

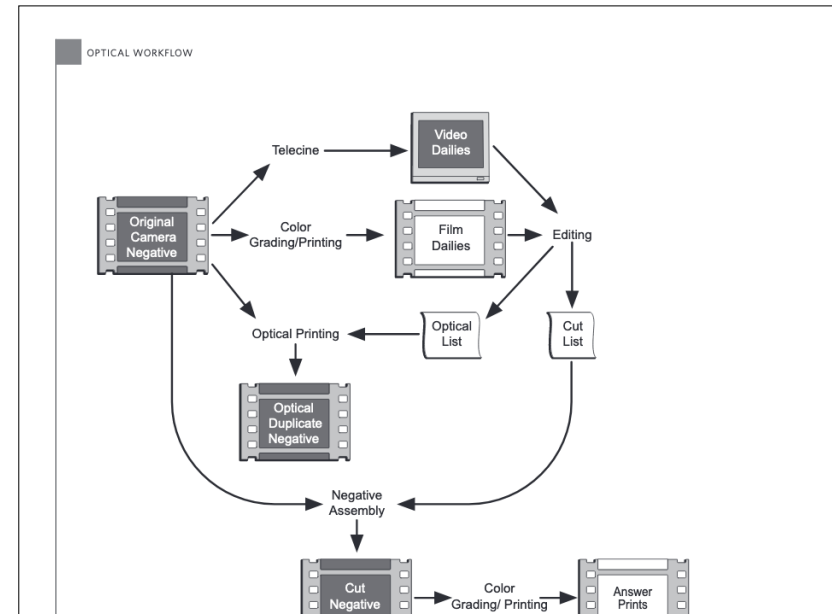
Exercise #3: Production Routes

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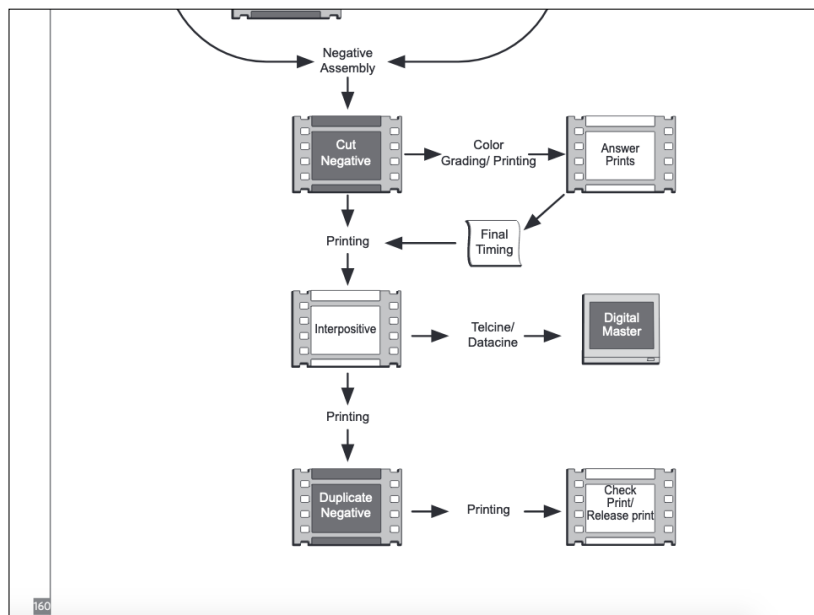
On the Materiality of Audio-Visual Heritage

Elías Querejeta Zine Eskola
Donostia (San Sebastián), Spain
15–18 October 2024

1



2



3

#1

camera reversal

4

#2

camera reversal

→ reversal print

5

#3

camera reversal

→ duplicate negative

→ projection print

6

#4

camera reversal

→ duplicate reversal

→ reversal projection print

7

#5

camera negative

→ projection print

8

#6

camera negative

→ duplicate positive

→ duplicate negative

→ projection print

9

#7

camera negative

→ duplicate negative (reversal)

→ projection print

10

#8

camera negative (colour)

→ separation duplicate positive (black and white)

→ separation duplicate negative (black and white)

→ projection print (colour)

11

#9

camera negative (colour)

→ intermediate positive (colour)

→ separation duplicate negative RGB (black and white)

→ projection print (colour)

12

#10

camera negative (colour)

- separation positive RGB (black and white)
- duplicate negative (colour)
- projection print (colour)

13

#11

camera negative (colour)

- separation positive RGB (black and white)
- separation duplicate positive RGB (black and white)
- reversal projection print (colour)

14

#12

camera negative (colour)

- separation positive RGB (black and white)
- separation duplicate negative RGB (black and white)
- lenticular projection print

15

#13

camera separation negative RGB (black and white)

- separation duplicate positive RGB (black and white)
- separation duplicate negative RGB (black and white)
- matrices RGB
- projection print (dye transfer)

16

#14

camera negative (colour)

→ matrices RGB

→ projection print (dye transfer)

17

#15

camera negative (colour)

→ reversal positive separation RGB (black and white)

→ reversal projection print (colour)

18

#16

camera negative (colour)

→ positive separation RGB (black and white)

→ intermediate negative (colour)

→ projection print (colour)

19

#17

camera negative

→ digital intermediate

→ print negative

→ projection print

20

#18

camera negative

→ digital intermediate

→ projection print

21

#19

camera negative

→ digital intermediate

→ DCP

22

#20

camera file

→ digital intermediate

→ DCP

23

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