



The cameraless cinema

Rethinking how “cameras” are used in the virtual cinema era

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Author: Bédard (Philippe)

Abstract: Machines are “archives of gestures”, to quote Benoît Turquety. Studying how the camera has evolved is a way of analysing how its functions and the occupations associated with it have evolved. This article looks at the advent of “virtual cinema” by focusing on its core machine. By studying the “virtual camera”, we can catch a glimpse of the extent of the changes to come through the virtualization of film production.

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