Time vs. space

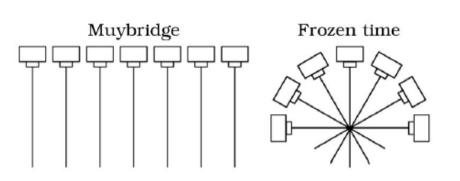
Time-slice

A lot of names have been used for the effect of moving a camera through a single point in time.

Time-slice photography
Bullet time
Frozen moment

Possibly the first example of is seen in a leader sequence for 'Speed Racer' (1967)

http://www.youtube.com/watch?v=ALzDcMDhf2o



History

Although there are obvious relationships with Muybridge and others, UK photographer Tim Macmillan was probably the first to develop the ring of still cameras as a creative device.

http://www.youtube.com/watch?v=ocLJWCnMhTo

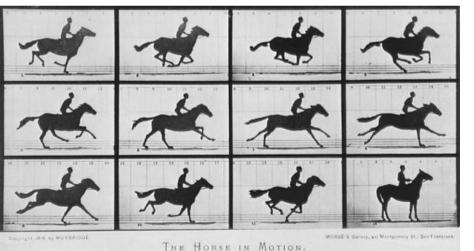
And used it in this 1985 music video:

http://www.youtube.com/watch?v=rp9AD29LfRQ

Michel Gondry has also pushed the technique to higher levels in music videos and commercials.

Smirnoff (1996)

http://www.youtube.com/watch?v=1vj4jppqwkw





Bullet time

The the release of The Matrix (1999) the technique became know to the general audience.

https://www.youtube.com/watch?v=Kjcv-JtUOgA

At the same time it was used in Wing Commander (1999)

http://www.youtube.com/watch?v=mAxG4u_rqug

Michiel van Bakel: Equestrian (2003) http://www.michielvanbakel.nl/2003/01/equestrian-2003/

Orange commercials (Chris Cunningham) http://www.youtube.com/watch?v=_nOzL8vF4_M

PZI MD&C PROTOTYPING SESSION: TIME / TIMESLICE – BULLET TIME



Mirage Boardshort

www.youtube.com/watch?v=lyDVmIDv_4c

Fake bullet time

There are other ways of achieving the same look.

One is very traditional:

https://www.youtube.com/watch?v=C5yhxqkJiAQ

The other is in essence recreating the scene digitally. http://onesize.com/projects/playgrounds-'09-main-titles/

http://www.youtube.com/watch?v=THPoGxAol3s&fea ture=relmfu

http://www.youtube.com/watch?v=kdbpCc3OLgA

Other resources

http://www.digitalair.com/techniques/



Games

Since The Matrix the effect has also been incorporated into video games such as Max Paine – where it allows for the user to slow down time.

http://www.youtube.com/watch?v=WhxbYTMNMxo

Kung Pow

https://www.youtube.com/watch?v=LxXjsQbCZR8