	An overview of the HDW F500	149
	29.3	Editing and playback	149
	29.4	Simultaneous playback	149
	29.5	Slow motion replay	150
	29.6	High speed picture search	150
	29.7	Digital jog sound	150
	29.8 29.9	Vertical interval time-code read/write	150
		The control panel Remote control	150 151
		In/out capacity	151
		2 Optional plug-in boards	151
		Cassettes	151
		Changing the frame rate	151
		Available frame rates	151
		Power supplies	152
PΔ	RT 7 (Cameras	153
* * *		ounierus	155
30		as in general	155
	30.1	The choice of cameras	156
	30.2	My disclaimer!	156
31	The Ar	riflex D-20	157
	31.1	The camera	157
	31.2	The camera chip	159
	31.3	Interface	159
	31.4	Lenses	159
	31.5	Recorders	159
32		lsa Origin	163
	32.1	The camera	163
	32.2	The look through	164
	32.3	The sensor	165
	32.4	Interfaces	165
	32.5	Conclusions on the Dalsa Origin	165
	32.6	Currently available recorders	165
	32.7	The Codex Digital Media Recorder	165
		32.7.1 The touch screen	166
		32.7.2 Monitoring via the Codex 32.7.3 Conclusions on the Codex	167 167
33	The Par	nasonic VariCam: AJ-HDC27H	168
33	33.1	The camera	168
	33.1	Frame rates	168
	33.3	Exposure times	169
	33.4	The chips and the processor	169

xii Contents

	33.5	The VTR	160
			169
	33.6	Time code	170
	33.7	An overview	170
34		navision Genesis	171
	34.1	The camera	171
	34.2	Menus	173
	34.3	White balance	174
	34.4	The camera sensor	174
	34.5	Formats, outputs and interface	175
	34.6	Viewing logarithmic images	175
35	The Par	navision HDW 900F	176
	35.1	Introduction	176
	35.2	External modifications	176
		35.2.1 The top handle	176
		35.2.2 The viewfinder support	177
		35.2.3 The viewfinder	178
		35.2.4 The camera front plate and lens mount	178
		35.2.5 The camera base plate	178
		35.2.6 The voltage distribution box	179
	35.3	Internal modifications	179
		35.3.1 The internal filter	179
		35.3.2 Electronic definition enhancement	179
36	The Sor	ny HDW F750P and the F730 HD cameras	181
	36.1	Frame rates	181
	36.2	The camera body	181
	36.3	Add-in boards, etc.	182
	36.4	Image control via the menus	184
	47	36.4.1 Multi matrix	184
		36.4.2 Auto tracing white balance	184
		36.4.3 Color temperature control	184
		36.4.4 Selectable gamma curves	184
		36.4.5 RGB gamma balance	184
		36.4.6 Variable black gamma range	184
		36.4.7 Black stretch	185
		36.4.8 Adaptive highlight control (auto knee mode)	185
		36.4.9 Knee saturation function	185
		36.4.10 The triple skin tone detail control	185
		36.4.11 Level depend detail	185
	36.5	Meta-data handling	185
	36.6	The Sony Tele-File system	185
	36.7	The optional HD SDI adapter	185
	36.8	An overview	185
37	The Sor	ny HDW F900R	187
	37.1	The camera	187
	37.2	The chips	188
	37.3	The processor	188
	37.4	Additional facilities	189
	37.5	Menus	189
	37.6	Overall impressions	189

Contents

38	The Tho	omson Vipe	r HD camera	190
	38.1	The camer		190
	38.2		om the camera	190
	38.3		a FilmStream signal	190
	38.4		or's Friend	192
	38.5	The beam		194
	38.6		s CCD array	194
	38.7		unical shutter	194
	38.8	Frame rate		194
	38.9	Resolution		194
			as processor configuration	194
		The camer		196
			ents for a logarithmic recording format	196
		Lenses for		196
			for the Viper	197
		Camera ac		197
		Shipping th		197
DAI	RT 8 C	amora Mor		100
PAI	KI O	amera Mer	ius	199
39	Menus i	n general		201
40	The HD	W F900 me	enus	202
	40.1	Using the i	menus	202
		40.1.1	The layout of the menus	203
		40.1.2	Using the menus: some warnings	204
	40.2	The Opera	tion Menu	207
		40.2.1	VF DISPLAY page	207
		40.2.2	'!' INDICATOR page	207
		40.2.3	MARKER page	207
			40.2.3.1 MARKER	208
			40.2.3.2 CENTER	209
			40.2.3.3 SAFETY ZONE	209
			40.2.3.4 EFFECT	209
			40.2.3.5 ASPECT MODE	210
			40.2.3.6 MASK	210
		40.2.4	GAIN SW page	212
		40.2.5	ZEBRA/VF DTL page	212
		40.2.6	AUTO IRIS page	213
		40.2.7	BATT ALARM page	213
		40.2.8	OTHERS page	214
		40.2.9	OPERATOR FILE page	215
			LENS FILE page	217
	40.3	The Paint !		217
		40.3.1	SW STATUS page	218
		40.3.2	VIDEO LEVEL page	219
		40.3.3	GAMMA page	221
		40.3.4	BLACK GAMMA page	222
		40.3.5	LOW KEY SATURATION page	222
		40.3.6	KNEE page	222
		40.3.7	DETAIL 1 page	223
		40.3.7	DETAIL 1 page DETAIL 2 page	225
		40.3.9	SKIN DETAIL page	226
		10.5.5	orati, District page	220

xiv				Contents
		40.3.10	USER MATRIX page	228
			MULTI MATRIX page	230
		40.3.12	SHUTTER page	231
		40.3.13	SCENE FILE page	232
	40.4	The Mainte	enance, File and Diagnostic Menus	235
		40.4.1	Page M7	235
Index				239

Part 1

High Definition: A Quick Overview