

Digital Compositing With Nuke

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.

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.

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.

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.

Nuke 8 New Features

Advanced Maya Texturing and Lighting

Greenscreen Made Easy

How to Shoot Great Photographs With Any Camera

The Outpost

Keying and Compositing Techniques for Indie Filmmakers

Level up your skills with powerful texturing and lighting techniques
Advanced Maya Texturing and Lighting, Third Edition leads you through the latest advanced techniques for adding realistic detail to your models. This new edition is up-to-date with the latest Maya texturing, lighting, and rendering features, including an exploration of the Node Editor, new Maya utility nodes and expanded coverage of mental ray shaders, and render settings. The proven tutorials are culled from real-world experience and refined to give you the ultimate in practical skills. You'll learn workflow tips and tricks, the construction of custom shading networks, and the application of time-saving tools that bring your project from concept to reality. The companion website features several gigabytes of Maya scene files, texture bitmaps, and QuickTime movies that support the exercises in the book, giving you everything you need to advance your animation skillset. This book helps you take your rendering skills to the next level with the advanced tools and techniques that take animation from good to great. Learn the theory behind expert lighting design Understand shadows, shading components, and texture mapping Work with node networks, raytracing, and global illumination 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 Edition is the practical, hands-on guide you need.

This is the eBook of the printed book and may not include any media, website access codes, or print supplements that may come packaged with the bound book. Master the Newest Blender Techniques for Creating Amazing 3D Characters: From Design and Modeling to Video Compositing Now fully updated for Blender 2.78b and beyond, Learning Blender, Second Edition, walks you through every step of creating an outstanding 3D animated character with Blender, and then compositing it in a real video using a professional workflow. This edition covers the powerful new selection and modeling tools, as well as high-efficiency improvements related to other parts of the project such as texture painting, shading, rigging, rendering, and compositing. Still the only Blender tutorial to take you from preproduction to final result, this guide is perfect for both novices and those moving from other software to Blender (open source and free software). Author Oliver Villar provides full-color, hands-on chapters that cover every aspect of character creation: design, modeling, unwrapping, texturing, shading, rigging, animation, and rendering. He also walks you through integrating your animated character into a real-world video, using

professional camera tracking, lighting, and compositing techniques. The rich companion website (blendtuts.com/learning-blender-files) will help you quickly master even the most complex techniques with bonus contents like video tutorials. By the time you're done, you'll be ready to create outstanding characters for all media—and you'll have up-to-date skills for any 3D project, whether it involves characters or not. Learn Blender's updated user interface, navigation, and selection techniques Create your first scene with Blender and the Blender Render and Cycles render engines Organize an efficient, step-by-step pipeline to streamline workflow in any project Master modeling, unwrapping, and texturing Bring your character to life with materials and shading Create your character's skeleton and make it walk Use Camera Tracking to mix 3D objects into a real-world video Transform a raw rendered scene into the final result using Blender's compositing nodes Register your product at informit.com/register for convenient access to downloads, updates, and corrections as they become available.

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 processes. 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. 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 roto-scoper *A typical day in the life of a

rotoscoper *How to get a job as a roscoper

A Hands-On Guide to Creating 3D Animated Characters

Filming the Fantastic: A Guide to Visual Effects Cinematography

Animation for Beginners

The HDRI Handbook 2.0

The Art and Science of Digital Compositing

Professional Digital Compositing

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.

! 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) !

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!

A new edition of Bloop Animation's popular animation guidebook packed with the latest recommendations and insights on how to turn your artistic passion into a professional film career! If you are an aspiring animator considering a career in film production or are curious about what it takes to make animated shorts, this is the book for you! Animation for Beginners is a comprehensive and modern introduction to the art and business of 3D animation from Bloop Animation founder, filmmaker, graphic novel author, and teacher Morr Meroz. With this guide, Meroz reveals a behind-the-scenes view of the pre-production, production, and post-production process along with an introduction to the skills you need and the different types of animation across the film industry. Along with these basics, you will learn: The 12 Principles of Animation The 8 Genres of Animated

Shorts Writing an Animated Feature Film Career Paths for Animators and Tips on Starting a Career in Animation As a graduate of the School of Visual Arts and an animation professional, Meroz demystifies the business side of filmmaking with real-world advice for creating a compelling demo reel and portfolio site, hunting for a first job, and considering the pros and cons of freelancing versus working full-time. This is a perfect gift for illustrators, graphic designers, film students, and film industry professionals interested in how to "make it" as animators.

Creating Visual Effects in Maya

Digital Visual Effects and Compositing

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

Plug-in to After Effects

The Digital Matte Painting Handbook

Mathematics for Computer Graphics

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!

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

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.

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 tutorials 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.

Color Correction Look Book
Hybrid Animation
An Untold Story of American Valor
Fire, Water, Debris, and Destruction
Popular Horror after Saw
Professional Compositing and Visual Effects

Digital Compositing with NukeRoutledge

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. In addition to covering all of the menus, buttons, and other software-specific topics, it also offers critical lessons in compositing theory, including working in 2.5D and stereoscopic 3D. Through a tutorial-based approach, augmented by video footage and image files provided on the companion DVD, this book will have you up and running in Nuke in just hours. The book features over 300 4-color images, industry insider sidebars, as well as an entire chapter dedicated to real-world Nuke case studies. The DVD files are also available for download at http:

[//www.focalpress.com/books/details/9780240820354/](http://www.focalpress.com/books/details/9780240820354/).

Expand your knowledge of the aesthetics, forms and meaning of motion graphics as well as the long-running connections between the American avant-garde film, video art and TV commercials. In 1960 avant-garde animator and inventor John Whitney started

Online Library Digital Compositing With Nuke

a company called "Motion Graphics, Inc." to make animated titles and logos. His new company crystalized a relationship between avant-garde film and commercial broadcast design/film titles. Careful discussion of historical works puts them in context, allowing their reappearance in contemporary motion graphics clear. This book includes a thorough examination of the history of title design from the earliest films through the present, including Walter Anthony, Saul Bass, Maurice Binder, Pablo Ferro, Wayne Fitzgerald, Nina Saxon, and Kyle Cooper. This book also covers early abstract film (the Futurists Bruno Corra and Arnaldo Ginna, Leopold Survage, Walther Ruttmann, Viking Eggeling, Hans Richter, Oskar Fischinger, Mary Ellen Bute, Len Lye and Norman McLaren) and puts the work of visual music pioneers Mary Hallock-Greenewalt and Thomas Wilfred in context. The History of Motion Graphics is the essential textbook and general reference for understanding how and where the field of motion graphic design came from and where it's going.

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

The Invisible Art of Camera Tracking

Adobe After Effects CC Visual Effects and Compositing Studio Techniques

Creative Grading Techniques for Film and Video

Essentials for the Aspiring Artist

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

Cinematographers

Nuke 101

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 Mark 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.

Online Library Digital Compositing With Nuke

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.

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.

A comprehensive reference that includes all the information available on resources for digital compositing. Overview of methods, procedures, and results attainable with various digital compositing software, such as lighting, transitions, rendering optimization, and more. Contains thorough reviews of software packages, plug-ins, and resources relating to digital compositing.

Online Library Digital Compositing With Nuke

The digital compositing process is being applied in many diverse fields from Hollywood 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.

Getting Started with Animation Filmmaking

Torture Porn

Nodes Within Nodes

NUKE Codex

Essential Tools and Techniques

Integrating 2d and 3d Assets

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

Online Library Digital Compositing With Nuke

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

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, atmospheric, 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, atmospheric, shading, texturing,

Online Library Digital Compositing With Nuke

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. 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

Online Library Digital Compositing With Nuke

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.

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.

Online Library Digital Compositing With Nuke

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 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

Online Library Digital Compositing With Nuke

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

Nuke Essential Training (2014).

Digital Lighting and Rendering

Understanding Exposure

Learning Blender

Compositing Visual Effects

Rotoscoping

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

Online Library Digital Compositing With Nuke

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 the Art and Science of Matchmoving Written by a matchmoving expert, this book is much more than a technical primer. It helps you think like a pro so that you can find the right solution for your matchmoves, no matter how tricky. You'll also find coverage of tasks that commonly go hand-in-hand with matchmoving, along with advice on the contributions you can make on the set of a live-action shoot. Whether you're a student or professional, *Matchmoving: The Invisible Art of Camera Tracking* gives you the knowledge and perspective you need to quickly and successfully solve every matchmove. Coverage includes: Understanding how matchmove programs work Perspective matching Getting optimal 2D tracking data Calibrating/solving cameras Using automatic tracking Fitting matchmoves into a CG set Mastering matchamation techniques Modeling from matchmoves Troubleshooting bad matchmoves Multi-purposing matchmove data

Online Library Digital Compositing With Nuke

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.

Online Library Digital Compositing With Nuke

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

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

Online Library Digital Compositing With Nuke

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

Matchmoving

Digital Compositing with Nuke 101

3D for Graphic Designers

The History of Motion Graphics

Digital Compositing with Nuke

Visual effects dominate at the box office, and Nuke is the compositing software that is used at high-end studios to create those mind-blowing effects. In this comprehensive course, digital compositing pioneer and Nuke authority Steve Wright introduces this complex and powerful tool to visual effects artists new to Nuke. Starting with an introduction to the unique node-based interface and progressing through techniques like color correction, keying, rotoscoping, and tracking, this course covers Nuke from top to bottom. This course was created by Steve Wright. We're honored to host this training in our library.

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. The first monograph to critically engage with the controversial horror film subgenre known as 'torture porn', this book dissects press responses to popular horror and analyses key torture porn films, mapping out the broader conceptual and contextual concerns that shape the meanings of both 'torture' and 'porn'. 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.

The Essential Guide to the 3rd Party Plug-ins

Digital Compositing for Film and Video

Adobe After Effects CS6 Visual Effects and Compositing Studio Techniques

The Filmmaker's Guide to Visual Effects

Digital Compositing in Depth

High Dynamic Range Imaging for Photographers and CG Artists

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.

In this follow-up volume to the bestseller Color Correction Handbook, Alexis Van Hurkman walks you through twenty-one categories of creative grading techniques, designed to give you an arsenal of stylizations you can pull out of your hat when the client asks for something special, unexpected, and unique. Each chapter presents an in-depth examination and step-by-step, cross-platform breakdown of stylistic techniques used in music videos, commercial spots, and cinema.