



# Bristol Drone Cinematography Workshop



6 December 2017

Engineers' House, The Promenade,  
Clifton Down, Bristol, BS8 3NB, UK



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The aim of this workshop is to bring together experts in drone cinematography – users, producers, and technologists - to explore the future potential for this exciting and growing area. The workshop will cover the rules, requirements, tools and constraints of shooting with drones, in particular the use of multiple drone platforms.



## Workshop Programme:

**6 December 2017**

- 09:30: Registration**
- 10.00: Welcome and opening remarks** (David Bull, University of Bristol)
- 10.05: Developing multi-drone cinematography: An overview of the EU Multidrone project** (David Bull, University of Bristol)
- 10.20: Natural Highs – the use of drones in wildlife filmmaking** (Colin Jackson, BBC Natural History Unit)
- 10.45: UAV shot type taxonomy** (Ioannis Pitas, University of Thessaloniki)
- 11.10: Coffee break**
- 11.30: Discussion: Drone cinematography – breaking the rules?** (Chaired by Nicolaus Heise, Deutsche Welle)
- 12.20: Lunch**
- 13.30: Model based drone odometry for object-centric filming** (Andrew Calway, University of Bristol)
- 13.55: Visual Innovation in the air: from Kitkat to Transformers 5** (Ben Keene, Consortiq)
- 14.20: Simulation engines and subjective quality testing in Multidrone** (F. Zhang, University of Bristol)
- 14.45: Tea break**
- 15.05: Measuring visual immersion** (Iain Gilchrist, University of Bristol)
- 15.30: Discussion: assessing the quality of drone video content** (Chaired by David Bull, University of Bristol)
- 16.00: Close**

## Summary

MULTIDRONE is developing an innovative, intelligent, multi-drone platform for media production to cover outdoor events, which are typically held over wide areas. This will offer increased decisional autonomy, minimise production crew load and provide improved robustness, security and safety for crowd avoidance. The drone team must be contextually aware and adaptive.

The goal of Multidrone is to maximise shooting creativity and productivity, whilst minimising production costs. It will deliver a novel cinematographic shooting genre and new media production techniques, allowing the creation of rich/novel media output formats, improved event coverage, adapting to event dynamics and offering rapid reaction speed to unexpected events.

### Venue:

[www.eef.org.uk/venues/engineers-house-bristol](http://www.eef.org.uk/venues/engineers-house-bristol)

### Registration:

<http://shop.bris.ac.uk/conferences-and-events/faculty-of-engineering/engineering-other>