

About the speaker

Stephen Gabriel

Stephen heads up the rendering and animation services at MG.aec and has been rendering architectural and manufacturing animations since 2007. In addition, Stephen teaches 3ds Max using standardized and customized curriculum and has taught at a variety of local and national level events including Autodesk University. Stephen holds a Bachelor of Science in Architectural Studies from the University of Wisconsin/Milwaukee and is an Autodesk Certified Instructor Gold Badge.

Cinematography in Architectural Visualization

What is Cinematography?

- Definition - The art or technique of motion-picture photography. (www.dictionary.com)
- The art of visual story-telling utilizing motion pictures.
- Cinematography defines a series of tools and techniques to transfer information visually.
- We will discuss the theory and practical application of cinematography to architectural visualization

