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   Titolo   Matchmoving [[electronic resource]] : the invisible art of camera tracking / / Tim Dobbert

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   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 TrackTrack 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:

| 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 |