

FTV128424

Blade Runner 2049: A Framestore Case Study]

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Learning Objectives

- Methods to understand a films' Director
- How to plan a live action shoot for visual effects
- Understanding an approach to visual effects supervision
- How to build a good foundation to execute visual effects

Description

October 30, 2017 – work in progress

BLADERUNNER 2049

A FRAMESTORE CASE STUDY

I. The Movie Esthetic

A. An overview of the direction for the film. To include descriptions of conversations with Denis Velleneuve and the DOP, Roger Deakens.

1. Describe Denis's direction for framing, movement, color, atmosphere and scale.
2. Production art supporting Denis direction
3. Research images which support the direction/how where they used
4. Specific shot examples
5. The evolution of a sequences with reference to Denis direction and Rogers lighting.
 - a) *Vegas Statuary*
 - (1) How and why perspective was used
 - (2) Our sense of scale, how detail was used
 - (3) Revealing the story through haze, seeing vs mood
 - b) *Sappers Farm*
 - (1) Landscape development, what ideas drove our plan
 - (2) Iceland and Spanish landscapes, how they were used
 - (3) How lighting and atmosphere impacted the execution

B. The problems of scale

1. Scale was a large part of how the story was told in Blade Runner
 - a) *Examples of scale problems/key frames/how K was depicted in the films landscape.*
 - b) *Examples to show the stages of development to solve the perception of scale.*
 - (1) What things changed our perception of scale and how it worked in BladeRunner
 - (a) Vegas Master examples
 - (b) Trash Mesa examples

C. Telling the story through haze

1. How Denis used haze
 - a) *Describe the stages of the Vegas Statuary design*
 - b) *Exploring haze and lighting in Vegas Master*
 - c) *Supporting examples in opening sequence*
 - d) *Supporting examples in Trash Mesa*

II. Massive landscapes/organization/execution

A. Describe how the direction was used to prep the sequences and the tools used

1. Pre-vis/pre-view/google earth
2. Shot lists/documents
3. Tools used to conceptualize and execute the shots
 - a) *Photogrammetry – examples of planning and use*
 - b) *Planning to shoot*
 - (1) Camera array – necessity of time and conditions
 - c) *Models – change of plans/how they were used*
 - d) *Greebles/kits*

Speaker(s)

[Add your bio(s).]