


ABove The world of
Alered Carbon was
long super studio in

THE INVOLVEMENT OF NETFLXWITHALTERED CARBON TOOK ITOUTOFITS GRINDING DEVELOPMENTD

Heresd Cutionesurantes book by British sci-fi writer, $\triangle \begin{aligned} & \text { book by British sci-fi writer, } \\ & \text { Richard Morgan. In 2002, not }\end{aligned}$ $\square$ Richard Morgan. In 2002, not the book was optioned for feature the book was optioned for feature
film development; little did Richard
and know, but development hell had just started. If you want an example of
how the Hollywood studio system how the Hollywood studio system
is being disrupted look no further is being disrupted look no further
than how the involvement of Netflix than how the involvement of Netfix
with Altered Carbon took it out of its with Altered Carbon took it out of its
grinding development and assigned it grinding development a huge budget without years of painful analysis of its commercial worth. with ten hour-long episodes and has already been commissioned for another season. The rumoured $\$ 7$
million per episode arguably initiate million per episode arguably initiated
other development, more social this other development, more social this
time, with the creation of a huge
studio complex on the grounds of an studio complex on the grounds of an
old print works in the city of Surrey, old print works in the city of Surrey,
part of the Metro area of Vancouver.
The new Skydance Media studios now consist of five sound stages and for Altered Carbon that meant the use of one of the longest and tallest sound stages in the world, 500 feet long, 50 feet high and 50 feet wide. This is where the world of Attered Carbon is
centred, with a huge San Francisco streetscape circa 2516 .
Altered Carbon tells the story of
Atetce Atteread Carbon tells the story of it copy and paste themselves in to younger bodies or 'sleeves' to basically live forever, 'making death a mere inconvenience' as the evil Psychasec Corporation puts it. A typical tale of
'haves' and ' 'have-nots' that plays out 'haves' and 'have-nots' that plays out
with the cyberpunk feeling of Blade with the cyberpunk feeling of Blade
Runner but in ten one-hour episodes. Runner but in ten one-hour episo
Such a huge visual undertaking Such a huge visual undertaking
needed two cinematographers, Neville Kidd and Martin Ahlgren, and six different directors. Martin Ahlgren noted how ironic it was working in such a huge 'old Hollywood'-
style studio complex where all style studio complex where all the
departments were editing and stunt rehearsal. "If $\Theta$
you wanted to speak to any of the departments they were all there, you just had to walk to their offices. It's
like you'd imagine a Hollywood dot like you'd imagine a Hollywood lot would be back in the day. It was great
as if you were prepping an episode in as if you were prepping an episode in
between blocks you could speak with the art department for instance and just walk over there. The producers and writers were also there talking about things coming up.
The really big sound stage for the street set was a great asset, as unless you pointed the camera very high up all you could see was the built set.
They could even push through the They could even pustichrous the fron
walls and build restaurants with fro to continue a shot or knock out a wall. on the second level and it could be a balcony to a hotel. The downside was that when they weren't shooting they had to tear the lighting down as they couldn't afford to have it in place permanently. The Netflix productio

FIRST TIME
We spoke to both shooters about how they shared the load and how they shot over the 11 months at Skydance. The two got very close (even carpooling to work) and bounced
ideas off each other to the extent that



LEFT Actor Joel
Kinnaman and B-camera operator Sasha Proctor, ready for more
action.

BELOW Actors
Lisa Chandler and
Dichen Lachman
with director
with director
(Episode 2 and 3 )
(Episode 2 and 3)
Executive Producer Executive Produc
Nick Hurran.

they didn't need a dedicated second
unit as they shot each other's episode unit as they shot each other's episode end of production when it was busier). Martin talked about the chaice of the ARRI ALEXA 65 as the main camera. "We were the first episodic to use the camera, now it's relatively commonplace. We needed the camer for the main unit and the second unit
and we were very grateful to ARRI for and we were very grateful to ARRI for
letting us use so many of the 6 ss so letting us use so many of the $65 s$ so it
was exclusive to the show. Eventually we had five ALEXA 65 bodies at a time where there weren't that many in the world. There was also an ALEXA Min camera on both units which initially we thought of for tight corners or maybe as a crash cam. Netflix is very firm on its 4 K mandate and the Mini
is around 3.4 K so we got very specific is around 3.4 K so we got very specific
guidelines on its use, it had to be used less than 10\% of the show but also it couldn't be used when you're holding on the shot; so if you're doing a dialogue scene where someone is doing a long monologue it definitely has to be the ALEXA 65. A quick action scene could be the Mini." As it turned out nearly $99 \%$ of
the show was shot using the 65 with the Mini being used if they wanted
more than 60 fps . Most of the preproduction talik however was about
the huge data rate that a full-sensored ALEXA 65 outputs at 6.5 K when the mandate is only for 4 K . Both Neville and Martin really wanted to use the bigger part of the sensor; part of the look is the large-format 70 mm photography that you can't get with a S35mm sensor. Neville and Martin asked another Netflix show, Okja, also
shooting in Vancouver about their shooting in Vancouver about their
ALEXA 65 data strategy. It turned out the difference in price for LTO tapes alone with 6.5 and 5 K was around $\$ 100,000$. They shot occasionally on the full sensor but only when post needed the extra resolution to play around with. Some of the lenses started to vignette but post still


NETFLIXIS VERY FIRMON its 4k Mandate ind the MINI ISAROUND $3.4 K D 0$

ROTOLIGHT

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Neville explains the camera choice further: "We used one of the largest sensored digital cinematography cameras and before
we started shooting we went into we started shooting we went into a long period of testing which lenses wouges which results in a lot of data to deal with; we decided to bring that down to 5 K so it would be cheaper to post-produce. We then had a problem with close focus using some lenses, but we looked at the Canon Cinema lenses and realised that they would cover the cropped sensor perfectly and ghe oly problem weed XPL lens mounts and the Cine Primes up to now have only been available in Canon EF mount," Neville continue But luckily, and because of their popularity, the excellent 35 mm fullframe Canon CN-E Primes will work on just about any PL mount camera with a simple modricato that can Canon EF mount if needed.
"We ended up with two sets of the lenses from the CN-E14mm T3 to the $\mathrm{CN}-\mathrm{E} 85 \mathrm{~mm}$ T1.3. These are great fast lenses which is what you need in the types of episodics - everything has to be quick. We thought about using vintage glass but they are just not fa enough. Now we used the primes
for most of the shooting we did use or mor character glass but the Canon lenses match up beautifully in the grade. We were really happy with the performance; we got nice flares out of them and they match the other lense beautifully. When we saw that, we knew we were up and running. Now they are our go-to lenses and because we weren't the 6.5 K route, we looked at vintage primes, the old VistaVision lenses



Top Alterea Carbo
BoVE Director (Episode 1) and Executive Producer Miguel Sapochnik
gets hands on with the car gimbal.
actualy just to complicate things even more we've used a few Zeiss compact primes as well. Basically all the lenses that were made for large sensor DSLRs 65 I Icertainly loved the Cookes and the 65 mm was the one we used tremendous amount; ; t's also great for tremendou
close focus. They used the Cooke S5s from 65 mm and up because the longer lenses and a bigger image circle projected back towards the sensor, so the $65 \mathrm{~mm}, 75 \mathrm{~mm}$, 100mm and 150 m big enought ocover the VistaVision S4s for the really long ones like the 150 mm and 180 mm , they also carrie a Hawk $100-400 \mathrm{~mm}$ zoom.

VISTAVISION
Originally the plan was to shoot widescreen like a 2.39 format but after long discussions Netflix diant way customers watch their content

which could be on smartphones. Martin WHITE AND BLACK LIGHTING explains the aspect ratio thinking: At $6.5 \mathrm{~K}, 2: 1$ is the native sensor size but when you go to 5 K the capture image is 16:9. We cropped in the 16:9 to 2:1 so a fairly small crop at the top and botton but post told us it was enormously helpful in terms of tracking images with a little extra space they would have had otherwise.
"The size of the A The size of the ALEXA 65 sensor VistaVision which is a slightly more workable format in terms of lens choice These were lenses that opened up to a 1.4 or even 1.3 where the lenses for a 6.5 K start at around 2.8 and go up. This gave us a tremendous benefit when we and we calculated that we werions and we calculated that we were gettin would have got with 6.5 K because aperture was so open. Hard on the focus pullers but it was an amazing look especially for your wider shots, you're shooting a wide shot so your characters are fairly small in frame but you could still do a very selective focus and with a very beautiful large


WHITE AND BLACK LIGHTING
For Altered Carbon's main street set For Altered Carbon's main street set
the DOPs put up huge softboxes full the DOPs put up huge softboxes full
of ARRI SkyPanels as they knew that of ARRI SkyPanels as they knew that
every time a camera tilted up those shots would be replaced by digital set extensions. The boxes could come down and articulate into key lights and back lights and other set-ups which was a very flexible way of organising rental stock. Perhaps more interesting was the use of 'black ligh
Martin explains, "Our production Mesigner Carey Meyer had this idea that at each end of this huge street set we needed translights to continue the look, like a never-ending street. "The idea was to use ultraviolet paint on the front of this translight and then light it with black light (UV light from the front and it would
pick up very intensely and shine back towards the camera. These translights became intricate but in a good way because we didn't have to do green screen or CG afterwards. It was basically a front-lit cityscape lit by a continuous normal light then it would have things like eneons and street lights or anything that needed to look like
a light source painted with the a light source painted with the Ul parts of the backing and we would use a 40 K (lumens) projector on the back, shooting through with a projected video pattern of the mass transit system in the city. So yourre seeing trains passing through tubes with the other elements of translights and back lighting on both sides of the shooting was in-camera, lessening


ALTERED
CARBONIS
A TEN-HOUR
MOVIE, NOT
A OO-MINUTE
ONEDD
ONE ${ }^{D D}$
$\longrightarrow$

## ABOVE Stills from

 ABBVE Stillis fromAltered Carbon, top one looking like a shot from Ghost In
he Shell
Left Alexa 65 with
and rain cover.
the need for CG effects. Although there was an extensive post budget, Altered Carbon is a ten-hour movie, not a ao-minute one so VFX for that
amount of time is too cost prohibitive. amount of time is too cost prohibitive
"This led to me and Neville using video projection onto netting using video projection onto netting
and plastic, just to do things to the background that would give it movement and look like a futuristic light source without calling for a visual effect. The agenda was to capture as much in-camera as possible. Shots on green screen were actually no more "The ARRI SkyPanels were our workhorse light because of their reliability when you're shooting off speed and their colour range. All our
lights were worked through a dimmer board so we could create sequences of movement through the lights. Something I enjoyed doing was to programme the lights to slowly go
from one colour to another; it gives from one colour to another,; it gives
another dimension to the scene." ख


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