

The Hobbit Director Peter Jackson has left quite an interesting entry on his Facebook page. The director goes into detail on the reasoning behind shooting The Hobbit at 48 fps instead of the usual 24 fps. Below is just a portion of what he has to say. Follow the link at the bottom of the article to read the complete explanation on his Facebook page. We are indeed shooting at the higher frame rate. The key thing to understand is that this process requires both shooting and projecting at 48 fps, rather than the usual 24 fps (films have been shot at 24 frames per second since the late 1920's). So the result looks like normal speed, but the image has hugely enhanced clarity and smoothness. Looking at 24 frames every second may seem ok--and we've all seen thousands of films like this over the last 90 years--but there is often quite

Read more: http://www.comicbookmovie.com/fansites/GulfCoastAvengers/news/?a=35082&t=Peter_Jackson_Filming_iThe_Hobbiti_at_48_Frames_Per_Second