

American Cinematographer

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The Last of Us

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Contents





Features

16 An Artful Apocalypse

A team of cinematographers helps transform a video game into a hit HBO series. "The Last of Us is not only a story about surviving the post-apocalyptic world," says Ksenia Sereda, RGC, who shot the pilot. "It's about surviving emotional loss and learning to build again."

32 More Than a Feeling: Daisy Jones & The Six

Checco Varese, ASC and Jeff Cutter dramatize the conflicts within a fictional musical supergroup for a 10-part Amazon series.

44 Virtual Production: Broadcast Inspires Cinema

ASC member Robert Legato offers his thoughts on how virtual-production techniques used in cinema are often field-tested in the broadcast realm.

50 Sam Nicholson, ASC: Uncharted Territory

AC profiles the visual-effects cinematographer honored with the 2023 Curtis Clark ASC Technical Achievement Award.

Departments

8 Letter From the President

10 Shot Craft: Electrical Distribution on Set

58 Global Village: Athena

64 Clubhouse News

68 New Products and Services

72 Wrap Shot: Night of the Living Dead (1968)

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On Our Cover:

A wary survivor of a global pandemic (Pedro Pascal) peers out at a world overrun by the "infected," who have mutated into horrific new forms, in *The Last of Us*. (Photo by Liane Hentscher, courtesy of HBO.)