



# Special Effects in Film and Television

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Editorial Choice:

off

Media type:

Book

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The whole point about special effects is that, to be successful, they should appear to be absolutely real. Any book that attempts to give the game away must be as thorough and attentive to detail as the successful effects themselves. The mushrooming of films with SFX as a special feature rather than as plot-support has presumably led to an increase in interest in 'How do they do that?' and for those who experience such an interest this book must be a goldmine. We get the lowdown on animatronics, computer generated imagery, prosthetics, split screen, back projections, models, large and small, fires, explosions and battles, and the detail is certainly convincing. Being no film freak (although I did enjoy the televised **Borrowers** featured briefly here), I cannot tell whether this is a real book or just creates the effect of being one - as so many of this publisher's do. Curious fans, though, should get a lot out of it.

Running Order:

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