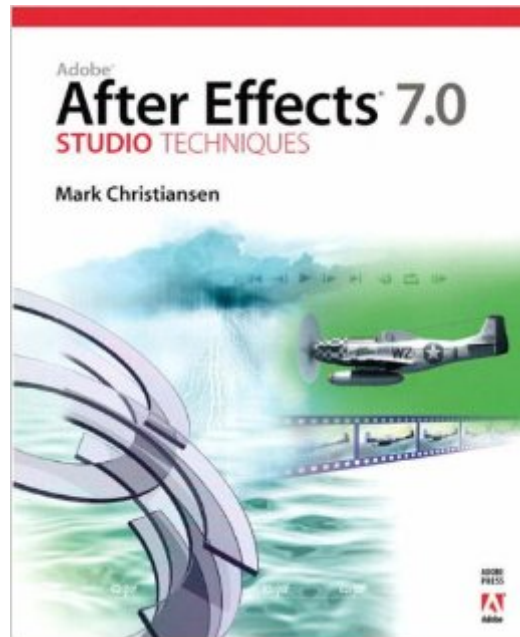


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# Adobe After Effects 7.0 Studio Techniques



## Synopsis

Ready to learn the visual effects techniques used at such leading-edge studios as Industrial Light + Magic and The Orphanage? Adobe After Effects 7.0 Studio Techniques inspires you to take your work to the next level with real-world examples and insider techniques. With this under-the-hood, in-depth guide to Adobe's updated motion graphics and effects powerhouse, you'll get complete coverage of all the big features in After Effects 7.0: High dynamic range (HDR) 32 bit per channel color compositing, cinema preview and color management, a redesigned user interface, a new Graph Editor to animate using explicit translation curves, retiming effects using Timewarp, and dozens of other enhancements. Get blockbuster results without the big budget as you delve deep into the essence of visual effects. This book goes beyond conventional step-by-step instruction, teaching you bread-and-butter effects that you can adapt and combine for countless projects. **Real solutions from real professionals:** learn the techniques and approach used to create shots for big-budget special effects films. **Compositing essentials:** No matter how sophisticated the effect, they all begin with the same building blocks. Find out what you've been missing about color and light matching, keying, motion tracking, rotoscoping, working with film, and more. **Advanced techniques:** Your goal should be effects so good that no one notices them. From sky replacement to explosions, from smoke to fire, learn to bring your shots to life and enhance scenes without anyone ever knowing what they're seeing isn't 100% real. **Companion CD-ROM:** Professional tools produce professional results. The book's companion disc includes plenty of sample projects including HD footage from Pixel Corps and the Artbeats Digital Film Library, as well as more than a dozen plug-ins and programs that you can use to build up and customize your own effects.

## Book Information

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## Customer Reviews

Do you want to know how to create visual effects in detail? Then buy this excellent book that demystifies the realm of visual effects, this book is full of magic (isn't that what you'll want to be "a visual effects magician?") Section I "Working foundations" reviews fundamentals of AE, from page 4 till 133 he revisited the effects toolset, the timeline, selections (the key to compositing) and in chapter four (page 115) "Optimizing the pipeline" the author examines the flow of data through AE in specific detail; understanding how to use multiple compositions, knowing when to pre-compose and optimizing the rendering time; this is a great chapter while he explains you the workflow of your project(s) and time saving techniques to organize multiple compositions. At the end of section I you'll be able to wring the most out of AE and continue in Section II with "Effects Compositing Essentials" (page 137-353) Color and light: adjusting and matching, color keying, rotoscoping and paint, effective motion tracking, virtual cinematography, expressions and issues specific to film and HDR images (chapter wrote by Brendan Bolles). After this section (where you learned all the stuff and tips and tricks) jump to the final "Creative explorations" (page 375-497) and meet the "real world" where you apply all the techniques you learned in the 371 previous pages. Work with light and then create natural elements: replacement skies, mist, fog, smoke, effects of wind and water; create fire effects and explosions, sci-fi weaponry a.s.o (all believable footage!

Buy this book; its cost (particularly here at ) is trivial compared to the software, and you'll get some important independent opinions and expert advice that, from what I understand, isn't available anywhere else. In general, I've found the book to be pedagogical, informative and entertaining at the same time. What makes the book unique is Mark Christiansen's opinions. You get the voice of a great deal of experience, giving an independent evaluation of features and organization of After Effects itself, and how this impacts real-world usage. Reading that how certain features were implemented were "weird" was a pleasant surprise in a book published by Adobe Press. In contrast with the user manuals and canned tutorial materials, the book does not automatically assume that how After Effects works is the best way to accomplish certain tasks---in some instances, other software applications are better (e.g. rotoscoping), and Christiansen doesn't hesitate to point that out. What makes the book so useful is that you get an evaluation of After Effects, instead of an

automatic assumption that it must be all things to all people. That being said, Christiansen does give it a fair Shake (pun intended :), and the general thrust is that After Effects is no younger sibling to node-based compositors, and it's capable of a lot more than typical users think. The other major strength to the book is that it's NOT a user manual. Those books, and many about how to use software in general, are feature-descriptive, and organized like the software program in how things are explained. This certainly makes the organization easy to follow (and, I daresay, easier on the authors to write), but isn't necessarily useful for working professionals.

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