

# AFTER EFFECTS MOTION TRACKING

CHRIS MEYER, TRISH MEYER

📖 **CREATING MOTION GRAPHICS WITH AFTER EFFECTS** CHRIS MEYER, TRISH MEYER, 2013-02-11 AFTER EFFECTS CS5.5 UPDATE: /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 ADOBE TV. \* 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 REPOUSS📖 , 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.

📖 **ADOBE AFTER EFFECTS CC VISUAL EFFECTS AND COMPOSITING** MARK CHRISTIANSEN, 2013 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 APPRENTICE 19: MOTION TRACKING WITH CINEMA 4D LITE** CHRIS MEYER, 2016

📖 **ADOBE AFTER EFFECTS CS3 PROFESSIONAL STUDIO TECHNIQUES** MARK CHRISTIANSEN, 2012-03-01 THIS IS THE ONLY BOOK IN THE AFTER EFFECTS MARKET TO FOCUS EXCLUSIVELY ON THE CREATION OF VISUAL 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. READERS WILL LEARN HOW TO PUT AFTER EFFECTS TO WORK TO CREATE THE SHOTS THEY NEED. USERS WHO ARE COMFORTABLE WITH AFTER EFFECTS WILL FIND A HELPFUL REVIEW OF AFTER EFFECTS 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: COLOR MATCHING, KEYING, ROTOSCOPING, MOTION TRACKING, AND EMULATING THE CAMERA. THE FINAL SECTION OF THE BOOK DELVES INTO CREATIVE EXPLORATIONS, DEMONSTRATING ACTUAL EFFECTS THAT READERS MIGHT WANT TO RE-CREATE. READERS WILL ALSO FIND COMPREHENSIVE COVERAGE OF ALL THAT'S NEW IN THIS UPGRADE. THROUGHOUT THE BOOK, BEAUTIFUL FULL-COLOR EXAMPLES DEMONSTRATE WHAT'S POSSIBLE, WHILE THE COMPANION DVD OFFERS PLENTY OF SAMPLE FOOTAGE AND DOZENS OF DEMOS OF THE MOST USEFUL AFTER EFFECTS PLUG-INS. .

📖 **THE FOCAL EASY GUIDE TO AFTER EFFECTS** CURTIS SPONSLER, 2005 THIS IDEAL QUICK REFERENCE TO ADOBE'S MOTION GRAPHICS AND VISUAL EFFECTS SOFTWARE PACKAGE, AFTER EFFECTS, INCLUDES AN EASY-TO-UNDERSTAND COLLECTION OF INSTRUCTIVE EXAMPLES THAT ARE SIMPLE TO UNDERSTAND AND PUT INTO PRACTICE. READERS LEARN HOW TO OPEN AND INSTALL AFTER EFFECTS AND BE UP-AND-RUNNING OUT OF THE BOX IMMEDIATELY.

📖 **ADOBE AFTER EFFECTS CS5 VISUAL EFFECTS AND COMPOSITING STUDIO TECHNIQUES** MARK CHRISTIANSEN, 2010-10-06 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 PROGRAM A 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.

📖 **MATCHMOVING** TIM DOBBERT, 2006-02-20 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

📖 **DIGITAL VISUAL EFFECTS AND COMPOSITING** JON GRESS, 2015 ANNOTATION EVERYTHING YOU NEED TO KNOW TO BECOME A PROFESSIONAL VFX WHIZZ IN ONE THOROUGH AND COMPREHENSIVE GUIDE.

📖 **CRANDO MOTION GRAPHICS COM AFTER EFFECTS, 5A ED., VERS📖 o CS5** CHRIS MEYER, TRISH MEYER, 2012-12-11 AFTER EFFECTS CS5.5 UPDATE: /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 ADOBE TV. \* 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 \* COMPANION DVD IS 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 REPOUSS📖 , VANISHING POINT EXCHANGE, AND 3D MODEL IMPORT USING ADOBE PHOTOSHOP EXTENDED. THE PRINT VERSION IS ALSO ACCOMPANIED BY A DVD THAT CONTAINS 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.

📖 **LEARN ADOBE AFTER EFFECTS CC FOR VISUAL EFFECTS AND MOTION GRAPHICS** JOE DOCKERY, CONRAD CHAVEZ, 2019-03-15 MOTION GRAPHICS ARE NO LONGER JUST FOR MOVIE AND TELEVISION SCREENS. YOU NOW SEE MOTION GRAPHICS ANYWHERE THERE'S A MOVING IMAGE, INCLUDING YOUR DESKTOP WEB BROWSER, YOUR SMARTPHONE, AND ON DIGITAL SIGNAGE WHEN YOU SHOP OR TRAVEL. CREATING MOTION GRAPHICS WITH ADOBE AFTER EFFECTS CAN ENHANCE YOUR VALUE AS A CREATIVE PROFESSIONAL. LEARN ADOBE AFTER EFFECTS CC BY BUILDING COOL CREATIVE PROJECTS THAT TEACH YOU HOW TO: APPLY AND CUSTOMIZE EFFECTS AND LAYER STYLES, AND USE ANIMATION PRESETS TO APPLY PRE-BUILT ANIMATIONS AND EFFECT COMBINATIONS ACHIEVE ADVANCED EFFECTS QUICKLY USING TECHNIQUES SUCH AS GREEN SCREEN BACKGROUND REMOVAL, MASKING, SPEED CHANGES, MOTION TRACKING, AND ANIMATION IN 3D SPACE ANIMATE INDIVIDUAL LAYERS OF STILL GRAPHICS IMPORTED FROM ADOBE PHOTOSHOP AND ADOBE ILLUSTRATOR ANIMATE TEXT, INCLUDING CHANGING TYPE SIZE, LETTER SPACING, ROTATION, AND COLOR OVER TIME, AND FLOWING TEXT ALONG A PATH CREATE A SET OF VISUALLY CONSISTENT INTRO VIDEOS FOR A SOCIAL MEDIA PLATFORM, WHILE PRACTICING EFFICIENT PRODUCTION TECHNIQUES EXPORT A MOTION GRAPHICS COMPOSITION ONCE AND RENDER MULTIPLE VERSIONS FOR DIFFERENT DELIVERY MEDIA (SUCH AS TELEVISION, WEB SITES, AND SMARTPHONES) THIS STUDY GUIDE USES OVER 7 HOURS OF VIDEO INTEGRATED WITH TEXT TO HELP YOU GAIN REAL-WORLD SKILLS THAT WILL GET YOU STARTED IN YOUR CAREER IN MOTION GRAPHICS. IT LAYS THE FOUNDATION FOR TAKING THE ADOBE CERTIFIED ASSOCIATE (ACA) CERTIFICATION EXAM AND HELPS PREPARE YOU FOR AN ENTRY-LEVEL POSITION IN A COMPETITIVE JOB MARKET.

📖 **AFTER EFFECTS AND CINEMA 4D LITE** CHRIS JACKSON, 2014-09-04 ONE OF THE MOST EXCITING NEW FEATURES IN AFTER EFFECTS IS THE INTEGRATION OF CINEMA 4D USING THE CINEWARE PLUG-IN AND A FREE VERSION OF CINEMA 4D LITE. BOTH PROVIDE A WIDE ASSORTMENT OF NEW 3D TOOLS AND OPTIONS THAT ARE DIFFICULT OR NEARLY IMPOSSIBLE TO ACHIEVE IN AFTER EFFECTS ALONE. THIS BOOK CLEARLY DEMONSTRATES HOW THE NEW 3D WORKFLOW BRIDGES THE TWO APPLICATIONS TOGETHER TO RAISE THE DESIGN BAR FOR

MOTION GRAPHICS AND BROADCAST DESIGN. HANDS-ON EXERCISES TEACH YOU ESSENTIAL PRODUCTION SKILLS INCLUDING: MODELING IN CINEMA 4D LITE IMPORTING 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.

❏ **AFTER EFFECTS APPRENTICE** CHRIS MEYER, TRISH MEYER, 2016-03-10 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.

❏ **THE MAGIC OF ADOBE AFTER EFFECTS CS3** HENDI HENDRATMAN, 2013-05-07 ADOBE AFTER EFFECTS ADALAH SOFTWARE ANIMASI PROFESIONAL DUNIA PERFILMAN, SINETRON, IKLAN, PERKANTORAN BAHKAN PRIBADI. DENGAN FITUR UTAMA ANIMASI TEKS / TITLE, VIDEO EFFECTS, MOTION TRACKING, 3 DIMENSI, AUDIO DAN MULTIMEDIA, ANDA AKAN MUDAH DAN CEPAT MEMBUAT ANIMASI YANG MEMUKAU. MATERI DI BUKU INI BIASA DIGUNAKAN UNTUK MODUL PEMBELAJARAN SISWA DAN GURU DI SEKOLAH KEJURUAN / SMK MULTIMEDIA, PERGURUAN TINGGI KHUSUSNYA JURUSAN DESAIN KOMUNIKASI VISUAL (DKV), PROFESIONAL DI DUNIA INDUSTRI DAN PECINTA ANIMASI UMUMNYA. MATERI TERBAGI ATAS KATEGORI: FUNDAMENTAL, TEXT EFFECTS, 2D ANIMATION, 3D ANIMATION, VIDEO EFFECTS, MOTION GRAPHICS, MOTION TRACKING DAN TIPS & TRIKS. DIJELASKAN MELALUI SEABREG KASUS ANIMASI YANG VARIATIF DAN POPULER SECARA SISTEMATIS. DIBAHAS PULA PLUGINS TRAPCODE SUITE UNTUK MENCIPTAKAN EFEK PARTIKEL 3D DLL. MESKI MATERI DIAPLIKASIKAN UNTUK KEPENTINGAN BROADCAST TV NAMUN ANDA BISA MENYESUAIKAN UNTUK FORMAT LAIN SEPERTI HD, FULLHD, DVD, CINEMASCOPE, GADGET HANDPHONE DLL. TUTORIAL MENGGUNAKAN ADOBE AFTER EFFECTS VERSI CS3 NAMUN BISA DIIKUTI UNTUK PENGGUNA VERSI DI ATASNYA

❏ **ADOBE AFTER EFFECTS CS6 VISUAL EFFECTS AND COMPOSITING STUDIO TECHNIQUES** MARK CHRISTIANSEN, 2012-08-08 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.

❏ **ADOBE AFTER EFFECTS 7.0 STUDIO TECHNIQUES** MARK CHRISTIANSEN, 2006 DVD-ROM CONTAINS CLIPS AND SAMPLE PROJECTS INCLUDING HD FOOTAGE FROM PIXEL CORPS AND ARTBEATS, AS WELL AS DEMO VERSIONS OF PLUG-INS TO BUILD UP AND CUSTOMIZE YOUR OWN EFFECTS.

❏ **COMPOSITING VISUAL EFFECTS IN AFTER EFFECTS** LEE LANIER, 2015-11-19 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.

❏ **ADOBE AFTER EFFECTS CS4 VISUAL EFFECTS AND COMPOSITING STUDIO TECHNIQUES** MARK CHRISTIANSEN, 2010-04-09 THIS IS THE ONLY BOOK IN THE AFTER EFFECTS MARKET TO FOCUS EXCLUSIVELY ON THE CREATION OF VISUAL 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 AFTER EFFECTS 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 AND MAKES THIS VERSION OF ADOBE'S EFFECTS PROGRAM SUCH A BOON TO VIDEO PROS OF ALL STRIPES: SEARCHABLE TIMELINES AND PROJECTS, PHOTOSHOP 3D LAYERS IMPORT, THE CARTOON EFFECT, IMAGINEER SYSTEMS' MOCHA FOR ADOBE AFTER EFFECTS, IMPROVED WORKFLOW FOR MOBILE DEVICES, AND MORE. 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. THROUGHOUT THE BOOK, BEAUTIFUL FULL-COLOR EXAMPLES DEMONSTRATE WHAT'S POSSIBLE, WHILE THE COMPANION DVD OFFERS DEMOS OF AFTER EFFECTS CS4, SAMPLE FOOTAGE, AND SOFTWARE PLUG-INS.

❏ **HOW TO CHEAT IN AFTER EFFECTS** CHAD PERKINS, 2013-07-24 HOW TO CHEAT IN AFTER EFFECTS IS AN EASY-TO-FOLLOW BOOK THAT LETS YOU IN ON ALL OF THE LITTLE SECRETS TO CREATE THOSE COMMONLY NEEDED EFFECTS WITH EASE AND SPEED. WITH CLEAR PICTURES ILLUSTRATING THE STEP-BY-STEP PROCEDURES, THIS IS THE PERFECT TOOL FOR THE ARSENAL OF ANY AFTER EFFECTS USER, FROM NOVICE TO ADVANCED. - MICHELE YAMAZAKI, VICE PRESIDENT MARKETING AND WEB DEVELOPMENT CZARINA, TOOLFARM.COM COMPOSE EYE-POPPING AFTER EFFECTS PROJECTS QUICKLY AND CREATIVELY WITH DOZENS OF CONCISE, STEP-BY-STEP TUTORIALS ACCOMPANIED BY VIVID 4-COLOR ILLUSTRATION. COVERING FEATURES NEW TO CS5 SUCH AS FREEFORM AE, REFINE MATTE, ROTO BRUSH, AND MORE, THIS BOOK CLEARLY EXPLAINS HOW TO PERFORM ADVANCED, TYPICALLY TIME-CONSUMING TASKS IN SIMPLIFIED, QUICK STEPS. \* CREATE AN ENTIRE 3D PLANET SCENE FROM SCRATCH \* CREATE TRUE 3D TEXT \* MAKE SMOKE, SNOW, RAIN, CHOCOLATE, MOLTEN GOLD, AND MORE FROM SCRATCH WITH PARTICLES \* CREATE ANIMATED GROWING VINES \* FAKE A TILT SHIFT EFFECT, AND SO MUCH MORE THE COMPANION DVD INCLUDES PROJECT FILES ALLOWING YOU TO WORK ALONGSIDE THE EXERCISES IN THE BOOK, AS WELL AS QUICKTIME MOVIES DISPLAYING THE TECHNIQUES SHOWN IN THE BOOK. CHAD PERKINS IS AN AWARD WINNING SOFTWARE TRAINER, AS WELL AS A FILMMAKER, MUSICIAN, AND VISUAL EFFECTS ARTIST. HE IS ALSO THE CREATOR/OWNER OF MOVIES AND COMPUTERS (MOVIESANDCOMPUTERS.COM), WHICH PROVIDES TRAINING IN INDEPENDENT FILMMAKING. HE IS AN ADOBE CERTIFIED INSTRUCTOR IN AFTER EFFECTS, PHOTOSHOP, ILLUSTRATOR, AND PREMIERE. CHAD IS ALSO THE AUTHOR OF THE BOOK THE AFTER EFFECTS ILLUSIONIST (FOCAL PRESS, 2009).

❏ **CREATIVE MOTION MASTERY WITH ADOBE AFTER EFFECTS** VISHU AGGARWAL, 2024-02-02 DISCOVER THE TOP TRICKS AND TECHNIQUES TO MAKE THE MOST OF ADOBE AFTER EFFECTS AND ELEVATE YOUR GRAPHICS DESIGN SKILLS BY CREATING REAL-WORLD PROJECTS WITH THIS COMPREHENSIVE ILLUSTRATED GUIDE KEY FEATURES MASTER AFTER EFFECTS THROUGH HANDS-ON ENGAGEMENT WITH SMALL PROJECTS, FOLLOWING THE BEST PRACTICES LEVERAGE THE SETTINGS AND UNCOVER HIDDEN OPTIONS IN AFTER EFFECTS TO OPTIMIZE YOUR WORKFLOW ACQUIRE SKILLS AND TECHNIQUES THAT WILL SET YOU APART FROM OTHER GRAPHIC DESIGNERS PURCHASE OF THE PRINT OR KINDLE BOOK INCLUDES A FREE PDF eBook Book Description VISUAL EFFECTS AND MOTION GRAPHICS ARE EVERYWHERE, SHAPING THE FILM, TV, GAMES, WEBSITES, AND APPLICATION LANDSCAPE. NAVIGATING A FIELD THIS COMPLEX AND EVER-EXPANDING DEMANDS MORE THAN MERE FAMILIARITY WITH TOOLS; YOU NEED TO STAND OUT TO GET AHEAD. CREATIVE MOTION MASTERY WITH ADOBE AFTER EFFECTS IS THE DEFINITIVE GUIDE THAT NOT ONLY EQUIPS YOU WITH THE ESSENTIAL SKILLS TO DISTINGUISH YOURSELF, BUT ALSO TAKES YOU THROUGH REAL PROJECTS THAT YOU CAN ADD TO YOUR PORTFOLIO. GUIDED BY A HANDS-ON LEARNING APPROACH, YOU'LL MASTER THE UI, WORKFLOW, AND DIVERSE PROJECTS SUCH AS TEXT ANIMATION, SHAPE LAYERS, AND ROTOSCOPING. WITH THIS NEWFOUND KNOWLEDGE, YOU'LL TAKE YOUR GRAPHIC DESIGN AND POST-PRODUCTION SKILLS TO THE NEXT LEVEL USING CHROMA KEYING, PARTICLE SIMULATIONS, AND 2D AND 3D TRACKING. YOU'LL PROGRESS FASTER THAN SOMEONE TAKING A FORMAL COURSE IN ADOBE AFTER EFFECTS! AND IT'S NOT ALL ABOUT CREATING; YOU'LL IMPORT GRAPHICS FROM ILLUSTRATOR AND PHOTOSHOP AND APPLY POST-PRODUCTION EFFECTS TO GIVE THEM

A NEW LIFE. FINALLY, YOU’LL DISCOVER HOW SEAMLESSLY YOU CAN EXPORT AND MANAGE YOUR PROJECTS, ENSURING END-TO-END COVERAGE OF ALL YOU NEED. BY THE END OF THE BOOK, YOU’LL HAVE A THOROUGH UNDERSTANDING OF ADOBE AFTER EFFECTS, EQUIPPED WITH THE SKILLS AND PRACTICE YOU NEED TO PROPEL YOUR CAREER IN GRAPHIC DESIGN. WHAT YOU WILL LEARN CREATE AND CUSTOMIZE TEXT LAYERS, INCLUDING TEXT ANIMATIONS, USING SHAPE LAYERS ENHANCE PROJECTS WITH AUDIO ELEMENTS AND APPLY AUDIO EFFECTS TO SHAPE LAYERS DEVELOP EDITABLE MOTION GRAPHICS TEMPLATES FOR PREMIERE PRO IMPLEMENT COLOR CORRECTION AND GRADING TECHNIQUES TO ENHANCE FOOTAGE IN PROJECTS USE ROTOSCOPING TO REMOVE AND MASK OBJECTS SEAMLESSLY GENERATE REALISTIC EFFECTS SUCH AS RAIN, FIRE, AND SMOKE USING PARTICLE SIMULATIONS MASTER THE ART OF COMPOSITING THROUGH CHROMA KEYING GET TO GRIPS WITH 2D AND 3D TRACKING FOR SEAMLESS ELEMENT INTEGRATION WHO THIS BOOK IS FOR THIS BOOK IS FOR GRAPHIC DESIGNERS, UX AND UI DESIGNERS, E-LEARNING DESIGNERS, MOTION GRAPHICS ARTISTS, VIDEO EDITORS, AND VFX ARTISTS. A FUNDAMENTAL GRASP AND MINIMAL EXPERIENCE WITH AFTER EFFECTS WILL HELP YOU FOLLOW LONG THE CONCEPTS COVERED IN THIS BOOK. ADDITIONALLY, FAMILIARITY WITH ILLUSTRATOR AND PHOTOSHOP WILL PROVIDE AN ADDED ADVANTAGE.

After Effects Apprentice Chris and Trish Meyer, 2012-09-10 If you’re new to After Effects and want to get up to speed quickly, After Effects Apprentice was created just for you. With 11 core lessons plus a fun final project, you’ll quickly get into the program and learn how to tap its potential - whether you want to create motion graphics for a network program, your company’s video, or your own independent production. In this book, you’ll get a professional perspective on the most important features a motion graphics artist needs to learn to use this program effectively. You’ll learn to creatively edit and combine layers, animate eye-catching titles, replace a screen on a computer monitor, place a studio shot in a new environment, manipulate 3D space, and use effects to generate excitement or enhance the realism of a scene. Easy to follow step-by-step instructions take you through each technique, including projects that encourage you to express it in your own way. You’ll learn more than just the tools; you’ll learn skills that you can immediately put to work in your own projects. Topics include how to: \* Animate, layer, and composite images and text. \* Manipulate keyframes to create more refined animations. \* Use masks, mattes, stencils and modes to add depth. \* Manage layers to make them easier to coordinate. \* Add 3D to your animations. \* Use tracking and keying to create special effects. \* Includes new CS3 features; Shape layers, the Puppet tool, Brainstorm, and per-character 3D text. DVD contains: All exercise source material and projects in AE7 and CS3, video guided tours, and movies of the finished projects.

After Effects Motion Tracking Book Review: Unveiling the Magic of Language

In an electronic digital era where connections and knowledge reign supreme, the enchanting power of language has become more apparent than ever. Its power to stir emotions, provoke thought, and instigate transformation is actually remarkable. This extraordinary book, aptly titled “**After Effects Motion Tracking**,” compiled by a highly acclaimed author, immerses readers in a captivating exploration of the significance of language and its profound affect on our existence. Throughout this critique, we will delve into the book’s central themes, evaluate its unique writing style, and assess its overall influence on its readership.

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After Effects Motion Tracking Introduction

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