

HD – Set/Production Design

- HD brings out fine detail and texture, enriching the picture rather than detracting from it. HD gives a richer picture quality.
- Feedback was positive from designers who've experienced HD. They welcome seeing fine detail so long as budgets allow for them to maintain design standards and using HD is planned from the outset.
- Most textures and finishes are better tolerated on HD than SD.
- Colour: Most colours are true to the eye. White was well tolerated; red didn't bleed but is quite dominant; black filled in less with more nuance and depth.
- Using HD will highlight scenery defects such as repeat taping and painting over scenery flamage joins, knocks and damage, dirt and scuff marks.
- Any patching needs very careful paint / colour matching and more effort to look good to make it an acceptable standard.
- Knocks, scratches, general wear and tear are distinctly noticeable and need additional time and effort to rectify.
- The cost of repairs and re vamping scenery / furniture will need to be built into production budgets.
- Floor paint / cover: care needs to be taken as footmarks, scuffs and dirt are clearly visible.
- HD requires design teams to take additional care with set dressing detail. E.g. set dressing that has text and labels.
- Traditional methods to age / break down / distress surfaces will need a finer approach and expertise e.g. where we might give a general 'splatter' that fills in on SD are seen as 'spots and splatter' on HD.
- On set maintenance and closer scrutiny for dressing continuity will need to be vigilant to make sure surfaces are kept clean and free from marks. These will show more using HD.