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Disciplina	776.6
Soggetti	Cinematography Image processing - Digital techniques Motion pictures - Editing Animation (Cinematography) Computer animation
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Description based upon print version of record.
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Matchmoving: The Invisible Art of Camera Tracking; Front matter; Acknowledgments; Contents; Introduction; Chapter 1: The Basics of Matchmoving; A Typical Matchmove; From 3D to 2D and Back Again; The Matchmoving Process; Evaluate the Footage; Applying Information; Define the Camera; Set Fitting; Testing the Matchmove; Delivering the Scene; Matchmoving in the Production Pipeline; Perspective Matching Tutorial; Gathering the Data; Setting Up the Camera; Adding Rough Geometry and Refining the Camera; Creating a Camera Rig; Evaluating and Adjusting the Camera; Moving Toward Moving Pictures Chapter 2: Matchmoving Software Using Matchmove Programs; Photogrammetry 101; Calibration; The Optics of Photography; Projection; Building a Better Camera; Parallax: A Matchmover's Best Friend; How Matchmove Programs Use Photogrammetry; Requirements for Matchmove Programs; Laying Down Your First Tracks; Chapter 3: 2D Tracking; The 2D Tracking Process; The Anatomy of a 2D Track; Track Placement: Making Every Track Count; Getting Tracks to Stick; Hints for Effective 2D Tracking; Plate Issues; Optimizing the Plate for 2D

Tracking; 2D Tracking Tutorial; Evaluating the Shot
Placing First Tracks in MatchMover Pro; Choosing Your Tracks; Adding the Remaining Tracks; From 2D to 3D; Chapter 4: 3D Calibration; What Is a "Good" Calibration?; Residuals; Calibrating Your Cameras; Finding the Right Fit; Calibration Tutorial; Evaluating the Solution; Evaluating the 3D Nulls; Evaluating the 3D Space; Rendering the Matchmove; When Good Solutions Go Bad; Calibrations and Camera Moves; Dolly/Crane/Moving Camera; Pan Shots; Slight Dollies/Translation; Lock-offs; Zoom Shots; Shaky Footage/Handheld Footage; Setting Up a Coordinate System; Coordinate System Tutorial
Prepping for Export; Exporting the Scene; But It Gets Better; Chapter 5: Automatic Tracking; Tracking on Autopilot; Editing Automatic Tracks; Using Masks; Benefits of Automatic Tracking; Noise Reduction; Environment Definition; The Automatic Tracking Process; Automatic Tracking Tutorial; Ready for a Brief Detour; Chapter 6: Cameras; How Film Cameras Work; Lenses; Focal Length; Focus; Nodality; Film Backs and CCDs; Film Back and Focal Length; Digital Cameras; Using Camera Information; Format; Lens Distortion; Digitization; Video; Film; HD; Keeping It All Straight; Fitting In
Chapter 7: Set Fitting; Fitting the Camera; Checking the Matchmove; Proxy Geometry; Checkboards; Fitting the Set; Moving the Camera; Scaling the Camera; Camera Rigs; Set-Fitting Tutorial; Adding Test Geometry; Texturing the Objects; The First Tests; Placing the Matchmove in the Set; Altering the Coordinate System; Delivering the Scene; Tutorial Continued; And Now on to the Real World ... Sort Of; Chapter 8: Being on Set; Getting the Right Information; Getting Camera Information; Before the Shoot; During the Shoot; After the Shoot; Marking Up the Set; Working with Others On Set
Building a Matchmove Kit

Sommario/riassunto

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 matc
