



3D CINEMA IN EUROPE

FÁS SCREEN TRAINING IRELAND WITH THE SUPPORT OF THE MEDIA PROGRAMME OF THE EUROPEAN UNION AND IN ASSOCIATION WITH BORD SCANNÁN NA HÉIREANN / THE IRISH FILM BOARD IS DELIGHTED TO ANNOUNCE 3D CINEMA IN EUROPE. THIS IS A PROJECT BASED PROGRAMME AIMED AT EXPLORING THE TECHNICAL AND CREATIVE REQUIREMENTS IN PRODUCING A 3D STEREOSCOPIC LIVE ACTION FEATURE FILM.

3D cinema in Europe aims to provide producers and creatives with an indepth knowledge of the current 3D landscape, enabling them to successfully project manage a 3D project through all stages from development, pre-production, production, post-production, distribution and exhibition.

Professional Benefits

The participants on the 3D Cinema in Europe programme will be among the first in Europe to explore the full process of 3D development, production, post production and exhibition, and as such, will have an opportunity to become leaders in the format in Europe. Through

enhancing their understanding of the production process, they can identify suitable projects for 3D development, and can furthermore identify key 3D audiences (and emerging platforms) for their content.

3D cinema in Europe aims to:

- 01 Provide the participants an overview of the current 3D landscape, and enable them to successfully project manage a 3D project throughout all stages.
- 02 Explore the development stage of 3D, detailing the scripting, planning and storyboarding of a 3D project through case studies, one to ones, lectures and course work.
- 03 Provide an in-depth technical overview of shooting in stereoscopic 3D. It will examine the post production process, post production supervision of 3D content and a clear understanding of the range of formats and platforms available.
- 04 Understanding 3D digital cinema projection and the various formats available and evolving.
- 05 Create a pool of professionals highly versed in 3D technology, terminology and development and production processes.
- 06 Inspire the creative film community in Europe to understand wholly and push the boundaries of 3D Cinema and develop new and innovative stories for audiences in Europe and globally

Participant Profile: Experienced European producers who may wish to attend with ONE colleague. This may include: directors, writers, development executives, editors, DOPs etc. Each participant company must have a feature film or experimental short project in development in order to attend the course and a proven track record in the industry.

The course will cover the following:

Workshop I:

- 3D Cinema and Europe - exploring the current environment and opportunities for European projects
- Financing 3D films in Europe
- Scripting and storyboarding for 3D films
- Producing 3D films – the challenges
- Marketing & Distributing 3D films

Workshop II:

- Production and 3D capture
- Post-production: Editing and SFX for 3D films
- Post-production supervision of a 3D project
- Exhibition: Digital Projection
- Future of 3D

These topics will be explored through workshops, plenary sessions, one to one meetings and technical demonstrations. Participants will have the opportunity to be mentored by industry leaders in the field, to use the technology and to gain technical expertise from current industry leaders.

Dates:

September 24 > 26, 2010;
December 10 > 12, 2010

Ireland + another EU city

Duration: 6 days

Cost:

€1,650 per participating producer
€700 per participating director/writer/
cinematographer etc

Application Procedure:

For application forms and further details please contact - Programme Director, Helen McMahon, FÁS Screen Training Ireland, 27-33 Baggot Street, Dublin 4, Ireland.

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