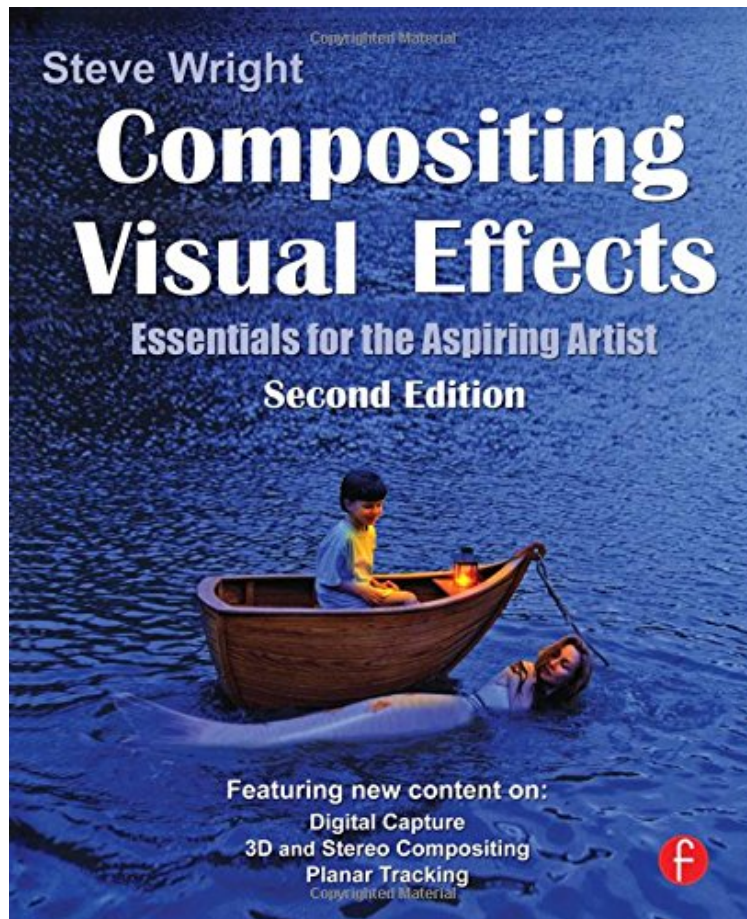


Compositing Visual Effects: Essentials for the Aspiring Artist

Steve Wright

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Steve Wright : Compositing Visual Effects: Essentials for the Aspiring Artist before purchasing it in order to gage whether or not it would be worth my time, and all praised Compositing Visual Effects: Essentials for the Aspiring Artist:

0 of 0 people found the following review helpful. Fills in all the learning gapsBy Scott DicksonAs a professional in TV post production I'm very self-educated when it comes to compositing. However, there have been gaping holes in my knowledge. This book really filled in the gaps. I appreciate how thoroughly it goes "under the hood" in explaining various techniques... including those which are just now becoming available in mainstream programs. I'm finding that since reading this I do a lot less guessing about how to tackle individual compositing problems.Steve is a remarkably gifted teacher. He's as fun to read as he is to listen to in his online classes.0 of 0 people found the following review helpful. Very helpful and good as an introductory book for someone who is new ...By CustomerAlready got the book. Very helpful and good as an introductory book for someone who is new to Digital Compositing :)0 of 0 people found the following review helpful. Good book on compositing for beginnersBy Justin S LearyIs a good read, especially for beginners in visual compositing. I guess I gave it four stars not five as it isn't comprehensive on the subject, but it does

serve as a good overview or starting point for beginners.

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 (<http://www.taylorandfrancis.com/cw/wright-9780240817811/>) 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

".Wright leads the reader through the entire process and techniques used to create blockbuster effects, but makes the journey easy for the layperson. This is a MUST-HAVE book for anyone who wants to know the magic that digital compositing is." - Jeffery Jasper, VFX Compositor, New Deal Studio (The Good Shepherd, X-Men 3, Pirates of the Caribbean 3) About the Author Steve Wright is a visual effects compositing veteran with 70 broadcast television commercials and over 60 feature films credits. He's developed video games at Atari, done 3D animations for Robert Abel and Associates, and was senior compositor and 2D technical director at Kodak's Cinesite. Steve is now a freelance, digital-compositing guru, who teaches, trains, writes, and develops on-line training programs.