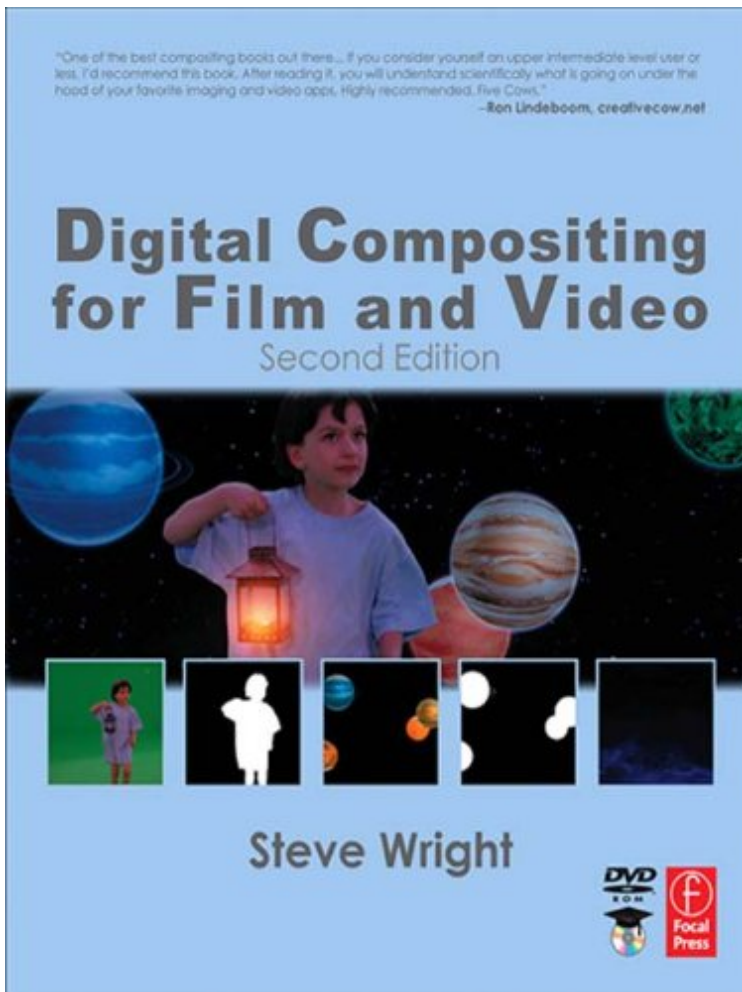


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Digital Compositing for Film and Video



Par Steve Wright
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Description :

Prsentation de l'diteur Digital Compositing for Film and Video is a hands-on, practical, how-to guide that addresses the problems and difficult choices faced by the professional compositor in real-life situations. It presents techniques, tricks, and solutions for dealing with badly shot elements, coloration artifacts, and mismatched lighting that bedevil actual compositors working on real shots. Readers are offered in-depth practical methods for matte extraction, despill procedures, compositing operations, and color correction--the "meat and potatoes" of all digital effects. Compositing is the artistic blending of several disparate elements from a variety of sources into a single image while making all the component elements appear to be in the same light space and shot with the same camera. When confronted with a bad composite any observer will recognize that something is wrong--the artist will know what is causing the problem, and the technician will know how to fix it. A good compositor must be both an artist and a technician. Written by a senior compositor with over ten years' experience in both feature film and broadcast television, this book offers a broad range of alternative solutions that will save hours of fiddling with composites trying to get them to

look right when the basic tools aren't working. A companion CD-ROM provides examples of the many topics covered in this book. Presentation de l'auteur Digital Compositing for Film and Video is a hands-on, practical, how-to guide that addresses the problems and difficult choices faced by the professional compositor in real-life situations. It presents techniques, tricks, and solutions for dealing with badly shot elements, coloration artifacts, and mismatched lighting that bedevil actual compositors working on real shots. Readers are offered in-depth practical methods for matte extraction, despill procedures, compositing operations, and color correction--the "meat and potatoes" of all digital effects. Compositing is the artistic blending of several disparate elements from a variety of sources into a single image while making all the component elements appear to be in the same light space and shot with the same camera. When confronted with a bad composite any observer will recognize that something is wrong--the artist will know what is causing the problem, and the technician will know how to fix it. A good compositor must be both an artist and a technician. Written by a senior compositor with over ten years' experience in both feature film and broadcast television, this book offers a broad range of alternative solutions that will save hours of fiddling with composites trying to get them to look right when the basic tools aren't working. A companion CD-ROM provides examples of the many topics covered in this book. Biographie de l'auteur 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.