Digital Compositing With Nuke By Lanier Lee 2012 Paperback

Take your After Effects projects to the next level by mastering its third-party plug-ins. Whether it's keying and compositing, adding particles of swirling smoke to a composition, or importing XML files from Final Cut Pro, third-party plug-ins can greatly enhance your After Effects capabilities. From sexy effects and graphics enhancements to workflow automation and file conversion, it's all covered in this lavishly illustrated, full-color book. Coverage of hundreds of essential third-party plug-ins is provided, showing you when, why, and how to use each plug-in. Plug-ins for color, style, effects, distortions, warps, transitions, lens flares, text and graphical elements, and more are all covered in depth.

Three stories explore how we lose and find what matters most to us, as a girl finds a bright spot in a dark world, a boy leads a strange, lost being home, and a group of peaceful creatures loses its home to cruel invaders.

A complete update to the popular Autodesk Official Training Guide for Maya Maya is the industry-leading 3D animation and effects software used in movies, visual effects, games, cartoons, and other animation. This bestselling, official guide is a must for 3D beginners who want a thorough grounding in this dynamic and complex software. Fully updated for the newest version of Maya, the book explains the interface and the basics of modeling, texturing, animating, dynamics, visualization, and visual effects. Fun and challenging tutorials lead you through the nuances of the software and offer plenty of chances to practice what you've learned. The Autodesk Official Training Guide for Maya, endorsed and promoted by Autodesk to its 2,500 Authorized Training Centers worldwide Maya is the 3D animation and effects software used in the film, game, and advertising industries; it's a complex program and this book gives beginners the knowledge and confidence they need Shows how to master the interface and the basics of modeling, texturing, animating, and visual effects Step-by-step tutorials offer realistic, professional challenges for those new to 3D and those switching from another 3D application Materials are available for instructors who want to use this guide with their students Introducing Autodesk Maya is the perfect guide to get you up and running on the world's most popular professional 3D application.

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

Digital Compositing with Nuke

Maya Studio Projects Texturing and Lighting

The Art and Science of Digital Compositing

High Dynamic Range Imaging for Photographers and CG Artists

Digital Visual Effects and Compositing

The HDRI Handbook 2.0

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.

The only how-to guide dedicated to mastering the technique of digital matte painting! Matte painting affords seamless integration between an artist's painting with live action film footage and allows for greater flexibility and creative input in the appearance of movie settings. This unique book reveals a variety of tools and techniques that are both industry and classroom tested and will enhance your existing skill set. Veteran author and instructor David Mattingly walks you through the process of creating a matte painting, starting with rough concept sketches, working out the perspective drawing, adding light and shadow, and texturing all of the elements in the painting. You'll gradually upgrade to using Adobe After Effects and Autodesk Maya in order to fulfill your matte painting vision. Escorts you through the process of creating a matte painting, starting with the initial concept sketch, adding light and shadow, texturing elements, and incorporating motion and depth Author is an experienced matte artist and teacher and shares a plethora of unique industry- and classroom-tested tools and techniques Features helpful step-by-step instructions accompanied by screen shots and photos to illustrate the process of creating a matte painting Whether you're creating a background for a studio production, independent film, TV commercial, or YouTube video, The Digital Matte Painting Handbook helps you successfully complete your project. Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

Everything you need to know to become a professional VFX whizz in one thorough and comprehensive guide.

! BONUS DVD ONLY WITH THE PRINT EDITION (NOT AVAILABLE WITH eBOOKS) ! In 2007, The HDRI Handbook was the first book to present this revolutionary new field to a larger audience. These days HDRI is a fully mature technology available to everyone. Real estate and landscape photographers have adopted it as part of their regular workflow, it has become one of the hottest trends for ambitious amateurs and creative professionals alike, and the modern movie industry would be completely dysfunctional without it. Now The HDRI Handbook 2.0 redefines its own gold standard. It has been completely rewritten and is packed with practical hints and tips, background knowledge, reference tools, breathtaking artist portfolios, and inspiring interviews. The book includes dozens of new step-by-step tutorials. Beginners will get a methodically solid introduction and advanced readers will be able to refine their technique to perfection. Topics include:- Understanding the foundation of HDRI- HDR software comparisons and evaluations- Capturing HDR images: today and tomorrow- Tonemapping for creating superior prints- HDR image processing and

compositing- Shooting and stitching HDR panoramas- Image-based lighting and CG rendering 2.0 updates include:- New cameras, sensors, and HDR beamsplitter rigs- Open Camera Controller for endless auto-bracketing- Correct RAW pre-processing and ghost removal- Dozens of practical, easy-to-follow tutorials- A structured approach to tonemapping, inspired by Ansel Adams- Set etiquette and tips for capturing HDR panos for visual effects- Seven artist spotlights showing unique perspectives on HDRI- Seven crossword puzzles: a fun way to test yourself ! BONUS DVD ONLY WITH THE PRINT EDITION (NOT AVAILABLE WITH eBOOKS) !

Plug-in to After Effects

Lost & Found

Keying and Compositing Techniques for Indie Filmmakers

The Original Screenplay

Creating Visual Effects in Maya

Nuke 101

Market_Desc: · Video Game Artists· Animators· Effects Specialists· Game Developers· Industrial And Architectural Designers· Broadcast And Multimedia Designers· Instructors · Students Special Features: · The only book that covers the art of mental ray, the leading digital rendering program distributed with every major 3D software package. Estimated reach is over 500,000 users· mental ray is the built-in renderer for Maya, 3ds max, and XSI 3D software solutions, the three most popular digital animation and effects programs on the market· The book is aimed at high-end professionals and students anxious to master mental ray· A 16-page color insert showcases final rendered images of the studio quality seen in films like The Brothers Grimm, The Day After Tomorrow, and The Matrix Revolutions· The CD includes models, textures, and fully rendered samples. It also provides value-added HD images (worth $50 apiece in other packages), MEL plug-ins for Maya and XSI to convert cameras for generating terrains ($100 value), and other valuable plug-ins · Curriculum guides are also available for training centers and schools that teach mental ray About The Book: This is a one-stop resource for the keys to rendering with mental ray that 3D artists can t get any where else. The book shows how to create stunning, highly realistic images with mental ray using the most popular 3D programs, with a focus on helping artists make informed decisions on advanced lighting and workflow issues that will transform their creations into studio quality photo-realistic characters, objects, and landscapes. The tutorials have been developed and tested in the author s professional studio, as well as in the classroom, providing artists with the level of expertise they need to stay current and students with cutting-edge know-how to take to their job hunt.

Nuke Codex: Nodes within Nodes is a fundamental approach to learning Foundry's NUKE software, the most powerful compositing tool in the world. Nuke Codex uses a core structure to take you through everything from workflow to advanced topics in a unique hybrid way that will get you up to speed over a few days. If you want to learn NUKE, this is the book for you!

Tired of finding books about greenscreen techniques that are designed for weathercasting, infomercials, and other television situations? Greenscreen Made Easy is designed to bring the necessary skills to you the Indie or student filmmaker, without all the fluff you don't need. Rather than chasing high-end cameras that you will probably never get your hands on, discover the most popular cameras and setups for Indie filmmakers that will give you the biggest bang for your buck on screen. Explore how to create and set up your screen, illuminate the greenscreen cleanly, light your subjects dynamically, and manipulate your camera to get the best possible production footage.

Join digital compositing pioneer Steve Wright for a tour of the new features in Nuke 8.

Nuke 8 New Features

Adobe After Effects CC Visual Effects and Compositing Studio Techniques

Fire, Water, Debris, and Destruction

Digital Compositing with Nuke 101

The Filmmaker's Guide to Visual Effects

Professional Compositing and Visual Effects

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 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.

The basis of the film starring Orlando Bloom and Scott Eastwood, The Outpost is the heartbreaking and inspiring story of one of America's deadliest battles during the war in Afghanistan, acclaimed by critics everywhere as a classic. At 5:58 AM on October 3rd, 2009, Combat Outpost Keating, located in frighteningly vulnerable terrain in Afghanistan just 14 miles from the Pakistani border, was viciously attacked. Though the 53 Americans there prevailed against nearly 400 Taliban fighters, their casualties made it the deadliest fight of the war for the U.S. that year. Four months after the battle, a Pentagon review revealed that there was no reason for the troops at Keating to have been there in the first place. In The Outpost, Jake Tapper gives us the powerful saga of COP Keating, from its establishment to eventual destruction, introducing us to an unforgettable cast of soldiers and their families, and to a place and war that has remained profoundly distant to most Americans. A runaway bestseller, it makes a savage war real, and American courage manifest. "The Outpost is a mind-boggling, all-too-true story of heroism, hubris, failed strategy, and heartbreaking sacrifice. If you want to understand how the war in Afghanistan went off the rails, you need to read this book." -- Jon Krakauer

Master what it takes to make your rotoscoping and digital painting blend seamlessly into each shot. Through illustrious four color presentation, the book features step-by-step instruction on the artistic techniques of rotoscoping and digital painting with lessons on: *Articulate mattes *Digital paint in moving footage *Motion tracking *Advanced rotoscoping and digital paint techniques, and much more It also features practical insight on the subject and industry, delving into: *The history and evolution of rotoscoping and the role of the rotoscoper *A typical day in the life of a rotoscoper *How to get a job as a rotoscoper

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 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.

Digital Visual Effects in Cinema

Digital Lighting and Rendering

An Untold Story of American Valor

VFX Solutions for the Independent Filmmaker

The Seduction of Reality

Advanced Maya Texturing and Lighting

Crafting a perfect rendering in 3D software means nailing all the details. And no matter what software you use, your success in creating realistic-looking illumination, shadows and textures depends on your professional lighting and rendering techniques. In this lavishly illustrated new edition, Pixar's Jeremy Birn shows you how to: Master Hollywood lighting techniques to produce professional results in any 3D application Convincingly composite 3D models into real-world environments Apply advanced rendering techniques using subsurface scattering, global illumination, caustics, occlusion, and high dynamic range images Design realistic materials and paint detailed texture maps Mimic real-life camera properties such as f-stops, exposure times, depth-of-field, and natural color temperatures for photorealistic renderings Render in multiple passes for greater efficiency and creative control Understand production pipelines at visual effects and animation studios Develop your lighting reel to get a job in the industry

Covers the basics of Adobe After Effects, from color correction and keying to selection methods and motion tracking and provides tips and techniques to help readers become more productive with the program.

Join digital compositing pioneer and Nuke compositing authority Steve Wright for a tour of the new features in the latest Nuke release from The Foundry. Chapter 2 of this course covers Nuke's 2D enhancements, including video scopes and the Pixel Analyzer, as well as Dope Sheet, viewer, and Text node updates. Chapter 3 digs into the 3D features, including the new ParticleCache and EditGeo nodes and brand-new camera tracking for still photos-a feature Nuke artists have long anticipated. Note: This course is specifically designed for current Nuke artists who just want to learn about the new features in Nuke. For a more thorough exploration of Nuke 8, check out Steve's Nuke 8 Essential Training course.

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

Professional Digital Compositing

The Essential Guide to the 3rd Party Plug-ins

Greenscreen Made Easy

Essentials for the Aspiring Artist

The Art and Techniques of VFX for Directors, Producers, Editors and Cinematographers

The Complete Guide to Photorealism for Visual Effects, Visualization and Games

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, 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.

Don't waste valuable time and budget fixing your footage in post! Shoot the effects you want effectively and creatively the first time. This full-color step-by step guide to visual effects cinematography empowers you to plan out and execute visual effects shots on a budget, without falling into the common pitfall of using high-end computer graphics to " fix it in post.? Learn how to effectively photograph foreground miniatures, matte paintings, green screen set ups, miniatures, crowd replication, explosions, and so much more to create elements that will composite together flawlessly. Filming the Fantastic focuses on the art and craft of visual effects using real case scenarios from a visual effects cameraman. These lessons from the front line will give you ideas and insight so you can translate your skills into any situation, no matter what camera or software package you are using and no matter if you are using film or digital technology. Learn how to film your fantastic visual effects with this book! * Hundreds of full-color set photographs show you exactly how it's done * Includes step-by-step information on green screen setup * Real-world examples and exercises throughout

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 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. Level up your skills with powerful texturing and lightingtechniques Advanced Maya Texturing and Lighting, Third Edition leadsyou through the latest advanced techniques for adding realisticdetail to your models. This new edition is up-to-date with thelatest Maya texturing, lighting, and rendering features, includingan exploration of the Node Editor, new Maya utility nodes andexpanded coverage of mental ray shaders, and render settings. Theproven tutorials are culled from real-world experience and refinedto give you the ultimate in practical skills. You'll learn workflowtips and tricks, the construction of custom shading networks, andthe application of time-saving tools that bring your project fromconcept to reality. The companion website features severalgigabytes of Maya scene files, texture bitmaps, and QuickTimemovies that support the exercises in the book, giving youeverything you need to advance your animation skillset. This book helps you take your rendering skills to the next levelwith the advanced tools and techniques that take animation fromgood to great. Learn the theory behind expert lighting design Understand shadows, shading components, and texturemapping Work with node networks, raytracing, and globalillumination Try new approaches to rendering using Maya Software and mentalray If you're ready to take a big step forward and fine-tune yourstyle, Advanced Maya Texturing and Lighting, Third Editionis the practical, hands-on guide you need.

Filming the Fantastic

Mathematics for Computer Graphics

Compositing Visual Effects

MENTAL RAY, FOR MAYA, 3DS MAX, AND XSI: A 3D ARTIST'S GUIDE TO RENDERING (With CD)

1 Anunnaki

Rotoscoping

This is a concise and informal introductory book on the mathematical concepts that underpin computer graphics. The author, John Vince, makes the concepts easy to understand, enabling non-experts to come to terms with computer animation work. The book complements the author's other works and is written in the same accessible and easy-to-read style. It is also a useful reference book for programmers working in the field of computer graphics, virtual reality, computer animation, as well as students on digital media courses, and even mathematics courses.

Just as Jack Kerouac captured the beat of the '50s, his daughter captured the rhythm of the generation that followed. With a graceful, often disturbing detachment and a spellbinding gift for descriptive imagery, Jan Kerouac explores the tortured, freewheeling soul of a woman on her own road. From an adolescence of LSD, detention homes, probation, pregnancy, and a stillbirth in the Mexican tropics at age 15; to the peace movement in Haight-Ashbury and Washington state; to traveling by bus through Central America with a madman for a lover, Baby Driver moves with the force of a tropical storm.

Whether you're a novice compositor or a well-versed one moving over from After Effects or Shake, this is THE book for you to learn the ins and outs of the powerful compositing software, Nuke.

1 Anunnaki is the actual shooting screenplay for the long awaited sci-fi legend created by write/producer/director/VFX producer Jon Gress and precedes the release of the highly anticipated and controversial series Secrets Of The Anunnaki which reveals the connections between the Anunnaki, UFO's, Crop Circles, Vampires and what Gress has coined "The True Dark Matrix".

Essential Tools and Techniques

The Outpost

NUKE Codex

Hybrid Animation

A Guide to Visual Effect Cinematography

Introducing Autodesk Maya 2013

« For many visual effects students who are just starting out or are moving from After Effects, Shake, Fusion, or another compositing tool, they are learning that Nuke is quickly becoming the feature film compositing industry standard.Nuke 101 covers everything they need to know to begin using the compositor for their projects. It includes step-by-step lessons on basic and advanced compositing, color correction, Roto Paint, keying, tracking, as well as more advanced topics such as using CGI and the 3D engine. » --

Artist imaginations continue to grow and stretch the boundaries of traditional animation. Successful animators adept and highly skilled in traditional animation mediums are branching out beyond traditional animation workflows and will often use multiple forms of animation in a single project. With the knowledge of 3D and 2D assets and the integration of multiple animation mediums into a single project, animators have a wealth of creative resources available for a project that is not limited to a specific animation medium, software package or workflow processs. Enhance a poignant scene by choosing to animate the scenic background in 2D while the main character is brought to life with 3D techniques. Balance the budget demands of a project by choosing to integrate a 2D or 3D asset to save time and expense. Choose which medium Hybrid Animation, learn the systematic development of the 2D and 3D assets and the issues surrounding choices made during the creative process.

For many visual effects artists who are just starting out or are moving from After Effects, Shake, Fusion, or another compositing tool, they are learning that Nuke is quickly becoming the feature film compositing industry standard. While there are several online turorials and courses available, there is currently no book on the market for those who need to know all the ins and outs of the software. Until now. Nuke 101 covers everything readers need to know to begin using the compositor for their projects. It includes step-by-step lessons on basic and advanced compositing, color correction, Roto Paint, keying,

tracking, as well as more advanced topics such as using CGI and the 3D engine. The projects used throughout the book are based on real-world examples of professional production work and offer hard-worn advice from the pros who work in the trenches on high-end compositing work. After reading the techniques and following along in the projects, readers will have a solid foundation for working in Nuke and be able to join the ranks of its many fans and adopters. 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.

Now refreshed with current technologies and terms, and more than 25 percent new images and an all-new chapter, this bestselling guide shows readers how to shoot great photographs with any type of camera.

Production Workflows and Techniques

Adobe After Effects CS6 Visual Effects and Compositing Studio Techniques

The Visual Effects Arsenal

Baby Driver

Understanding Exposure

Nodes Within Nodes

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

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 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

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 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.

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, 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 in CS6, including variable mask feathering, Rolling Shutter Repair, Camera Tracker, and the new ray-traced 3D rendering engine which allows users to quickly design in 3D space. ¿ Included with the book are files used for many of the techniques in the book: Sample clips and projects include HD footage from Pixel Corps and Artbeats, as well as demos of plug-ins that you can use to experiment with in your own effects. 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.

Digital Compositing for Film and Video

The Digital Matte Painting Handbook

Integrating 2d and 3d Assets

How to Shoot Great Photographs With Any Camera