

After Effect Tutorial And Aep Documents

So you've got a copy of After Effects and an idea of what this professional motion graphics and effects tools can do...but what can you do with After Effects? How far can you push it? What are the best effects that you can create? What are the essential skills and techniques you need to really make your creations stand out? After Effects Most Wanted answers these questions in a refreshing and practical way. Through a wide variety of projects, the original artists tell you why, and exactly how they created their masterpieces. The authors, all of whom use After Effects to make a living, share with you the secrets of their successes and extend beyond that to give you the real-world techniques things the way that they did. Moreover, the accompanying CD has their creations available at your fingertips and the simple, step-by-step instructions in the book show you how they created these pieces. The projects covered are diverse, from a thought-provoking and controversial artist Simon Tsyko, a work featured by Adobe in their motion gallery, to a television commercial for McDonald's by Peter Reynolds. Other authors include: Joost Korngold (www.renascent.nl) and Chris James Hewitt, whose Relokation project was featured work on the BD4D (By Designers For Designers) web site, Christian Darkin, a digital video journalist and author, and Jeff Foster, who offers two pieces, one for TV and one for the cinema. Without long, redundant discussions of tools and application packages, After Effects Most Wanted is a book that delivers the techniques, skills, and effects that will let you bring your creations to life.

Take your After Effects projects to the next level by mastering its third-party plug-ins. Whether it's keying and compositing, creating 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 comprehensive, 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 covered in depth.

"Jeff Foster has created the one indispensable and definitive production guide to two of the world's greatest symbiotic tools: After Effects and Photoshop." —Jack H. Davis, coauthor, the Photoshop Wow! books and How to Wow: Photoshop for Photography Nothing beats the synergy of After Effects and Photoshop for creating professional-level effects, and nothing beats this book for showing you how professionals really use these programs. In this second edition to his bestselling book, TV and movie graphics veteran Jeff Foster provides new information on After Effects 7 and Photoshop CS2—plus expanded coverage of blue/green screening and titling, beautiful and innovative real-world solutions for today's professionals. Better than ever, this must-have reference is still the only guide that shows you how to use these two superpower programs together to achieve professional results. The DVD includes production materials, third-party plug-ins, filters, and stock video. You'll also find project files and footage to go with every one of the book's projects, which require After Effects 7 or later. Learn what the pros know, including how to: Add depth to your animation by mimicking real motion Grab your audience's attention with creative motion titling Shoot a clean blue/green screen Apply 3D animation to 2D images Remove backgrounds with blue-screen mattes Retouch frame by frame with rotoscoping Construct realistic composites and locales with matte painting Make movie-quality effects simulating 3D camera motion Produce realistic effects such as noise, clouds, and smoke Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

One of the most exciting new features in After Effects is the integration of Cinema 4D using the CINEWARE plug-in and a free Cinema 4D Lite. Both provide a wide assortment of new 3D tools and options that are difficult or nearly impossible to achieve with After Effects alone. This book clearly demonstrates how the new 3D workflow bridges the two applications together to raise the design bar in motion graphics and broadcast design. Hands-on exercises teach you essential production skills including: Modeling in CINEMA 4D Lite Creating 3D models in After Effects Tracking 3D motion in After Effects Compositing with CINEWARE Using MoGraph features in CINEMA 4D Rendering and optimization techniques Additional online materials include project files and videos showcasing the techniques covered in the book. To access these materials, please see the 'eResources' tab.

Real-World Skills for the Aspiring Motion Graphics Artist
3D Motion Graphics and Visual Effects Using CINEWARE
Computer Arts

Adobe After Effects Classroom in a Book

Adobe After Effects CC

ADO AFT EFF CS5 VIS_p1

Information Theory and Statistics

The final cut is only the beginning. The 5.5 release of Adobe's comprehensive compositing and visual effects tool offers an unparalleled range of special effects options to the digital video maker. With new 3D tools, brand new effects and increased productivity and workflow management, After Effects 5.5 is the last word in creating stunning visual experiences for video, film and the web. Revolutionary After Effects 5.5 brings you everything that this version has to offer—both Standard Version and Production Bundle—and will teach you everything you need to have sheer digital beauty, on your desktop, in the palm of your hand. Whatever your level, this book delivers the core skills, advanced techniques and real-world case studies to send your digital video projects sky-high.

Revolutionary After Effects 5.5 covers all you need to know, before you need to know it, backing up every piece of theory with solid practical tutorials. What this book covers: Setting up your hardware and importing material from a wide range of sources Compositing and building layers Animation and effects Rendering your composite for digital video or the web Three full case studies: Compositing a CGI animation, creating a web site banner, and enhancing a music video—putting it all into practice What you'll learn Who this book is for Revolutionary After Effects 5.5 will radically improve your output if you are: A digital editor looking to advance your skills and polish your productions A digital artist wishing to enhance your skillset and quickly master a complex package

*After Effects CS5.5 Update: [/tv.adobe.com/show/after-effects-cs55-new-creative-techniques/](http://tv.adobe.com/show/after-effects-cs55-new-creative-techniques/) Chris and Trish Meyer have created a series of videos demonstrating how to use their favorite new and enhanced features in After Effects CS5.5. Virtually all of these videos use exercise files from Creating Motion Graphics with After Effects (5th Edition for CS5) as their starting point, extending the usefulness of this book for its owners. These videos may be viewed for free on AdobeTV. * 5th Edition of best-selling After Effects book by renowned authors Trish and Chris Meyer covers the important updates in After Effects CS4 and CS5 * Covers both essential and advanced*

techniques, from basic layer manipulation and animation through keying, motion tracking, and color management * The downloadable resources are packed with project files for version CS5, source materials, and nearly 200 pages of bonus chapters Trish and Chris Meyer share over 17 years of hard-earned, real-world film and video production experience inside this critically acclaimed text. More than a step-by-step review of the features in AE, readers will learn how the program thinks so that they can realize their own visions more quickly and efficiently. This full-color book is packed with tips, gotchas, and sage advice that will help users thrive no matter what projects they might encounter. Creating Motion Graphics 5th Edition has been thoroughly revised to reflect the new features introduced in both After Effects CS4 and CS5. New chapters cover the revolutionary new Roto Brush feature, as well as mocha and mocha shape. The 3D section has been expanded to include working with 3D effects such as Digieffects FreeForm plus workflows including Adobe Repoussé, Vanishing Point Exchange, and 3D model import using Adobe Photoshop Extended. The print version is also accompanied by downloadable resources that contain project files and source materials for all the techniques demonstrated in the book, as well as nearly 200 pages of bonus chapters on subjects such as expressions, scripting, and effects. Subjects include: Animation Techniques; Layer Management; Modes, Masks, and Mattes; Mastering 3D Space; Text Animation; Effects & Presets; Painting and Rotoscoping; Parenting, Nesting, and Collapsing; Color Management and Video Essentials; Motion Tracking and Keying; Working with Audio; Integrating with 3D Applications; Puppet Tools; Expressions; Exporting and Rendering; and much more.

Creative professionals seeking the fastest, easiest, most comprehensive way to learn Adobe After Effects CS6 choose Adobe After Effects CS6 Classroom in a Book from the Adobe Creative Team at Adobe Press. The 15 project-based lessons in this book show readers step-by-step the key techniques for working in After Effects CS6 and how to work efficiently and deliver in the widest possible range of media types. In addition to learning the key elements of the After Effects interface, this completely revised CS6 edition covers new features, including the Global Performance Cache, 3D Camera Tracker, Ray-traced 3D rendering, variable mask feathering, tight integration with Adobe Illustrator, rolling shutter repair, Pro Import files from Avid Media Composer and Final Cut Pro 7, improved mocha AE workflow, and more. "The Classroom in a Book series is by far the best training material on the market. Everything you need to master the software is included: clear explanations of each lesson, step-by-step instructions, and the project files for the students." -Barbara Binder, Adobe Certified Instructor, Rocky Mountain Training Classroom in a Book®, the best-selling series of hands-on software training workbooks, helps you learn the features of Adobe software quickly and easily. Classroom in a Book offers what no other book or training program does—an official training series from Adobe Systems Incorporated, developed with the support of Adobe product experts. 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. Designed to complement the Encore DVD software documentation, this full-color book begins with a brief description of the DVD specification, then introduces readers to DVD authoring concepts such as menu creation, timeline construction, navigation, transcoding, and disc mastering. Readers learn how to plan and manage projects, and how to master the workflows between Encore and other Adobe applications such as Photoshop, Premiere, and After Effects to create well-structured and engaging menus. The companion DVD contains documents for planning a DVD, tutorial projects, and a library of royalty free, customizable, templates.

Adobe After Effects CC Visual Effects and Compositing Studio Techniques

Poetry in Motion Graphics

Adobe After Effects CS3

Animation and Production Effects for DV and Film

Professional Digital Compositing

Compositing Visual Effects in After Effects

Mac Design Magazine

Information Theory and Statistics: A Tutorial is concerned with applications of information theory concepts in statistics, in the finite alphabet setting. The topics covered include large deviations, hypothesis testing, maximum likelihood estimation in exponential families, analysis of contingency tables, and iterative algorithms with an "information geometry" background. Also, an introduction is provided to the theory of universal coding, and to statistical inference via the minimum description length principle motivated by that theory. The tutorial does not assume the reader has an in-depth knowledge of Information Theory or statistics. As such, Information Theory and Statistics: A Tutorial, is an excellent introductory text to this highly-important topic in mathematics, computer science and electrical engineering. It provides both students and researchers with an invaluable resource to quickly get up to speed in the field.

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, 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 programa 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. Note from the publisher: FREE Adobe After Effects CS5.5 updates are available for this title. Simply register your product at www.peachpit.com/register and you will receive the updates when they become available.

Get the most from the most widely used application in the postproduction field! Gain the insider tips you need to compose eye-catching, imaginative Adobe After Effects projects quickly and effectively. In *How to Cheat in After Effects, Second Edition* seasoned AE expert Chad Perkins provides dozens of concise, step-by-step tutorials and lavish 4-color illustrations to get you on the fast track to producing amazing motion graphics and visual effects. Updated for CS6, this new edition has been revised to include: A brand new chapter on the most popular 3rd party effects including Trapcode Particular and Video Copilot's Element 3D New cheats on professional compositing, expressions, and high end visual effects Tons of cool light tricks and lessons on how to use Video Copilot's Optical Flares A thorough explanation of the Ray-trace 3D engine introduced in After Effects CS6 An all new companion DVD with project files allowing you to work alongside the exercises in the book, as well as QuickTime movies displaying techniques There's no time to waste! Whether you are an intermediate After Effects user in need of its more advanced tools or a novice looking for techniques to up your game, this book will bring your motion graphics, visual effects, and graphic compositions to the next level. For customers who buy an electronic version of the book, all the DVD project files are available for download at www.focalpress.com/9780415661065

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

Add Broadcast Features to Your Flash designs

After Effects Most Wanted

Adobe Photoshop CS6 Classroom in a Book

After Effects in Production

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Adobe After Effects CS6 Visual Effects and Compositing Studio Techniques

Provides a series of lessons on the basic concepts, tools, techniques, and features of using Adobe Photoshop CS6, covering such topics as selection tools, layers, masks and channels, typographic design, vector drawing, editing video, Mixer Brush, and 3D images. Taylor aims to provide a guide to the fundamental workings of after effects software and how to get the best results from it. Examples are given of its capabilities, including nesting, layering, working with text and numbers, and time-based effects.

Flash Designers: push Flash to the next level with After Effects' robust toolset. CS5 delivers more complete integration of these two powerhouse applications—so you can expand your multimedia horizons. Flash + After Effects gives you a working understanding of the AE toolset and professional techniques that raise the design bar for web, HD broadcast, or CD/DVD delivery. The companion web site contains project media for hands-on practice of essential production skills, including:

Whether you're new to After Effects and want to get up to speed quickly, or already a user who needs to become familiar with the new features, After Effects Apprentice was created for you. With 12 core lessons including a trio of projects combining After Effects with CINEMA 4D Lite, you'll learn how to tap this program's vast potential — whether you create motion graphics for network television, corporate communications, or your own projects. Fully updated to cover the major new features added in After Effects CC, this edition of the book presents a professional perspective on the most important features a motion graphics artist needs to master in order to use After Effects effectively. You'll learn to creatively combine layers; animate eye-catching titles; manipulate 3D space; color key, track or rotoscope existing footage to add new elements; and use effects to generate excitement or enhance the realism of a scene. Easy to follow, step-by-step instructions guide you through the features, with explanations of the "why" instead of just the "how" behind each technique. You'll learn more than just the tools; you'll learn skills that you can immediately put to work expressing your own ideas in your productions. USER LEVEL: Novice-Intermediate Topics include how to: • Animate, edit,

layer, and composite a variety of media. • Manipulate keyframes and the way they interpolate to create more refined animations. • Use masks, mattes, stencils and blending modes to add sophistication to your imagery. • Create, animate, and extrude text and shape layers. • Explore 3D space, including using CINEMA 4D Lite. • Use tracking and keying to create special effects, such as replacing screen displays. A companion website at www.routledge.com/cw/meyer makes available for download all exercise source material and After Effects CC project files required to get the most out of this book.

From After Effects to Flash

Adobe After Effects CS6 _p1

Creative After Effects 7

Classroom in a Book : the Official Training Workbook from Adobe Systems

After Effects 5.5 Magic

After Effects and Cinema 4D Lite

Designing Menus with Encore DVD

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 other action films. 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 clear, easy-to-use style, this allows you to reference a certain effect in the index and immediately access concise instructions to create it. Techniques are demonstrated in each of the most popular software tools- After Effects, Final Cut Studio, Shake, Phoenix, and Combustion are all covered. Brilliant, 4-color presentation provides inspiration and stimulating visual guidance to the reader. Presented, while the companion DVD contains project media files enabling you to put concepts learned into immediate practice. With its low bandwidth and tiny file sizes, it is often wrongly assumed that sound and video can never achieve a real-time level of sophistication in Flash animations. With competitive motion graphics techniques rapidly evolving, there is a constant growing demand for the next stage in sophisticated design—video and sound. This book will do exactly what they say it will do, possible by illustrating how video and sound can be integrated into your Flash presentations, placing you at the extreme edge of creative web design. The application of such tools as AfterEffects, QuickTime, SoundForge and Wildform test the boundaries of Flash and suggest ways to take sound and video beyond Flash and into the realm of Shockwave. Showing you how to take your site down and incorporate video and sound, the techniques covered in this book capitalise on the capabilities of Flash to overcome, tackling its limitations head-on. It will then look at how to take web video and sound a step further with Shockwave. What you'll learn Who this book is for All Flash designers who appreciate the need to use sound and video in order to stand out in the motion web graphics sector. Readers of other friends of ED Flash Studio titles who want to take the next step in becoming "New Masters".

Adobe After Effects Classroom in a Book is the best-selling guide to Adobe's powerful motion graphics program. The book's step-by-step based lessons in this book teach students step-by-step the key techniques for working efficiently in After Effects and applying them to the widest possible range of media types. In addition to the key elements of the After Effects interface, this revised edition covers new features and techniques. Learn how to create, manipulate, and optimize motion graphics for film, video, DVD, and mobile devices. Gain hands-on experience animating text and images, customizing a wide range of effects, tracking and keying content, rotoscoping, removing unwanted objects, and correcting color. Learn to create 3D content with both After Effects and Maxon Cinema 4D Lite (included with the software). The online companion files include all the necessary assets for you to complete the projects featured in each chapter. All buyers of the book get full access to the Web Edition: A Web-based version of the complete ebook enhanced with video and multiple-choice quizzes.

Now fully updated with the latest research and references, the third edition of Applied English Phonology provides a detailed, accessible introduction to the English sound system. Discusses the fundamental concepts of English phonology, including phonetic elements, phonemics, and allophonic rules of English consonants and vowels to phonotactics, stress, and intonation. Includes new coverage of waveform analysis, bilingual phonology, code-switching, and loan phonology Expands discussion of L1 contrastive phonological structures and markedness Supports students and instructors with sound files for transcription exercises and an instructor's manual, available upon publication at www.wiley.com/go/yavas3e

A Tutorial

Duik Bassel - User Guide

VFX Solutions for the Independent Filmmaker

Adobe After Effects CS5 Visual Effects and Compositing Studio Techniques

How to Cheat in After Effects

From Bias to Balance

Adobe After Effects CS6 Classroom in a Book

Bestselling book on After Effects - now fully revised for CS3.

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.

The book's visuals and professional-level tutorials are by some of the world's top motion graphics designers. Each contributor applies his or her personal visual style to the book, giving the reader an array of expert approaches to draw upon. The book focuses on real-world extended techniques rather than single-feature how-to's.

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 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.

Making Animated Films Outside the Mainstream

Flash + After Effects

Adobe After Effects Classroom in a Book (2020 release)

Workflow Techniques for Animation, Visual Effects and Motion Graphics

Plug-in to After Effects

Animation, Visual Effects, and Motion Graphics Production for TV and Video

Essential Tools and Techniques

Most environmental statutes passed since 1970 have endorsed a pragmatic or 'precautionary' principle under which the existence of a significant risk is enough to trigger regulation. At the same time, targets of such regulation have often argued on grounds of inefficiency that the associated costs outweigh any potential benefits. In this work, Jason Johnston unpacks and critiques the legal, economic, and scientific basis for precautionary climate policies pursued in the United States and in doing so sheds light on why the global warming policy debate has become increasingly bitter and disconnected from both climate science and economics. Johnston analyzes the most influential international climate science assessment organizations, the US electric power industry, and land management and renewable energy policies. Bridging sound economics and climate science, this pathbreaking book shows how the United States can efficiently adapt to a changing climate while radically reducing greenhouse gas emissions.

The fastest, easiest, most comprehensive way to learn Adobe After Effects CC Classroom in a Book ♦, the best-selling series of hands-on software training workbooks, offers what no other book or training program does—an official training series from Adobe Systems Incorporated, developed with the support of Adobe product experts. Adobe After Effects CC Classroom in a Book contains 14 lessons that cover the basics, providing countless tips and techniques to help you become more productive with the program. You can follow the book from start to finish or choose only those lessons that interest you. Purchasing this book gives you access to the downloadable lesson files you need to work through the projects in the book, and to electronic book updates covering new features that Adobe releases for Creative Cloud customers. For access, go to www.peachpit.com/redeem and redeem the unique code provided inside this book. "The Classroom in a Book series is by far the best training material on the market. Everything you need to master the software is included: clear explanations of each lesson, step-by-step instructions, and the project files for the students." Barbara Binder, Adobe Certified Instructor Rocky Mountain Training

The Guerrilla Guide to Animation: Making Animated Films Outside the Mainstream seeks to teach those not able to afford animation training or who seek to find an alternate path. It's meant to provide the outsider, the anarchist, the rebel, guidance into the world of 2D animation. Provocatively written, the author's experience in directing and teaching makes him the perfect source for all of those would-be animators out there. >

Provides tutorials that cover the techniques of Adobe After Effects, with instructions for such projects as broadcast animation, music video compositing, and DVD menu graphics.

The Guerrilla Guide to Animation

The Essential Guide to the 3rd Party Plug-ins

Climate Rationality

After Effects and Photoshop

Adobe After Effects 7.0 Studio Techniques
Creating Motion Graphics with After Effects
Essential and Advanced Techniques

Presents techniques and examples to help create a variety of visual effects.

This book provides the world's first and best guide to marrying After Effects and Flash technologies together, starting by taking the reader through the creation of a video project from concept to upload, with emphasis on making their workflow as efficient as possible. The rest of the book focuses on specific techniques and special effects that the reader can walk through and build, and then adapt for use on their own projects. The book supports the latest versions of After Effects and Flash.

Take your After Effects skills to a new level! Twelve step-by-step tutorials, designed by industry professionals, explore a variety of creative approaches as they teach useful design concepts and production techniques. Updated for After Effects 6.5, this new edition covers the most significant Version 5 and 6 features including 3D space, cameras, lights, parenting, text, animation presets, paint, and expressions. Each carefully structured project presents the "why" behind the steps, so you can adapt these techniques to your own designs and motion graphics work. All contain timeless concepts that will be of use for many years to come. After Effects in Production also contains six case studies of commercial projects created by award-winning studios such as ATTIK, Belief, Curious Pictures, The Diecks Group, Fido, and the authors' own studio, CyberMotion. These detail the integration of After Effects, 3D programs, live action, and a variety of animation techniques, revealing the artistic concepts behind the spots as well as the inventive techniques used to execute them. The enclosed DVD contains QuickTime movies of each of the final animations, allowing you to step through them frame-by-frame so you can examine them in detail.

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.

Creating Visual Effects in Maya

A Companion for Creating Motion Graphics

After Effects Apprentice

Advanced Visual Effects Compositing

Fire, Water, Debris, and Destruction

After Effects @ Work

Essential Techniques

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.

After Effects in Production A Companion for Creating Motion Graphics Taylor & Francis

Adobe After Effects Classroom in a Book (2020 release) is the best-selling guide to Adobe's powerful motion graphics program. The 15 project-based lessons in this book teach students step-by-step the key techniques for working efficiently in After Effects and delivering in the widest possible range of media types. In addition to the key elements of the After Effects interface, this revised edition covers new features and techniques. Learn how to create, manipulate, and optimize motion graphics for film, video, DVD, the web, and mobile devices. Gain hands-on experience animating text and images, customizing a wide range of effects, tracking and syncing content, rotoscoping, removing unwanted objects, and correcting color. Learn to create 3D content with both After Effects and Maxon Cinema 4D Lite (included with the software). The online companion files include all the necessary assets for readers to complete the projects featured in each chapter. All buyers of the book get full access to the Web Edition: A Web-based version of the complete ebook enhanced with video and multiple-choice quizzes.

Realize your creative potential with a working knowledge of After Effects 7. Renowned artist and designer Angie Taylor demonstrates professional workflows and inspires with practical tutorial lessons that help put the theory (and you!) to work. You'll learn from a comprehensive survey of the new interface and features, with illustrated techniques for animation, visual effects and motion graphics. Practice exercises to reinforce essential techniques, and continuous projects challenge you with fantastically creative uses of the application. The companion DVD includes everything you'll need to complete the tutorials as well as an array of bonus plug-ins and demo software.

The Visual Effects Arsenal

Applied English Phonology

Creative After Effects 5.0

Revolutionary After Effects 5.5

Professional

Techniques for Working with Problematic Footage

Corona Renderer. The Complete Guide