

Digital Visual Effects And Compositing

Spectacular Posthumanism examines the ways in which VFX imagery fantasizes about digital disembodiment while simultaneously reasserting the importance of the lived body. Analyzing a wide range of case studies-including the films of David Cronenberg and Stanley Kubrick, image technologies such as performance capture and crowd simulation, Game of Thrones, Terminator: Genisys, Planet Earth, and 300-Ayers builds on Miriam Hansen's concept of "vernacular modernism" to argue that the "vernacular posthumanism" of these media objects has a phenomenological impact on viewers. As classical Hollywood cinema initiated viewers into the experience of modernism, so too does the VFX image initiate viewers into digital, posthuman modes of thinking and being. Ayers's innovative close-reading of popular, mass-market media objects reveals the complex ways that these popular media struggle to make sense of humanity's place within the contemporary world. Spectacular Posthumanism argues that special and visual effects images produce a digital, posthuman vernacular, one which generates competing fantasies about the utopian and dystopian potential of a nonhuman future. As humanity grapples with such heady issues as catastrophic climate change, threats of anonymous cyber

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warfare, an increasing reliance on autonomous computing systems, genetic manipulation of both humans and nonhumans, and the promise of technologically enhanced bodies, the anxieties related to these issues register in popular culture. Through the process of compositing humans and nonhumans into a seemingly seamless whole, digital images visualize a utopian fantasy in which flesh and information might easily coexist and cohabitate with each other. These images, however, also exhibit the dystopic anxieties that develop around this fantasy. Relevant to our contemporary moment, *Spectacular Posthumanism* both diagnoses and offers a critique of this fantasy, arguing that this posthuman imagination overlooks the importance of embodiment and lived experience. In this latest book in the critically-acclaimed [digital] series from New Riders you'll learn all of the techniques and skills that will take you from beginner to visual effects (VFX) professional in just one book. Seasoned visual effects producer Jon Gress has refined the teaching of the skills and techniques presented in this book for over a decade to distill them down to the most effective methodology, delivered in a way that's both fun and easy to understand while being state-of-the-art for industry professionals. You'll start with a solid understanding of the basics of visual effects and compositing, the fundamentals of bluescreen and greenscreen keying, 3D texturing, cloning, wire & rig removal,

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rotoscoping, 2D and 3D motion tracking, and matchmoving. And then experiment with a wide range of 2D, 2.5D & 3D visual effects, including 3D CGI, crowd replication, face replacements, faking shadows, reflections and Z depth, atmospheric, smoke, cloud & heat FX, sky replacements, day-for-night and digital 3D HUD FX. Building on this strong foundation of compositing and visual effects, you'll be prepared for the advanced section of the book which teach skills, such as 2D, 2.5D & 3D digital matte painting and projections, film colorization, particle systems, fluid and rigid body dynamics, full digital environments, digital destruction, advanced lighting and rendering techniques, stereoscopic 3D, 2D to 3D conversions, and expert 3D and Photoshop extraction and modeling techniques that can only be described as magic! Throughout the lessons, you'll glean insider advice on cutting edge methods that even experienced professionals will find amazing. You'll learn everything you need to know to begin working in the world of visual effects as an industry professional. • All the info you need to go from beginner to professional in one book • Easily accessible teaching style from an instructor who has helped launch the careers of some of the best-known Hollywood visual effects specialists • Includes companion graphics files and videos to follow along with the lessons

Never HIGHLIGHT a Book Again! Includes all testable terms, concepts, persons,

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places, and events. Cram101 Just the FACTS101 studyguides gives all of the outlines, highlights, and quizzes for your textbook with optional online comprehensive practice tests. Only Cram101 is Textbook Specific. Accompanies: 9780123706386. This item is printed on demand.

Written by senior compositor, technical director and master trainer Steve Wright, this book condenses years of production experience into an easy-to-read and highly-informative guide suitable for both working and aspiring visual effects artists. This expanded and updated edition of Digital Compositing for Film and Video addresses the problems and difficult choices that professional compositors face on a daily basis with an elegant blend of theory, practical production techniques and workflows. It is written to be software-agnostic, so it is applicable to any brand of software. This edition features many step-by-step workflows, powerful new keying techniques and updates on the latest tech in the visual effects industry. Workflow examples for: Grain Management Lens Distortion Management Merging CGI Render Passes Blending Multiple Keys Photorealistic Color Correction Rotoscoping Production Techniques for: Keying Difficult Greenscreens Replicating Optical Lens Effects Advanced Spill Suppression Fixing Discoloured Edges Adding Interactive Lighting Managing Motion Blur With brand new information on: Working in linear ACES Color Management Light Field

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Cinematography Planar Tracking Creating Color Difference Keys Premultiply vs. Unpremultiply Deep Compositing VR Stitching 3D Compositing from 2D Images How Color Correction ops Effect Images Color Spaces Retiming Clips Working with Digital Cinema Images OpenColorIO A companion website offers images from the examples discussed in the book allowing readers to experiment with the material first-hand.

This Book offers critical lessons in compositing theory, including working in 2.5D and stereoscopic 3D. Through a tutorial-based approach, this book will have you up and running in Nuke in just hours. As well as an entire chapter dedicated to real-world Nuke case studies. This book is designed in such a way that you will get all the concepts related to the Nuke Compositing are at one Place in a organic way so that after completions of this book you no need to look for other platform for learning This book will teach you the concepts of 2D and 3D Compositing in Nuke, Tracking techniques. Render Passes, and how to work on Stereo Conversion. By the end of the completion of this Book, you will successfully be able to composite what would be considered a Pro Compositor. The digital compositing process is being applied in many diverse fields from Hollywood to corporate projects. Featuring over 30 pages of color, this tutorial/reference.provides a complete overview of the technical and artistic skills

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necessary to undertake a digital composition project. The CD-ROM contains composition examples, illustrations, and development software.

Avatar. Inception. Jurassic Park. Lord of the Rings. Ratatouille. Not only are these some of the highest-grossing films of all time, they are also prime examples of how digital visual effects have transformed Hollywood filmmaking. Some critics, however, fear that this digital revolution marks a radical break with cinematic tradition, heralding the death of serious realistic movies in favor of computer-generated pure spectacle. *Digital Visual Effects in Cinema* counters this alarmist reading, by showing how digital effects-driven films should be understood as a continuation of the narrative and stylistic traditions that have defined American cinema for decades. Stephen Prince argues for an understanding of digital technologies as an expanded toolbox, available to enhance both realist films and cinematic fantasies. He offers a detailed exploration of each of these tools, from lighting technologies to image capture to stereoscopic 3D. Integrating aesthetic, historical, and theoretical analyses of digital visual effects, *Digital Visual Effects in Cinema* is an essential guide for understanding movie-making today.

[digital] Visual Effects and Compositing New Riders

For novice compositors and veterans moving over from Shake or After Effects, this

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book is the essential guide for learning Nuke, the powerful, node-based compositing software and standard choice for the VFX industry. This book provides a complete overview of the Nuke software,, from an introduction to the user interface to more complex compositing tasks such as keyframe animation, rotoscoping, matte pulling, motion tracking, and filter application. Far beyond a button-pushing manual, critical lessons in compositing theory are also offered, allowing the reader to use the software more intuitively. The tutorial-based approach, augmented by video footage and project files, will have the reader up and running in Nuke in a matter of hours. * The only compositing book solely dedicated to teaching you Nuke, the heir to the throne in compositing software * Covers not only how to use the software, but also teaches essential compositing theory * Over 300 4c images, case studies, and a robust DVD with video tutorials, and exercise files

This is the only book in the After Effects market to focus exclusively on the creation of visual effects, and is a one-stop resource for anyone who wants in-depth explanations that demystify the realm of visual effects and how they were created, thanks to veteran author Mark Christiansen's friendly and accessible style. A thoroughly packed, informative read, this masterful guide focuses on explaining the essential concepts, features, and techniques that are key to creating seamless movie-quality visual effects. Users who are comfortable with After Effects will find a helpful review of After Effects fundamentals—managing footage, viewing and editing layers, animating type, and

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more—so they can learn how to work smarter and more efficiently. Readers of all levels will learn core techniques for effects compositing including color matching, keying, rotoscoping, motion tracking, emulating the camera, and concluding with using expressions in After Effects, written by contributor and expert Dan Ebberts. The final section of the book delves into creative explorations, demonstrating professional effects that readers might want to re-create. Readers will also find comprehensive coverage of all that's new and makes this version of Adobe's effects program such a boon to video pros of all stripes: searchable timelines and projects, Photoshop 3D layers import, the Cartoon effect, Imagineer Systems' Mocha for Adobe After Effects, improved workflow for mobile devices, and more. All of Peachpit's eBooks contain the same content as the print edition. You will find a link in the last few pages of your eBook that directs you to the media files. Helpful tips:

- If you are able to search the book, search for "Where are the lesson files?"
- Go to the very last page of the book and scroll backwards.
- You will need a web-enabled device or computer in order to access the media files that accompany this ebook. Entering the URL supplied into a computer with web access will allow you to get to the files.
- Depending on your device, it is possible that your display settings will cut off part of the URL. To make sure this is not the case, try reducing your font size and turning your device to a landscape view. This should cause the full URL to appear.

Throughout the book, beautiful full-color examples demonstrate what's possible, while the companion DVD offers demos of After Effects CS4, sample footage,

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and software plug-ins.

The award-winning VES Handbook of Visual Effects remains the most complete guide to visual effects techniques and best practices available today. This new edition has been updated to include the latest, industry-standard techniques, technologies, and workflows for the ever-evolving fast paced world of visual effects. The Visual Effects Society (VES) tasked the original authors to update their areas of expertise, such as AR/VR Moviemaking, Color Management, Cameras, VFX Editorial, Stereoscopic and the Digital Intermediate, as well as provide detailed chapters on interactive games and full animation. Additionally, 56 contributors share their best methods, tips, tricks, and shortcuts developed through decades of trial and error and real-world, hands-on experience. This third edition has been expanded to feature lessons on 2.5D/3D Compositing; 3D Scanning; Digital Cinematography; Editorial Workflow in Animated and Visual Effects Features; Gaming updates; General Geometry Instancing; Lens Mapping for VFX; Native Stereo; Real-Time VFX and Camera Tracking; Shot/Element Pulls and Delivery to VFX; Techvis; VFX Elements and Stereo; Virtual Production; and VR/AR (Virtual Reality / Augmented Reality). A must-have for anyone working in or aspiring to work in visual effects, The VES Handbook of Visual Effects, Third Edition covers essential techniques and solutions for all VFX artists, producers, and supervisors, from pre-production to digital character creation, compositing of both live-action and CG elements, photorealistic techniques, and much more. With subjects and

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techniques clearly and definitively presented in beautiful four-color, this handbook is a vital resource for any serious VFX artist.

This collection offers an expansive, multiplatform exploration of the rapidly-expanding area of motion design and motion graphics, taking into account both theoretical questions and creative professional practice. Spanning interaction design, product interfaces, kinetic data visualizations, typography, TV and film title design, brand building, narrative storytelling, history, exhibits and environments, editors R. Brian Stone and Leah Wahlin offer an interdisciplinary range of academic essays and professional interviews that together form a dialogue between motion design theory and professional practice. Written for both those critically engaged with motion design as well as those working or aspiring to work professionally in the field, the book features a range of international contributors and interviews with some of the best-known designers in the field, including Kyle Cooper, Karin Fong, and Daniel Alenquer. *The Theory and Practice of Motion Design* seeks to illuminate the diverse, interdisciplinary field of motion design by offering a structured examination of how motion design has evolved, what forces define our current understanding and implementation of motion design, and how we can plan for and imagine the future of motion design as it unfolds. Adobe After Effects is a digital visual effects, motion graphics, and compositing application developed by Adobe Systems and used in the post-production process of film making and television production. Among other things, After Effects can be used for

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keying, tracking, compositing and animation So buy this book now and learn to design motion graphics and create animations. Ranging from beginner to advanced, these courses demonstrate how to composite video and create special effects--even how to use After Effects to design lower third graphics. Adobe After Effects serves a different role depending on the users needs. For example, an indie VFX artist might only use After Effects for compositing 3D rendered footage. ... In an editing context, Adobe After Effects is usually used to apply effects after your footage has been roughly edited The beginner's guide to After EffectsAfter Effects is at the core of the workflows of most motion graphics, VFX and 3D artists and animators. It offers a range of tools that can be adapted for a huge range of tasks, from simple titles to full 3D stereo compositing. Here, you'll learn how to get started.

Create vibrant visual effects with Adobe After Effects. Gain the tips, tricks, and applied knowledge you need to carry out essential visual effects tasks and bring your digital compositing to the next level. In Compositing Visual Effects in After Effects, industry veteran Lee Lanier covers all the common After Effects techniques any serious visual effects artist needs to know, combining the latest, professionally-vetted studio practices and workflows with multi-chapter projects and hands-on lessons. Engaging, full-color tutorials cover: Altering resolutions and frame rates Channel and color space manipulation Rotoscoping and masking Matchmoving and motion tracking Keying green screen Working in the 3D environment and integrating 3D render passes Particle

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simulation Color grading and distressing Expressions and project management The companion website (www.focalpress.com/cw/lanier) features video image sequences, 3D renders, matte paintings, and other tutorial materials, allowing you to immediately apply the techniques taught in the book.

This thesis seeks to explore the way in which invisibility as a concept becomes explicitly housed within digital compositing, visual effects (VFX) and certain attendant techniques. The chapters will establish how compositing and effects techniques can be seen as pushing modern filmmaking into concealing, and therefore visually releasing, certain physical structures within films' images and their production. This shall be achieved by drawing upon a combination of texts that disseminate the technical nature and make-up of VFX, alongside discussion and theorisation of their use within cinema, together with other established film theory. I will examine cases of VFX techniques within cinema that can be used to investigate how their construction and utilisation create invisibility to accommodate and nullify the profilmic elements captured through the camera and aspects of technology. The chapters begin by examining how the work of Georges Méliès, whose films use the concept of invisibility to promote a breakdown of temporal and spatial qualities, become redeployed in certain modern digital effects-based films. Expanding on this, the second chapter explores how theories surrounding realism as espoused through *mise-en-scène* and the so-called physical "truth" of the captured world can be rearticulated through VFX both optical and digital. Chapter three

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looks at how breaking down the physical structure of a performer through VFX and motion-capture result in characterisations that produce a sense of ghostliness, where the Bazinian mummification of photographic capture has new existence breathed into it. Finally, chapter four explores how recent developments in effects techniques in creating the Invisible Man act as a reflection of the physical body unbound in a digital world. Here, the digital infrastructure of modern culture, such as the Internet, is used to highlight how a more free-flowing and vivacious body can exist and make use of unseen and non-physical practices to commit nefarious acts, such as hacking. It is these aspects that become reflected in the most recent film iteration of the Invisible Man, *Hollow Man* (2000).

This is the only book on the market to focus exclusively on the creation of visual effects for After Effects users, and is a one-stop resource for anyone who wants in-depth explanations that demystify the realm of visual effects and how they were created, thanks to veteran author Mark Christiansen's friendly and accessible style. A thoroughly packed, informative read, this masterful guide focuses on explaining the essential concepts, features, and techniques that are key to creating seamless movie-quality visual effects. Users who are comfortable with After Effects will find a helpful review of the fundamentals - managing footage, viewing and editing layers, animating type, and more - so they can learn how to work smarter and more efficiently. Readers of all levels will learn core techniques for effects compositing including color matching,

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keying, rotoscoping, motion tracking, emulating the camera, and concluding with using expressions in After Effects, written by contributor and expert Dan Ebberts. An incredibly useful appendix on scripting in After Effects is included as well, written by Adobe engineer Jeff Almasol. The final section of the book delves into creative explorations, demonstrating professional effects that are commonly seen in films and games which readers can re-create. Readers will also find comprehensive coverage of all that's new and makes this version of Adobe's effects program a must-have update, including the revolutionary new Roto Brush, all new effects such as the New Refine Matte effect, new support for Color Look-Up Tables, workflows that take advantage of the all-new 64-bit support, inclusion of third-party tools for additional creativity, and much more.

The current and definitive reference broadcast engineers need! Compiled by leading international experts, this authoritative reference work covers every aspect of broadcast technology from camera to transmitter - encompassing subjects from analogue techniques to the latest digital compression and interactive technologies in a single source. Written with a minimum of maths, the book provides detailed coverage and quick access to key technologies, standards and practices. This global work will become your number one resource whether you are from an audio, video, communications or computing background. Composed for the industry professional, practicing engineer, technician or sales person looking for a guide that covers the broad

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landscape of television technology in one handy source, the Broadcast Engineer's Reference Book offers comprehensive and accurate technical information. Get this wealth of information at your fingertips! · Utilize extensive illustrations more than 1200 tables, charts and photographs. · Find easy access to essential technical and standards data. · Discover information on every aspect of television technology. · Learn the concepts and terms every broadcaster needs to know. Learn from the experts on the following technologies: Quantities and Units; Error Correction; Network Technologies; Telco Technologies; Displays; Colourimetry; Audio Systems; Television Standards; Colour encoding; Time code; VBI data carriage; Broadcast Interconnect formats; File storage formats; HDTV; MPEG 2; DVB; Data Broadcast; ATSC Interactive TV; encryption systems; Optical systems; Studio Cameras and camcorders; VTRs and Tape Storage; Standards Convertors; TV Studios and Studio Equipment; Studio Lighting and Control; post production systems; Telecines; HDTV production systems; Media Asset Management systems; Electronic News Production Systems; OB vehicles and Mobile Control Rooms; ENG and EFP; Power and Battery Systems; R.F. propagation; Service Area Planning; Masts Towers and Antennas; Test and measurement; Systems management; and many more! Related Focal Press titles: Watkinson: Convergence In Broadcast and Communications Media (2001, £59.99 (GBP)/ \$75.95 (USD), ISBN: 0240515099) Watkinson: MPEG Handbook (2001, £35 (GBP)/\$54.99 (USD) ISBN: 0240516567) - A wealth of information at your fingertips,

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offering easy access to essential technical and standards data - Provides information on every aspect of television technology - Explains concepts and terms every broadcaster needs to know

Learn concepts central to visual special effects using the free Black Magic Design Fusion 8.0 software package. This book also provides foundational background information regarding concepts central to digital image compositing, digital video editing, digital illustration, digital painting, 3D, and digital audio in the first six chapters on new media theory, concepts and terminology. This book builds on the foundational concepts of digital image compositing, digital audio, digital video, digital illustration and digital painting. VFX Fundamentals introduces more advanced VFX concepts and pipelines as the chapters progress, covering topics such as flow node compositing, timeline animation, animated polyline masking, bluescreen and greenscreen matte pulling (generation), using Primatte and Fusion 8 Ultra Keyer, motion tracking, 3D rendering and compositing, auxiliary channels, and particle systems and particle physics dynamics, among other topics.

What You'll Learn See the new media components (raster, vector, audio, video, rendering) needed for VFX Discover the concepts behind the VFX content production workflow Install and utilize Black Magic Design Fusion 8 and its Visual Programming Language Master the concepts behind resolution, aspect ratio, bit-rate, color depth, layers, alpha, and masking Work with 2D VFX concepts such as animated masking, matte pulling (Primatte V) and motion

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tracking Harness 3D VFX concepts such as 3D geometry, materials, lighting, animation and auxiliary channels Use advanced VFX concepts such as particle systems animation using real-world physics (forces) Who This Book Is For div SFX artists, VFX artists, video editors, website developers, filmmakers, 2D and 3D animators, digital signage producers, e-learning content creators, game developers, multimedia producers.

In *Advanced Visual Effects Compositing: Techniques for Working with Problematic Footage*, learn to tackle difficult visual effect composites in layer-based and node-based compositing programs. In this book, industry veteran and compositing expert Lee Lanier offers tips, tricks, techniques, and workflows for difficult visual effects shots, including poorly shot green screen, moving shots with no visible motion tracking marks, shots requiring three-dimensional (3D) elements that lack 3D renders, poor-quality stock footage, and incorrectly lit shots. Lanier details the common problems of visual effects shots and offers practical solutions using examples from Adobe After Effects and Blackmagic Design Fusion. An accompanying eResource (www.routledge.com/9781138668348) features video image sequences, 3D renders, and other tutorial materials, allowing you to practice the discussed techniques. The visual effects challenges covered in this book include: Chroma keying Motion tracking Relighting in the composite Repairing plates Replicating damage Adding depth with 2.5D Working with stock footage

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Put the essential concepts and techniques of digital compositing to work for you without the need of a single mathematical equation. *Compositing Visual Effects* is lavishly illustrated with hundreds of film shots, figures, illustrations and diagrams to help the visual reader gain a valuable vocabulary and understanding of the full range of visual effects, in which digital compositing plays a key role. Beginning with an inspirational tour of the scope and magnitude of digital compositing you get a solid overview of the kinds of digital effects routinely executed today. See how CGI (Computer Generated Image) is composited with live action, how set extensions are done, and what a match-move shot is. Following that, you learn each of the key applications of digital compositing, which include bluescreen compositing, bullet time shots, motion tracking, and rotoscoping, and you get a primer on digital images, key concepts, and terms used in the compositing process. The subsequent chapters dig down into each of the major digital compositing applications, introducing the fundamental concepts and processes behind them. This includes the many ways to composite CGI, bluescreen compositing, animation, creating masks, working with digital keyers, and many more; but most importantly, the art of digital compositing-making your shots look not just photorealistic, but cool. Learn what is easy and hard, possible and impossible, and what to expect when working on a job that entails digital compositing. There are tips on when not to use the new low-end DV video cameras and tips for the client, such as guidelines on how to shoot a quality bluescreen or greenscreen to get the best results at compositing

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time. All the while, special attention is paid to defining new terminology and telling a clear story from the ground up, with the only requirement being that you have read the previous chapters.

Defines and describes over 7,000 visual effects terminology and techniques in a guide for both novice and professional filmmakers.

Put the essential concepts and techniques of digital compositing to work for you without the need of a single mathematical equation. Compositing Visual Effects is lavishly illustrated with hundreds of film shots, figures, illustrations, and diagrams to help the visual reader gain a valuable vocabulary and understanding of the full range of visual effects, in which digital compositing plays a key role. Beginning with an inspirational tour of the scope and magnitude of digital compositing, you get a solid overview of the kinds of digital effects routinely executed today. See how CGI is composited with live action, how set extensions are done, and what a match-move shot is. Following that you learn each of the key applications of digital compositing, which include bluescreen compositing, bullet-time shots, motion tracking, and rotoscoping. The subsequent chapters dig down into each of the major digital compositing applications, introducing the fundamental concepts, and processes behind them. Learn what is easy and hard, possible and impossible, and what to expect when working on a job that entails digital compositing. New to this edition are 4 new chapters on: * 3D compositing, with lessons on what camera tracking is, how it is used to put CGI into a live-action plate, as well as

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live action into a 3D scene. * Stereo compositing, with descriptions of key stereoscopic terms and concepts, lessons on compositing shots that were filmed in stereo (both bluescreen and CGI), as well as the stereo conversion process when a flat 2D movie is converted to a stereo 3D movie * RED and Digital Capture with Log Images, including log image formats. This is a very hot topic these days. Colleges hang around video because it is cheaper. Film is still big in the real world of production. * Tracking an entire project from start to finish This is in addition to robust updates on topics such as: * planar tracking, Z compositing, working with Anamorphic HD formats, mocap, and more This edition also includes a companion website with images from the book for you to work with in your own compositing exercises. An accessible introduction to a complex subject for novice and aspiring compositors, from experienced author and compositing whose compositing credits include Night at the Museum 2, Shutter Island, Solaris, Traffic, and more Full color presentation illustrating the art and techniques of the practice, provides inspiration along with instruction New to this edition is a companion website, new chapters on 3D compositing, stereo compositing, RED and digital capture with log images, and more will have you understanding the latest in compositing technology in no time

Learn Adobe After Effects is a digital visual effects, motion graphics, and compositing application , post-production process of film making and television production. Among other things, After Effects can be used for keying, tracking, compositing and animation

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and USER GUIDE for Keylight on After Effects

Most moviegoers think of editing and special effects as distinct components of the filmmaking process. We might even conceive of them as polar opposites, since effective film editing is often subtle and almost invisible, whereas special effects frequently call attention to themselves. Yet, film editors and visual effects artists have worked hand-in-hand from the dawn of cinema to the present day. *Editing and Special/Visual Effects* brings together a diverse range of film scholars who trace how the arts of editing and effects have evolved in tandem. Collectively, the contributors demonstrate how these two crafts have been integral to cinematic history, starting with the “trick films” of the early silent era, which astounded audiences by splicing in or editing out key frames, all the way up to cutting-edge effects technologies and concealed edits used to create the illusions. Throughout, readers learn about a variety of filmmaking techniques, from classic Hollywood’s rear projection and matte shots to the fast cuts and wall-to-wall CGI of the contemporary blockbuster. In addition to providing a rich historical overview, *Editing and Special/Visual Effects* supplies multiple perspectives on these twinned crafts, introducing readers to the analog and digital tools used in each craft, showing the impact of changes in the film industry, and giving the reader a new appreciation for the processes of artistic collaboration they involve. Create complex composites with Blackmagic Fusion. Learn the basics of node-based compositing and get up to speed quickly so you can undertake your own compositing

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projects. In *Digital Compositing with Blackmagic Fusion: Essential Techniques*, industry veteran Lee Lanier covers the most important components, tools, and workflows any serious compositor needs to know. Practice your knowledge and skill as you read the book with the included mini-tutorials and longer chapter tutorials. An accompanying eResource features video image sequences, 3D renders, and other tutorial materials, allowing you to immediately practice the discussed techniques. Critical topics in this book include: Tool / Node networks Color space and color channels Transformations Masking and rotoscoping Keyframing and animation splines Green screen keying The Fusion 3D environment Color grading and color manipulation Filter tools Motion tracking Particle simulation Stereoscopic workflow

This book offers a comprehensive and detailed guide to accomplishing and perfecting a photorealistic look in digital content across visual effects, architectural and product visualization, and games. Emmy award-winning VFX supervisor Eran Dinur offers readers a deeper understanding of the complex interplay of light, surfaces, atmospherics, and optical effects, and then discusses techniques to achieve this complexity in the digital realm, covering both 3D and 2D methodologies. In addition, the book features artwork, case studies, and interviews with leading artists in the fields of VFX, visualization, and games. Exploring color, integration, light and surface behaviour, atmospherics, shading, texturing, physically-based rendering, procedural modelling, compositing, matte painting, lens/camera effects, and much more, Dinur offers a

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compelling, elegant guide to achieving photorealism in digital media and creating imagery that is seamless from real footage. Its broad perspective makes this detailed guide suitable for VFX, visualization and game artists and students, as well as directors, architects, designers, and anyone who strives to achieve convincing, believable visuals in digital media.

The classic reference, with over 25,000 copies in print, has been massively expanded and thoroughly updated to include state-of-the-art methods and 400+ all-new full color images! "At ILM, compositing is one of the most important tools we use. If you want to learn more, this excellent 2nd-edition is detailed with hundreds of secrets that will help make your comps seamless. For beginners or experts, Ron walks you through the processes of analysis and workflows - linear thinking which will help you become deft and successfully tackle any shot." --Dennis Muren ASC, Senior Visual Effects Supervisor, Industrial Light & Magic "Ron Brinkman's book is the definitive work on digital compositing and we have depended on this book as a critical part of our in-house training program at Imageworks since the 1999 Edition. We use this book as a daily textbook and reference for our lighters, compositors and anyone working with digital imagery. It is wonderful to see a new edition being released and it will certainly be required reading for all our digital artists here at Imageworks." --Sande Scoredos, Executive Director of Training & Artist Development, Sony Pictures Imageworks The Art and Science of Digital Compositing is the only complete overview of the technical and

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artistic nature of digital compositing. It covers a wide range of topics from basic image creation, representation and manipulation, to a look at the visual cues that are necessary to create a believable composite. Designed as an introduction to the field, as well as an authoritative technical reference, this book provides essential information for novices and professionals alike. 17 new case-studies provide in-depth looks at the compositing work done on films such as Chronicles of Narnia: The Lion, the Witch and the Wardrobe, The Golden Compass, The Incredibles, King Kong, The Lord of the Rings: The Return of the King, Sin City, Spider-Man 2, Wallace and Gromit: The Curse of the Were-Rabbit, and Star Wars: Episode 3 – Revenge of the Sith. Includes new sections on 3D compositing, High Dynamic Range (HDR) imaging, Rotoscoping, and much more! All disc-based content for this title is now available on the Web. 17 new case-studies provide in-depth looks at the compositing work done on films such as Chronicles of Narnia: The Lion, the Witch and the Wardrobe, The Golden Compass, The Incredibles, King Kong, The Lord of the Rings: The Return of the King, Sin City, Spider-Man 2, Wallace and Gromit: The Curse of the Were-Rabbit, and Star Wars: Episode 3 – Revenge of the Sith. Includes new sections on 3D compositing, High Dynamic Range (HDR) imaging, Rotoscoping, and much more! First published in 2010. Routledge is an imprint of Taylor & Francis, an informa company.

This practical, hands-on guide addresses the problems and difficult choices that

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professional compositors face on a daily basis. You are presented with tips, techniques, and solutions for dealing with badly shot elements, color artifacts, mismatched lighting and other commonly-faced compositing obstacles. Practical, in-depth lessons are featured for bluescreen matte extraction, despill operations, compositing operations, as well as color-correction. The book is presented entirely in an application-agnostic manner, allowing you to apply lessons learned to your compositing regardless of the software application you are using. The DVD contains before and after examples as well as exercise files for you to refine your own techniques on. New to the 3rd edition is an entirely new chapter entitled 'CGI Compositing Techniques', covering how the modern CGI production pipeline is now pushing many tasks that used to be done in the 3D department into the compositing department. All technological changes that have occurred between now and the publication of the 2nd edition are covered, as well as new media on the DVD and corresponding lessons within the book.

The Filmmaker's Guide to Visual Effects offers a practical, detailed guide to visual effects for non-VFX specialists working in film and television. In contemporary filmmaking and television production, visual effects are used extensively in a wide variety of genres and formats to contribute to visual storytelling, help deal with production limitations, and reduce budget costs. Yet for many directors, producers, editors, and cinematographers, visual effects remain an often misunderstood aspect of media production. In this book, award-winning VFX supervisor and instructor Eran

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Dinur introduces readers to visual effects from the filmmaker's perspective, providing a comprehensive guide to conceiving, designing, budgeting, planning, shooting, and reviewing VFX, from pre-production through post-production. The book will help readers: Learn what it takes for editors, cinematographers, directors, producers, gaffers, and other filmmakers to work more effectively with the visual effects team during pre-production, on the set and in post, use visual effects as a narrative aid, reduce production costs, and solve problems on location; Achieve a deeper understanding of 3D, 2D, and 2.5D workflows; the various VFX crafts from matchmove to compositing; essential concepts like photorealism, parallax, roto, and extraction; become familiar with the most common types of VFX, their role in filmmaking, and learn how to plan effectively for the cost and complexity of VFX shots; See visual effects concepts brought to life in practical, highly illustrated examples drawn from the real-world experiences of industry professionals, and discover how to better integrate visual effects into your own projects.

Build your VFX arsenal with quick-access, step-by-step instruction on how to create today's hottest digital VFX shots. This essential toolkit provides techniques for creating effects seen in movies such as 300, Spiderman 3, Predator and others, with lessons on how-to: * splatter blood or digitally lop someone's arm off * create a scene with actors running from an explosion * create the "twin effect" (same actor, same location, 2 performances) * produce space-ship dog fights Organized in a ?cookbook? style, this

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allows you to reference a certain effect in the index and immediately access concise instructions to create that effect. Techniques are demonstrated in each of the most popular software tools- After Effects, Final Cut Studio, Shake, Photoshop, and Combustion are all covered. Brilliant, 4-color presentation provides inspiration and stimulating visual guidance to the lessons presented, while the companion DVD contains project media files enabling you to put concepts learned into immediate practice.

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This is the only book to focus exclusively on the creation of visual effects for After Effects, and is a one-stop resource for anyone who wants in-depth explanations that demystify the realm of visual effects and how they were created, thanks to veteran author Mark Christiansen's friendly and accessible style. A thoroughly packed, informative read, this masterful guide focuses on explaining the essential concepts, features, and techniques that are key to creating seamless movie-quality visual effects. Users who are comfortable with After Effects will find a helpful review of the fundamentals—managing footage, viewing and editing layers, animating type, and more—so they can learn how to work smarter and more efficiently. Readers of all levels will learn core techniques for effects compositing including color matching, keying, rotoscoping, motion tracking, emulating the camera, and concluding with using expressions in After Effects. The final section of the book delves into creative explorations, demonstrating professional effects that readers might want to re-create. Readers will also find comprehensive coverage of all new features, including the new workflow between After Effects CC and CINEMA 4D,

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coverage on the 3D Camera Tracker, and examples of the Refine Edge tool for high-quality matting results. Included with the book are HD media files and After Effects project files used for many of the techniques in the book, as well as demos of plug-ins that you can use to experiment with in your own effects. To access these files goto www.peachpit.com/redeem and redeem the unique code provided inside this book. Information on where to locate the code can be found on page xxvi. Author Expertise: Mark Christiansen (christiansen.com) is a visual effects supervisor and creative director and has worked on features including Avatar, Pirates of the Caribbean 3, and Beasts of the Southern Wild, and has served as a director, producer, designer, and compositor/ animator on commercials, music videos, live events, and television documentary productions. Mark has done work directly for the Adobe After Effects development and marketing teams, is a founder at provideocoalition.com, and has taught courses at fxphd.com and Academy of Art University. He has been a guest host of popular podcasts such as “The VFX Show” and has written all editions of this book and coauthored After Effects 5.5 Magic. Mark is also founder of New Scribbler Press.

This start-to-finish, complete guide to Nuke will give you the foundations on the state-of-the-art visual effects software used by professionals in the film and television industries. Along with the hard-won advice and techniques from expert compositor and teacher Ron Ganbar, each chapter covers a complete lesson in the fundamentals, with step-by-step instructions included so you can easily follow along and start using the program right away. The projects used throughout the book are based on real-world examples of professional productions and project files are included with each chapter so you can work through all the examples. After discovering how to use the tools and understanding the compositing workflow, you'll learn

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about basic and advanced compositing techniques, color correction, RotoPaint, keying, and tracking, as well as more advanced topics such as CGI and the 3D engine. In addition, you'll learn about:

- Working with nodes and process trees
- Using CGI passes in Nuke to control 3D render looks
- Camera Tracking techniques to combine 2D and 3D elements
- Camera Projection to turn a single frame into moving images
- Gizmos and all about creating your own tools in Nuke
- Stereoscopic compositing

Ron Ganbar has been a compositor since 1996 and visual effects instructor since 2001. He currently works on a variety of projects as a gun for hire as compositor, consultant, VFX supervisor, and trainer. Ron was made a "Teacher's Trainer" by Apple for Shake in 2005 and has written, taught, and evaluated courses for the National Film and Television School, Apple, Peachpit Press, Westminster University, and others. "As both a talented compositor (with years of in-the-trenches experience) and an excellent teacher, Ron Ganbar has the unique ability to make even the most difficult concepts crystal clear. If you want to get up and running with Nuke as quickly as possible then start by buying this book!"

—Ron Brinkmann, author of *The Art and Science of Digital Compositing*

To survive in today's competitive 3D computer graphics industry, one must possess the technical and artistic skills necessary to create believable visual effects. Through tutorials, interviews, and industry-proven examples, this book provides a complete breakdown of lighting and compositing a digital image or scene, from the basic concepts of lighting to the advanced and challenging special effects used on some of the most well-known feature films in recent history. This exploration of the day-to-day workings of veterans in the visual effects industry makes *Inspired 3D Lighting and Compositing* a great tool for anyone looking to break into the field.

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Wisdom from the best and the brightest in the industry, this visual effects bible belongs on the shelf of anyone working in or aspiring to work in VFX. The book covers techniques and solutions all VFX artists/producers/supervisors need to know, from breaking down a script and initial bidding, to digital character creation and compositing of both live-action and CG elements. In-depth lessons on stereoscopic moviemaking, color management and digital intermediates are included, as well as chapters on interactive games and full animation authored by artists from EA and Dreamworks respectively. From preproduction to acquisition to postproduction, every aspect of the VFX production workflow is given prominent coverage. VFX legends such as John Knoll, Mike Fink, and John Erland provide you with invaluable insight and lessons from the set, equipping you with everything you need to know about the entire visual effects workflow. Simply a must-have book for anyone working in or wanting to work in the VFX industry.

Produce mind-blowing visual effects with Autodesk Maya. Gain the practical skills and knowledge you need to recreate phenomena critical to visual effects work, including fire, water, smoke, explosions, and destruction, as well as their integration with real-world film and video. In *Creating Visual Effects in Maya*, Maya master Lee Lanier has combined the latest studio techniques with multi-chapter, hands-on projects and professionally-vetted workflows to bolster your CG toolkit. Engaging, full-color tutorials cover: Creating foliage, fire, and smoke with Paint Effects Growing Maya Fur and nHair on clothing, characters, and sets Replicating water, smoke, sparks, swarms, bubbles, and debris with nParticles and nCloth Controlling scenes and simulations with expressions and MEL, Python, and PyMEL scripting Adding dust, fog, smoke, rippling water, and fireballs with Fluid Effects containers Creating damage with Effects presets,

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deformers, and animated textures Matchmoving and motion tracking with Maya and MatchMover Creating complex destruction by combining rigid bodies, nParticles, nCloth, and Fluid Effects Setting up, rendering, and compositing mental ray render passes with Autodesk Composite, Adobe After Effects, and The Foundry Nuke The companion website (www.focalpress.com/cw/lanier) features a treasure trove of Maya, MatchMover, After Effects, and Nuke project files, image sequences, texture bitmaps, and MEL, Python, and PyMEL scripts, allowing you to immediately apply the techniques taught in the book. This text looks at 'Titanic', the first film to earn over a billion dollars at the global box-office. This epic film reimagines one of the defining events of the 20th century through the lens of American romanticism.

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