1. Record Nr. UNINA9910163872803321 Autore Lanier Lee <1966-, > Titolo Advanced visual effects compositing: techniques for working with problematic footage / / Lee Lanier New York:,: Routledge/Taylor & Francis Group,, 2017 Pubbl/distr/stampa **ISBN** 9781315618685 1315618680 9781317211686 1317211685 9781317211679 1317211677 Edizione [1st edition] Descrizione fisica 1 online resource (231 pages) : color illustrations, photographs Disciplina 777/.9 Soggetti Cinematography - Special effects - Data processing Motion pictures - Editing Photomontage Lingua di pubblicazione Inglese Materiale a stampa **Formato** Livello bibliografico Monografia Note generali "A Focal Press book"--cover. Nota di contenuto ch. 1. Keying difficult green screen -- ch. 2. Motion tracking elusive patterns -- ch. 3. Relighting in the composite -- ch. 4. Fixing and repairing plates -- ch. 5. Replicating artifacts -- ch. 6. Adding depth to flat scenes -- ch. 7. Using imperfect FX elements -- ch. 8. Tackling a complex VFX shot. Sommario/riassunto 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