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Titolo	Matchmoving [[electronic resource] ] : the invisible art of camera tracking // Tim Dobbert
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ISBN	1-299-18995-4 1-118-46123-1 1-118-52966-9
Edizione	[2nd ed.]
Descrizione fisica	1 online resource (346 p.)
Collana	Serious skills
Disciplina	778.5/345
Soggetti	Digital cinematography Animation (Cinematography)
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Matchmoving; Acknowledgments; About the Author; Contents; Introduction; Chapter 1: The Basics of Matchmoving; Exploring a Typical Matchmove; Moving from 3D to 2D and Back Again; Understanding the Matchmoving Process; Matchmoving in the Production Pipeline; Perspective Matching Tutorial; Evaluating and Adjusting the Camera; Moving Toward Moving Pictures; Chapter 2: Matchmoving Software; Using Matchmoving Programs; Introducing Photogrammetry; Understanding How Matchmoving Programs Work; Laying Down Your First Tracks; Chapter 3: 2D Tracking; Understanding the 2D Tracking Process Exploring the Anatomy of a 2D Track Track Placement: Making Every Track Count; Getting Tracks to Stick; Following Hints for Effective 2D Tracking; Handling Plate Issues; Optimizing the Plate for 2D Tracking; 2D Tracking Tutorial; Moving from 2D to 3D; Chapter 4: 3D Calibration; Understanding "Good" Calibration; Calibrating Your Cameras; Evaluating the Solution; Determining Camera Moves; Setting Up a Coordinate System; Coordinate System Tutorial; But It Gets Better; Chapter 5: Automatic Tracking; Tracking on Autopilot; Editing Automatic Tracks; Using Masks Reaping the Benefits of Automatic Tracking Implementing the Automatic Tracking Process; Ready for a Brief Detour; Chapter 6:

Cameras; How Film Cameras Work; Lenses; Film Backs; Format; Lens Distortion; Capture and Digitization; Keeping It All Straight; Fitting In; Chapter 7: Set Fitting; Fitting the Camera; Checking the Matchmove; Fitting the Set; Set-Fitting Tutorial; Altering the Coordinate System; Delivering the Scene; And Now on to the Real World ... Sort Of; Chapter 8: Being on Set; Getting the Right Information; Getting Camera Information; Marking Up the Set; Working with Others on Set Building a Matchmoving Kit Shooting Distortion Grids; Filling In the Details; Chapter 9: Matchamation; Understanding the Basic Technique; Making Model Changes; Working with Imperfect Data; Matchamation Tutorial; When the Going Gets Tough; Chapter 10: Troubleshooting and Advanced Techniques; Performing Effective Troubleshooting; Following a Troubleshooting Checklist; Diagnosing the Problem; Using Advanced Tools and Tricks; Tracking Moving Objects; Chapter 11: Object Tracking; The Object-Tracking Process; Object-Tracking Tutorial ; Common Problems with Object Tracking; Geometry Tracking Geometry-Tracking Tutorial Common Problems with Geometry Tracking; Advanced Object Tracking; And That's Not All; Chapter 12: Multipurposing Matchmoving Data; Creating Special Cameras; Matchmoves for Paint Work: "Patchmoves"; Matchmoves for Compositors; Matchmoves for TD Work; Not the End of the Road; Chapter 13: Stereo; Understanding Stereoscopy; Filming Stereo Footage; Viewing Stereo Footage; Matchmoving Stereo Footage; Overcoming Common Problems; So What's Next?; Appendix A: Resources; Appendix B: Matchmoving Software and Useful Links; Matchmoving Software; Other Useful Programs; Books Websites

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## Sommario/riassunto

Get your foot in the studio door by learning the art of matchmoving. Matchmoving is a technique that allows computer graphics to be inserted into live-action footage with correct position, scale, orientation, and motion. Also known as motion tracking, it's what allows movie monsters to run down Main Street and robots to run through crowds--and look real. Now this unique book from a top expert from Industrial Light and Magic teaches you the art of matchmoving. With step-by-step tutorials and pages of examples, this book first explains the basics and then shows you professional techniques, fro

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