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Nota di contenuto	Cover; Copyright; Credits; About the Author; Acknowledgments; About the Reviewers; www.PacktPub.com; Table of Contents; Preface; Chapter 1: Blender Compositing - Overview; Understanding CG compositing; Blender's significance as a compositor; Getting started; Supported image formats in Blender; Supported color modes in Blender; Supported color depths in Blender; Blender's color spaces; The RGB color space; The HSV color space; The YUV color space; The YCbCr color space; Render layers/passes; Render layers; Render passes; Summary; Chapter 2: Working with Blender Compositor; Architecture Composite node typesGetting familiar with the compositing user interface; Node Editor; UV / Image Editor; Color management and linear workspace; Handy shortcuts for Blender Compositor; Summary; Chapter 3: Working with Input and Output Nodes; How to import or export from compositor?; Input nodes; Render Layers node; Image node; Movie Clip node; RGB node; Value Node; Texture node; Time node; Mask node; Bokeh Image node; Output nodes; Composite node; Viewer node; Split Viewer node; File Output node; Levels node; Summary; Chapter 4: Image Manipulation Techniques; Understanding image manipulation

The Bright/Contrast node; The Hue Saturation Value node; Hue; Saturation; Value; Factor; The Color Correction node; Master, Highlights, Midtones, and Shadows; Gamma, Gain, and Lift; Mask socket; The RGB Curves node; Grading by setting the black and white levels; Grading using the Bezier curve; The Color Balance node; The Mix node; Blending modes; Use Alpha; Factor; The Gamma node; Invert node; The Hue Correct node; Transformation tools; Summary; Chapter 5: Beyond Grading; Kudos; Relighting; Normal node; Fresnel effect; Depth of Field; The Defocus node; The Bokeh type; Angle; Gamma correct
FStopMaxblur; Threshold; Preview; Use Z-buffer; Z-Scale; The Bilateral Blur node; The Blur node; Optical distortions; The Glare node; The Lens Distortion node; The Despeckle node; The Filter node; Motion blur; The Vector Blur node; The Directional Blur node; Texture mapping; The Map UV node; Organizing; Grouping; Layout; Frame; Reroute; Switch; Summary; Chapter 6: Alpha Sports; What is an Alpha channel?; Alpha modes in Blender; Visualizing alpha in Blender; Significance of alpha in the layering concept; Layering in Blender with the alpha channel; Layering with the Mix node
Layering with the Alpha Over node; Fringe issue; Generating mattes using the ID Mask node; Edge filtering; Inverting values; Keying; Value and luminance; Luminance; Inspecting a green/blue screen footage; The Difference Key node; The Distance Key node; The Luminance Key node; The Color Key node; The Channel Key node; Summary; Index

Sommario/riassunto

This book is a step-by-step compositing guide, with lots of illustrations and practical approaches and implementations to attain a desired visual quality to a deadline. Each chapter progressively adds to your skillset, covering a wide range of CG film making compositing concepts. This book is for digital CG artists looking to add photo realism and life to their footage. This book also assists technical CG artists in strategizing and implementing productive lighting. If you are new to Blender or compositing, this book will guide you step by step in gaining compositing skills.
