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Lingua di pubblicazione	Inglese
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Note generali	Includes index.
Nota di contenuto	Photoshop® CS3 Extended Video and 3D Bible; About the Author; Credits; Acknowledgments; Contents at a Glance; Contents; Introduction; Who Should Read This Book; How This Book Is Organized; How to Approach This Book; Icons Used in This Book; Feedback, Please!; Part I Manipulating 3D Models; Chapter 1 Introducing the Photoshop 3D Workspace; Understanding 3D File Formats; Getting Acquainted with the 3D Environment; Working in the Layers Palette; Creating a 3D Layer with Vanishing Point; Summary; Chapter 2 Manipulating 3D Objects, Cameras, and Lights; Changing the View of a 3D Object or Camera Turning 3D Objects Around a Central PointMoving a 3D Object through 3D Space; Scaling a 3D Object; Positioning the Camera on a 3D Object; Adjusting the Light Settings; Summary; Part II Editing and Creating Composites with 3D Models; Chapter 3 Editing the Texture of a 3D Object; Changing and Correcting the Colors of a Texture; Adding Images, Paint, or Text to a 3D Texture; Applying Filters to a 3D

Texture; Creating a Pattern or Texture from Scratch; Saving Changed Textures to the Original File; Summary; Chapter 4 Adding Layers to a 3D Object to Change Its Appearance
Adding Smart Filters to 3D Object Converting a 3D File to a Smart Object; Adding Smart Filters; Making Changes to the Smart Layers; Manipulating a Smart 3D Object; Adding a Faux Texture to a 3D Object; Using Smart Filters on a Selected Area; Editing Existing Smart Filters; Summary; Chapter 5 Adding a Layer Style to a 3D Object; Adding a Layer Style; Adjusting Layer Style Options; Creating a Separate Layer from a Layer Style; Summary; Chapter 6 Creating a Fill or Adjustment Layer over a 3D Object; Applying a Fill or Adjustment Layer; Creating a Solid Color, Gradient, or Pattern Fill Layer
Adjusting the Brightness and Color of a 3D Object Editing a Fill or Adjustment Layer; Summary; Chapter 7 Creating Image Composites with 3D Objects; Creating Seamless Composites; Using the Cross Section Settings; Placing Duplicate 3D Models in a Composite; Using Masks in a 3D Composite; Creating Special Effects in a Composite; Summary; Part III Creating Animations Using the Animation Palette; Chapter 8 Getting Started with the Basics of Animation; Getting Acquainted with the Animation (Timeline) Palette; Importing Image Sequences; Animating DICOM files; Rendering and Exporting Animations
Saving Video and Animation Files for the Web and Output Devices Summary; Chapter 9 Animating Using Keyframes in the Timeline; Creating and Editing Keyframes; Animating the Position of a Layer; Animating the Opacity Setting; Animating Using Layer Styles; Animating the Global Lighting; Animating Text; Summary; Chapter 10 Animating Using Frame Animation; Working in the Animation (Frames) Palette; Creating Tweened Frame Animations; Creating a Frame-by-Frame Animation; Summary; Chapter 11 Using Advanced Animation Techniques; Rotoscoping Basics; Animating 3D Objects and Still Images Frame by Frame
Reviewing Animation Techniques

Sommario/riassunto

Harness the powerful new capabilities of Photoshop CS3 Extended
When you think of editing 3D images, if your first thought isn't Photoshop's filters, styles, and paint tools, think again. Now you can apply your Photoshop skills to 3D and video with Photoshop's new CS3 Extended and the in-depth instruction in this comprehensive guide. Want to create composites using 3D objects? Learn how to animate? Jazz up YouTube videos? From animation basics to blending video layers, this book has what you need to produce digital and 3D content like a pro. Get to know 3D formats, workspace
