Synopsis
Learn to turn a simple screenplay into a visual masterpiece! Top production designers share their real-life experiences to explain the aesthetic, narrative, and technical aspects of the craft. Step by step, aspiring filmmakers will discover sound instruction on the tools of the trade, and established filmmakers will enjoy a new outlook on production design. They will learn, for example, the craft behind movie magic—such as how to create a design metaphor, choose a color scheme, use space, and work within all genres of film, from well-funded studio projects to "guerilla filmmaking." This indispensable resource also contains a history of movie making and guidelines for digital production design. For the experienced filmmaker seeking new design ideas to the struggling newcomer stretching low-budget dollars, this book makes the processes and concepts of production design accessible.

Allworth Press, an imprint of Skyhorse Publishing, publishes a broad range of books on the visual and performing arts, with emphasis on the business of art. Our titles cover subjects such as graphic design, theater, branding, fine art, photography, interior design, writing, acting, film, how to start careers, business and legal forms, business practices, and more. While we don't aspire to publish a New York Times bestseller or a national bestseller, we are deeply committed to quality books that help creative professionals succeed and thrive. We often publish in areas overlooked by other publishers and welcome the author whose expertise can help our audience of readers.

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Customer Reviews
This is a handy little guide to production design, but as other reviewers have noted, it is not necessarily meant for a production designer. It’s for filmmakers themselves (as noted in the title). As an independent filmmaker, I found this book an entertaining and informative read. It helped me get a better understanding for just what the art department is involved with on a feature. Also, it inspired me to design the sets for my next film. Recommended for beginning independent filmmakers who are often their own production designer. For those who want a career in production design this book, although a nice intro, will leave you wanting something deeper.

Despite the negative reviews listed here about this book, my opinion is that this is one of the best explanations of what Production Design does (and should do) for cinema that is on the market. Having worked in art departments for over 15 years on feature films and television shows this book is what I wish all my workmates had read before production started to understand just what we were helping shape with the story, not just window dressing and logistics. This book is written intelligently but without alienating the reader, using film examples that film fans will know or can easily find. Great for filmmakers who need a good injection as to what Production Design can do for their films. Thank you for this book Mr. Lobrutto.

I was very pleased with this book when I first read it. And when I read it the second time. I still refer back to it whenever I have a question concerning design. The best factor about this book is that it helps the beginning designer to wrap his brain around the philosophy of production design. Success in any endeavor requires 2% mechanics, and 98% mind-set; it’s about how you think, which influences what you do. Lobrutto doesn’t get too deep into the nitty-gritty, which keeps it a rather simple read; if he did go into all the aspects of design, it would be such an imposing volume that people would then complain about how thick it was. This book is certainly not an end-all-catch-all. It’s a beginner’s guide. (In reply to one of the prior comments) It is true that Lobrutto has few credits in film. However, I laud the fact that he interviews the top designers in lieu of his experience. Overall, an excellent introduction to the topic of visual design, and one which I shall continue to recommend to aspiring designers.

This book is very poorly written. Its like the author heard about Production Design and decided to write a book on what he’d heard. Full of inaccurate information. This book is a mess.

A must have for production designers and film people.