



DIGITAL CAMERAS CHANGING THE NATURE AND WORK STYLE OF FILM INDUSTRY. HOW?

Arts

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ABSTRACT

Digital photography is not a future. It is only the current time of photography, encompassing the needs of snap shooters, and professional's skills. We all know about the Digital photography has better image quality than photo on film convenience an cost of processing also greater. Digital photography has also freed photographers from the dark and sometimes toxic confines of the chemical darkroom. Anyone with a computer and an inkjet printer can now produce very high-quality prints from their desktop computer. The Internet has made the distribution and sharing of photographs from proud parents sharing their family photographs with grandparents, to professionals working on location sending in images to their editors by modem. The fine-art and creative photographer, image quality is now better than ever. The days of film's dominance are now coming to an end. But though our means have changed, in the end, photography itself is more about photographers and their gift for seeing and recording the world than the tools that they happen to use. But better tools only advance the craft side of photography, and you can be sure to look forward to further improvements.

KEYWORDS

Pixels, snap, fine arts, silver nitrate, inkjet printing, DSLR, ISO, Shutter speed and Aperture, film, bit depth, inherent sensitivity, transparency, quality, revolutionized, lenses

Taking photographs became a certainty in vogue the 1839. This moment in time metaphors were recorded by the side of coat so as to second-hand a silver nitrate covered particle during a tangible substrate. The grains of silver twisted darkness after exposed on the way to light, then at that moment a element fixer ready to vary additional before a lesser amount of permanent. 1990s brought a dramatic revolutionize in the midst of the beginning of digital technology. The present a digital taking pictures uses silicon in the direction of best metaphors for example figures obligatory sooner than you. Computers see to the images, fairly than optical enlargers with tanks of a lot noxious chemicals. The digital tool has revolutionized photography, adopting these spanking innovations is an ongoing process. Now, in cooperation customary after that digital photographic technology. This coexistence of technologies is comfortable, still contentious. Silicon is steadily replacing film, along with several photographers are calm uneasy in the midst of the transition. by the unchanged time, in attendance are passionate adequate sculpture photographers, equally fit in the role of authority photographers, in favor of whom established chemical-based picture making is unfamiliar. Digital photography, digital picture processing, also inkjet printing are the technologies they know, next refusal past paradigms be real for example points of reference. Save for on behalf of countless photographers who are versed modish the habits of film, the transition is a creation stylish process.

DSLR cameras can shoot very clean images at what used to be considered high ISO settings. Some DSLRs can shoot at ISO 800 and produce essentially noise-free images. Even ISO 1600 is very usable. For some photographers, especially those who use slower zoom lenses rather than fast primes, shooting at high ISO settings is a major advantage of DSLR cameras. On the other hand, digicams with their smaller photo sites are prone to fairly high noise at ISO settings above ISO 100. For this reason, digicams with fast zoom lenses are preferred over those with smaller, though slower, optics. Cinema is a mixer of art and technology, working together to capture light, one frame at a time, to create the illusion of motion. Sometimes the captured light of cinema amounts to an aesthetic revolution. In the beginning there was light that hit on flexible film mechanically running through a camera. For most of movie history this is how moving pictures were created: light reflected off people and things would filter through a camera and physically transform emulsion. More and more, though, movies are either partly or entirely digital constructions that are created with computers and eventually retrieved from drives at your local multiplex or streamed to the large and small screens of your choice. Right before our eyes, motion pictures are undergoing a revolution that may have more far reaching, fundamental impact than the introduction of sound, color or television. Whether these changes are scarcely visible or overwhelmingly obvious, digital technology is transforming how we look at movies and what movies look like, from modestly budgeted movies shot with digital still cameras to blockbusters laden with

computer-generated imagery. Shooting with a digital camera is similar to shooting transparency film in regards to exposure, because both are direct-positive processes. As with transparency film, photographers need to avoid overexposure. When a part of an image is overexposed on reversal (transparency) film, it becomes clear, but a clear piece of film contains no useful information. Similarly, when a digital image is completely overexposed, the numeric value becomes 255 (in 8-bit mode) and the exposure contains no image data. It's simply pure white. Shadow areas are another matter. Shadows on slide film contain information to a certain point. Of course black is black, so if there's nothing on the slide film, there's nothing to be extracted. But it is often possible to pull useful information out of the shadow areas of film. Finding useful information in the shadow areas is also possible with digital images, but to a lesser extent. Shadow areas contain less information than mid tones and highlights, and less information means a lower signal-to-noise ratio. In other words, the shadow areas can be noisier than elsewhere in the image. To understand this comparison better, and to gain some insight into how image data is recorded as numbers, we need to look at the issue of bit depth.

100 years and more, while the technique and style of cinema evolved and varied immensely, it's underlying scientific and technological basis remained virtually unchanged: the grain of the film image, the organic flow of light into the camera and onto the screen. But over the course of the last decade, filmmaking has undergone a technical revolution. Most Hollywood movies, and for that matter, most movies made anywhere in the world, are no longer shot on photographic film, but made with digital cameras and recorded as bytes and pixels, ones and zeroes, through a process that appears transparent but some filmmakers find distressingly mysterious.

Indeed, most commercial mainstream cinema is now a digital process from beginning to end, from the set to the editing suite to the projection booth at your neighborhood multiplex. What you see on the screen is no longer a light bulb shining through a strip of 35mm, 70mm film, but the output of a concatenation of files called a Digital Cinema Package, or DCP, delivered to the theater on a hard drive or securely downloaded from the Internet. If film as a medium is not quite dead, it's definitely on the endangered list.

Individual pixels, before photo sites, are incredibly small. Depending arranged the fussy chip, these pixels container be situated for instance slight in the role of 2 before 3 microns within size. A pixel this extent is minor than a on its own particle of silver by fine-grain film. Which are spaced irregularly, pixels are prepared happening neat rows after that columns. At the same time as elongated like the pixels aren't as well small, they tin capture a sufficient amount photons on the way to be the source of exceedingly.

Furthermore noise-free images. The tiny pixels start indoors digicams

set out route for follow raucous having the status of the ISO locale increases. The signal-to-noise ratio increases what time the acquire happening the chip's analog productivity scaffold increases. Chips give birth to an inherent sensitivity; ordinarily it's lowly in print speed. You preserve complete elevated ISOs plainly beside greater than ever the ISO locale scheduled your camera. The introduction of digital photography, the rapid transformation in data storage which came along and the development of internet paved way for the digital filmmaking era. We are witnesses to this transition. Though the 'Film Vs Digital' is one debate that may continue for few more years.

turnleads studios to find ways to increase production efficiency, and the solution appears to be a production process that resides entirely within the digital domain.

Some veterans have criticized digital technology, because of quality and other conversion issues it is notable that film technicians from around the world have been adapting to the changes. It is true that the impact of digital technology has its pros and cons but the transformation cannot be ignored. New-age aspiring film makers are required to be geared up to the latest developments and should be aware of how the art of film making has gone through various stages in the past 100-150 years. Most of the experts are of the opinion that the current digital era is one of the major transformations the world of cinema has gone through till date.

The three major changes in Digital era?

Change in Production

Production is the stage of filmmaking where the movie is actually shot. In recent times there has been a steady rise in use of digital cameras (cameras that capture images in digital format rather than on films) in Hollywood and Bollywood or all other movie industries around the world. Though few big budget Hollywood movies of recent times were shot using film cameras, the industry currently is relying mostly on digital equipment for producing films. More than 750% of Hollywood and bally wood films are shot using digital cameras today. The cost of production is low for movies produced using digital cameras. This is one of the major reasons why filmmakers from around the world are preferring digital over film cameras for making movies.

Today, we have aspiring film makers who use equipment as simple as a mobiles and handy-cam to make movies. The capability of digital technology has simply destroyed all conventional boundaries and has opened the door for a new world of great possibilities.

Change in Post-Production

Editing or post-production was one of the most tedious jobs in filmmaking process. Filmmakers had to rely on manual techniques during filming to create visual effects in movies.

This is one of the biggest leap digital technology has brought in the process of making movies. Visual effects is a dedicated field in movie business which has been in great demand in recent times.

Change in Screening

When asked about the biggest responsibility after completion of the movie, producers often point out at the job of handling and storing the canister. With digital technology, the storage method has changed and today it is much easier to handle and transport movies to theatres than in the past. Servers, hard disks and video tapes are being used to store movies and digital projectors are being used to screen them. There are other alternative platforms new-age film makers are looking at.

Internet has made it possible for filmmakers to showcase their film to audience of a greater geographic range. Social media platforms and all other online promotional strategies can be adopted to ensure that the movie reaches out to more number of audience from around the world.

Conclusion

We know that the cinema has undergone different technological changes over the past century. Is it not just another change? Perhaps it is this factor that is the greatest impact that digital will have upon the filmmaking production process. As explored throughout the study, the consumption of film is by no means diminishing, and if anything, it is increasing. Digital has enabled audiences the ability to find whatever films they want, enabled the audience the chance to skip, pause, scrutinize images and sequences in ways that not been available before. Digital has enabled audiences to explore their own creativity more easily and affordably, using film as a medium. Digital has permitted choice, a proliferation of markets that can now be catered for, an increase in production and an increase in consumption. This in