

## After Effects Cc Advanced

The Green Screen Handbook, Second Edition is a comprehensive how-to manual that walks you through the many integral techniques required in preproduction, production, and postproduction to use green screen effectively. Step-by-step instruction and time-saving tips cover matting and keying basics; lighting and digital camera essentials; setups using fabric, portable background panels, and paint; broadcast TV hardware switchers; professional HD and major motion picture compositing; multi-colored screen composites; directing storyboards and talent; working with virtual sets; motion tracking; and much more. Additionally, this new edition has been updated to include: Coverage of the latest digital camera technologies, lighting gear, and compositing and editing software Advice on using apps for portable devices that will help you light and shoot better green screen Examples and case studies of real-world green screen and compositing projects in film and television productions An extensive companion website ([www.focalpress.com/cw/foster](http://www.focalpress.com/cw/foster)) featuring downloadable project files and streaming video tutorials You can't afford to miss out! The Green Screen Handbook, Second Edition is a one-stop shop for all of your green screen solutions.

This is the eBook of the printed book and may not include any media, website access codes, or print supplements that may come packaged with the bound book. Creative professionals seeking the fastest, easiest, most comprehensive way to learn Adobe After Effects CC (2017 release) choose Adobe After Effects CC Classroom in a Book (2017 release) from Adobe Press. The 14 project-based lessons in this book show users step-by-step the key techniques for working in After Effects. Learn how to create, manipulate, and optimize motion graphics for

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film, video, DVD, the web, and mobile devices. Gain hands-on experience animating text and images, customizing a wide range of effects, tracking and syncing content, rotoscoping, and correcting color. Learn to create 3D content with both After Effects and Maxon Cinema 4D Lite (included with the software). The online companion files include all the necessary assets for readers to complete the projects featured in each chapter as well as ebook updates when Adobe releases new features for Creative Cloud customers. All buyers of the book get full access to the Web Edition: a Web-based version of the complete ebook enhanced with video and interactive multiple-choice quizzes. As always with the Classroom in a Book, Instructor Notes are available for teachers to download.

The fastest, easiest, most comprehensive way to learn Adobe Premiere Pro CC Classroom in a Book®, the best-selling series of hands-on software training workbooks, offers what no other book or training program does—an official training series from Adobe Systems Incorporated, developed with the support of Adobe product experts. Adobe Premiere Pro CC Classroom in a Book contains 19 lessons that cover the basics, providing countless tips and techniques to help you become more productive with the program. You can follow the book from start to finish or choose only those lessons that interest you. Purchasing this book gives you access to the same lesson files that appear on the included DVD in addition to electronic book updates covering new features that Adobe releases for Creative Cloud customers. For access, go to [www.peachpit.com/redeem](http://www.peachpit.com/redeem) and redeem the code provided inside this book. “The Classroom in a Book series is by far the best training material on the market. Everything you need to master the software is included: clear explanations of each lesson, step-by-step instructions, and the project files for the students.” Barbara Binder, Adobe Certified Instructor, Rocky Mountain

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### Training

Adobe After Effects CC For Beginners! This BOOK is an introduction into Adobe After Effects. It will get you started with understanding the software to create effects, animations, and titles for your video projects. This course will take you from the very beginning of opening After Effects and learning the windows and settings to creating your first motion graphic title. THIS BOOK help you with any issues you may come across while making your way through the course. Even if you don't own After Effects you can still take advantage of this course by downloading a free 30 day trial from Adobe, on their website. All you need is an account with them, which is free to sign up for. Get started with Adobe After Effects today to create visually stunning and professional animations, titles, and motion graphics. Who is the target audience? This Adobe After Effects book is meant for people interested in learning how to create titles for their videos, simple animations, and introduction to motion graphics. This course is probably not for you if you're looking to learn advanced After Effects workflows, techniques, and 3D graphics.

Adobe After Effects Classroom in a Book (2020 release) is the best-selling guide to Adobe's powerful motion graphics program. The 15 project-based lessons in this book teach students step-by-step the key techniques for working efficiently in After Effects and delivering in the widest possible range of media types. In addition to the key elements of the After Effects interface, this revised edition covers new features and techniques. Learn how to create, manipulate, and optimize motion graphics for film, video, DVD, the web, and mobile devices. Gain hands-on experience animating text and images, customizing a wide range of effects, tracking and syncing content, rotoscoping, removing unwanted objects, and correcting color.

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Learn to create 3D content with both After Effects and Maxon Cinema 4D Lite (included with the software). The online companion files include all the necessary assets for readers to complete the projects featured in each chapter. All buyers of the book get full access to the Web Edition: A Web-based version of the complete ebook enhanced with video and multiple-choice quizzes.

Motion graphics are no longer just for movie and television screens. You now see motion graphics anywhere there's a moving image, including your desktop web browser, your smartphone, and on digital signage when you shop or travel. Creating motion graphics with Adobe After Effects can enhance your value as a creative professional. Learn Adobe After Effects CC by building cool creative projects that teach you how to: Apply and customize effects and layer styles, and use animation presets to apply pre-built animations and effect combinations Achieve advanced effects quickly using techniques such as green screen background removal, masking, speed changes, motion tracking, and animation in 3D space Animate individual layers of still graphics imported from Adobe Photoshop and Adobe Illustrator Animate text, including changing type size, letter spacing, rotation, and color over time, and flowing text along a path Create a set of visually consistent intro videos for a social media platform, while practicing efficient production techniques Export a motion graphics composition once and render multiple versions for different delivery media (such as television, web sites, and smartphones) This study guide uses over 7 hours of video integrated with text to help you gain real-world skills that will get you started in your career in motion graphics. It lays the foundation for taking the Adobe Certified Associate (ACA) certification exam and helps prepare you for an entry-level position in a competitive job market.

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This Web Edition is available for free with the purchase of the Adobe After Effects CC Classroom in a Book (2015 release) print book or eBook. A Web Edition is an electronic version of the book that can be accessed with any Internet connection from your account on [www.peachpit.com](http://www.peachpit.com). This Web Edition includes 10 hours of step-by-step video tutorials and interactive review questions. As Adobe releases new features for Creative Cloud customers, the content of the Web Edition will be updated to accommodate the changes. Note: Web Editions cannot be viewed on an eReader. To view this book on an eReader, please purchase an eBook. Creative professionals who seek the fastest, easiest, most comprehensive way to learn Adobe After Effects CC (2015 release) choose this Classroom in a Book® from the best-selling series of hands-on software training workbooks. This series offers what no other book or training program does—an official training series from Adobe Systems Incorporated, developed with the support of Adobe product experts. Adobe After Effects CC Classroom in a Book (2015 release) contains 14 lessons that cover the basics and beyond, providing countless tips and techniques to help you become more productive with the program. You can follow the book from start to finish or choose only those lessons that interest you. As with all Classroom in a Book products, online companion files include all the necessary assets you need to complete the projects featured in each lesson. Learn how to use Adobe After Effects CC to create, manipulate, and optimize motion graphics for film, video, DVD, the web, and mobile devices. Gain hands-on experience animating text and images, customizing a wide range of effects, rotoscoping, and correcting color. Learn to create 3D content with both After Effects and Maxon Cinema 4D Lite (included with the software). What you need to use this product: Adobe After Effects CC (2015 release) software, for either Windows or Mac OS.

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(Software not included.)

This is the only book to focus exclusively on the creation of visual effects for After Effects, and is a one-stop resource for anyone who wants in-depth explanations that demystify the realm of visual effects and how they were created, thanks to veteran author Mark Christiansen's friendly and accessible style. A thoroughly packed, informative read, this masterful guide focuses on explaining the essential concepts, features, and techniques that are key to creating seamless movie-quality visual effects. Users who are comfortable with After Effects will find a helpful review of the fundamentals—managing footage, viewing and editing layers, animating type, and more—so they can learn how to work smarter and more efficiently. Readers of all levels will learn core techniques for effects compositing including color matching, keying, rotoscoping, motion tracking, emulating the camera, and concluding with using expressions in After Effects. The final section of the book delves into creative explorations, demonstrating professional effects that readers might want to re-create. Readers will also find comprehensive coverage of all new features, including the new workflow between After Effects CC and CINEMA 4D, coverage on the 3D Camera Tracker, and examples of the Refine Edge tool for high-quality matting results. Included with the book are HD media files and After Effects project files used for many of the techniques in the book, as well as demos of plug-ins that you can use to experiment with in your own effects. To access these files goto [www.peachpit.com/redeem](http://www.peachpit.com/redeem) and redeem the unique code provided inside this book. Information on where to locate the code can be found on page xxvi. Author Expertise: Mark Christiansen ([christiansen.com](http://christiansen.com)) is a visual effects supervisor and creative director and has worked on features including Avatar, Pirates of the Caribbean 3, and Beasts of the Southern Wild, and has served as a director, producer,

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designer, and compositor/ animator on commercials, music videos, live events, and television documentary productions. Mark has done work directly for the Adobe After Effects development and marketing teams, is a founder at [provideocoalition.com](http://provideocoalition.com), and has taught courses at [fxphd.com](http://fxphd.com) and Academy of Art University. He has been a guest host of popular podcasts such as “The VFX Show” and has written all editions of this book and coauthored *After Effects 5.5 Magic*. Mark is also founder of New Scribbler Press.

Bestselling book on After Effects – now fully revised for CS3.

Edit and apply effects for stellar visual and special effects This important resource is like having a personal instructor guiding you through each lesson, while you work at your own pace. Each self-paced lesson lets you discover essential skills and explore the new features and capabilities of Adobe After Effects CC (Creative Cloud). Every lesson is presented in full color with step-by-step instructions. Video tutorials and lesson files on a companion DVD were developed by the same team of professional instructors and After Effects experts who have created many of the official training titles for Adobe Systems. Combines a full-color, step-by-step instructional book along with lesson files and video training from expert instructors Written for After Effects CC, a leading motion graphics and visual effects program that allows users to create and deliver compelling motion graphics and visual effects Demonstrates how to quickly get up to speed using After Effects to create and animate text, images, and video for the web, TV, and digital displays After Effects CC Digital Classroom takes you from the basics through intermediate-level topics, teaching you this complex software in a clear,

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approachable manner. DVD and other supplementary materials are not included as part of the e-book file, but are available for download after purchase.

Covers CS4 This cookbook contains recipe after recipe that allow you to harness the full power of the native plug-in effects in the After Effects application. In a step-by-step manner, author Chad Perkins guides you through the creation and application of each and every native plug-in effect available for use in the AE toolset. The book also shows you how each can be used optimally in your media project, when and why it makes sense to use each, and also how to combine multiple effects. From 3D Channel Effects to Audio Effects to Expression Controls Effects and all in between, this book puts the full power of the AE plug-in effects in your hands. It shows you how to create, among others: - the shatter effect - the matte choker effect - the fractal noise effect - the radial shadow effect - the timecode effect - the venetian blinds effect A DVD that contains tutorial project files is included with the book, allowing you to work hand-in-hand with the lessons in the book.

Creative professionals seeking the fastest, easiest, most comprehensive way to learn Adobe After Effects CC (2019 release) choose Adobe After Effects CC Classroom in a Book (2019 release) from Adobe Press. The 15 project-based lessons in this book show users step-by-step the key techniques for working in After Effects. Learn how to create, manipulate, and optimize motion graphics for film, video, DVD, the web, and mobile devices. Gain hands-on experience animating text and images, customizing a

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wide range of effects, tracking and syncing content, rotoscoping, distorting and warping images and video, and correcting color. Create Motion Graphics templates in After Effects so colleagues can make specific edits in Premiere Pro without accidentally changing other critical settings. Learn to create 3D content with both After Effects and Maxon Cinema 4D Lite (included with the software). The online companion files include all the necessary assets for readers to complete the projects featured in each chapter. All buyers of the book get full access to the Web Edition: A Web-based version of the complete ebook enhanced with video and multiple-choice quizzes.

Create vibrant visual effects with Adobe After Effects. Gain the tips, tricks, and applied knowledge you need to carry out essential visual effects tasks and bring your digital compositing to the next level. In *Compositing Visual Effects in After Effects*, industry veteran Lee Lanier covers all the common After Effects techniques any serious visual effects artist needs to know, combining the latest, professionally-vetted studio practices and workflows with multi-chapter projects and hands-on lessons. Engaging, full-color tutorials cover: Altering resolutions and frame rates Channel and color space manipulation Rotoscoping and masking Matchmoving and motion tracking Keying green screen Working in the 3D environment and integrating 3D render passes Particle simulation Color grading and distressing Expressions and project management The companion website ([www.focalpress.com/cw/lanier](http://www.focalpress.com/cw/lanier)) features video image sequences, 3D renders, matte paintings, and other tutorial materials, allowing you to immediately

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apply the techniques taught in the book.

Dive right into video editing with THE VIDEO COLLECTION REVEALED: ADOBE PREMIERE PRO, AFTER EFFECTS, AUDITION AND ENCORE CS6. This book introduces the video applications of Adobe CS6, including Adobe Premiere Pro, After Effects, Audition, and Encore. Each of the four main applications is thoroughly covered in its own chapter. Three integrated chapters follow, with an emphasis on using features across applications to create polished, professional work. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Adobe After Effects Classroom in a Book is the best-selling guide to Adobe's powerful motion graphics program. The project-based lessons in this book teach students step-by-step the key techniques for working efficiently in After Effects and delivering in the widest possible range of media types. In addition to the key elements of the After Effects interface, this revised edition covers new features and techniques. Learn how to create, manipulate, and optimize motion graphics for film, video, DVD, the web, and mobile devices. Gain hands-on experience animating text and images, customizing a wide range of effects, tracking and syncing content, rotoscoping, removing unwanted objects, and correcting color. Learn to create 3D content with both After Effects and Maxon Cinema 4D Lite (included with the software). The online companion files include all the necessary assets for readers to complete the projects featured in each chapter.

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All buyers of the book get full access to the Web Edition: A Web-based version of the complete ebook enhanced with video and multiple-choice quizzes.

Motion graphics are no longer just for movie and television screens. You now see motion graphics anywhere there's a moving image, including your desktop web browser, your smartphone, and on digital signage when you shop or travel. Creating motion graphics with Adobe After Effects can enhance your value as a creative professional. Learn Adobe After Effects CC by building cool creative projects that teach you how to: Apply and customize effects and layer styles, and use animation presets to apply pre-built animations and effect combinations Achieve advanced effects quickly using techniques such as green screen background removal, masking, speed changes, motion tracking, and animation in 3D space Animate individual layers of still graphics imported from Adobe Photoshop and Adobe Illustrator Animate text, including changing type size, letter spacing, rotation, and color over time, and flowing text along a path Create a set of visually consistent intro videos for a social media platform, while practicing efficient production techniques Export a motion graphics composition once and render multiple versions for different delivery media (such as television, web sites, and smartphones) This study guide uses over 7 hours of video integrated with text to help you gain real-world skills that will get you started in your career in motion graphics. It lays the foundation for taking the Adobe Certified Associate (ACA) certification exam and helps prepare you for an entry-level position in a competitive job market.

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Bring your characters to life with Adobe After Effects. Explore the essential tools and techniques for character animation in Learn After Effects by working through examples that examine each feature as it applies to an animator's workflow. Discover how to rig characters with the Puppet tools and expressions, animate keyframes in the Graph Editor, and animate on the fly--with your mouse--using motion sketching. Plus, discover how to add 3D layers and cameras to your scenes for a multidimensional perspective on your characters. This Book is an introduction into Adobe After Effects CC. It will get you started with understanding the software to create effects, animations, titles and more for your video projects. This Book will take you from the very beginning of opening After Effects and learning the panel windows and settings to creating your first motion graphic title. This Adobe After Effects book is meant for people interested in learning how to create titles for their videos, simple animations, and introduction to motion graphics. This course is probably not for you if you're looking to learn advanced After Effects workflows, techniques, and 3D graphics. This Book teach you how to use this immensely powerful tool for creating an extensive variety of audio and visual effects. In the view of the fact that Adobe After Effects is an indispensable mean of high quality video and audio production we make sure that we are equipped with advanced technological workstations to better learn and use this software.

In this tutorial you will learn step by step how to design a 3D animation of the earth inside of After Effects CC. You will find this tutorial very helpful if you are a rookie learner of 3D animation or if you need a hands-on project to improve your skills in 3D animation design. I designed this tutorial carefully with beginners in mind so that they can learn step by step at their own pace. They will easily grasp the fundamental concepts, and learn a handful of great

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features of After Effects CC they need to become a master of 3D animation. The exercises and solutions I included provide further help for creating even more advanced animation projects and extra rooms for experimentation and exploration. It's easy to follow this tutorial from start to finish, and you can check your results against the solutions I provide in the book. So don't miss this opportunity to learn 3D animation from a completely simplified tutorial like this one. Trish and Chris Meyer share over 17 years of hard-earned, real-world film and video production experience inside this critically acclaimed text. More than a step-by-step review of the features in AE, readers will learn how the program thinks so that they can realize their own visions more quickly and efficiently. This full-color book is packed with tips, gotchas, and sage advice that will help users thrive no matter what projects they might encounter. Creating Motion Graphics 5th Edition has been thoroughly revised to reflect the new features introduced in both After Effects CS4 and CS5. New chapters cover the revolutionary new Roto Brush feature, as well as mocha and mocha shape. The 3D section has been expanded to include working with 3D effects such as Digieffects FreeForm plus workflows including Adobe Repoussé, Vanishing Point Exchange, and 3D model import using Adobe Photoshop Extended. The print version is also accompanied by a DVD that contains project files and source materials for all the techniques demonstrated in the book, as well as nearly 200 pages of bonus chapters on subjects such as expressions, scripting, and effects. Subjects include: Animation Techniques; Layer Management; Modes, Masks, and Mattes; Mastering 3D Space; Text Animation; Effects & Presets; Painting and Rotoscoping; Parenting, Nesting, and Collapsing; Color Management and Video Essentials; Motion Tracking and Keying; Working with Audio; Integrating with 3D Applications; Puppet Tools; Expressions; Exporting and Rendering; and much more.

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Adobe Photoshop CC for Photographers by Photoshop hall-of-famer and acclaimed digital imaging professional Martin Evening has been revamped for a thirteenth edition to include detailed instruction for all of the updates to Photoshop CC on Adobe's Creative Cloud, including significant new features, such as faster Camera Raw processing, Blur Gallery noise matching, and new export options for quick image-saving and layers as separate documents. This guide covers all the tools and techniques photographers and professional image editors need to know when using Photoshop CC, from workflow guidance to core skills to advanced techniques for professional results. Using clear, succinct instruction and real world examples, this guide is the essential reference for Photoshop users. Accompanying the book is the [photoshopforphotographers.com](http://photoshopforphotographers.com) website, fully updated with new sample images, tutorial videos, and bonus chapters.

After Effects CC Essential Training covers all the fundamentals required to get new video editors and MoGraph artists up to speed with this powerful program. The first two chapters explore the key concepts, terminology, and interface of After Effects, and break down the six foundations of After Effects mastery--compositions, layers, animation, effects, 3D, and rendering. Follow-up chapters introduce a variety of real-world projects designed to reinforce the skills you have learned, such as: - Building graphics such as lower thirds, logos, and credit rolls - Repairing and retiming video - Keying green-screen footage - Rotoscoping - Animating a 3D logo - Motion tracking Your guide, Andy Robinson, wraps up the course with some project management techniques that will help you merge projects from multiple editors, and get you in the habit of archiving completed work. After Effects takes things to the next level by allowing you to key-frame every option available in the software from the effects to the 3D lighting to the

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3D camera. Key-framing is the process of placing 2 or more markers on the timeline that designate a setting for the item they are placed for. In other words, you can place a key-frame at the very beginning of your video for the size parameter and then set your size parameter at that point to 0%. Then, if you place another keyframe 10 seconds into your video on the timeline and setting the size parameter at that point to 100%, your video will automatically grow as the timeline plays from 0% to 100% as it plays from the 0 second to 10 second mark. This technique of key-framing can be applied to almost every option in After Effects allowing you to animate text by moving it around the screen, animate effects by controlling parameters like brightness, color and glow or animate the built in 3D camera by moving your text or video throughout 3D space. Of course, these examples are the most simple examples of what can be done with After Effects. The options are almost limitless! Working in After Effects usually can be frustrating to a video editor. Because After Effects creates such amazing effects, it takes a lot of resources to be able to do so. This means that you seldom if ever will be able to view any of your project in real-time. You can't just press play and preview your creation. In general, if you want to see what you have created you will either have to do what After Effects calls a Ram Preview, which essentially creates a short render of a portion of your project you can view in real time. However, if you want to see your entire project played back in full speed, you generally will just have to render the entire project to a video and then watch that video back in your video player. In addition, there really isn't any way to preview audio with your project. This is because the speed of your video playback just can't keep up with the speed of your audio playback. The only way to know what your audio will sound like is to preview it by itself. You can either preview the audio from a certain point in the timeline or you can preview

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the entire audio section, but it will be previewed by itself. It will NOT play along with your video. In order to know what it will sound like with the video, you will have to render the entire video. One of the best ways to handle audio is simply to not use After Effects to edit your audio. Instead, prepare your After Effects project with all of your effects and render it to a video. Then bring that video into your Video Editing software and place and edit the audio. If you can get used to this different type of workflow you will find that After Effects is one of the most powerful tools you can add to your video editing arsenal.

Dive right into video editing WITH THE VIDEO COLLECTION REVEALED! This all-new book introduces the video applications of Adobe CS5, including Adobe Premiere Pro, After Effects, Soundbooth, and Encore. Each of the four main applications is thoroughly covered in its own chapter. Three integrated chapters follow, with an emphasis on using features across applications to create polished, professional work. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version. New to CINEMA 4D and looking for an accessible way to get up to speed quickly? Do you already know the basics of the software but need to know the new features or take your skills and understanding a little deeper? If so, look no further than CINEMA 4D Apprentice, your one-stop shop for learning this powerful application. With guidance that takes you beyond just the button-pushing, author Kent McQuilkin guides you through 10 core lessons, starting with the basics before moving onto more complex techniques and concepts and then tying it all together with a final project. CINEMA 4D Apprentice walks you through the software with a project-based approach, allowing you to put lessons learned into immediate practice. Best practices and workflows for motion graphics artists that can be applied to any software

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application are included. A companion website ([www.focalpress.com/cw/mcquilkin](http://www.focalpress.com/cw/mcquilkin)) features project files and videos of the techniques in action. Topics covered include: creating basic scenes, modeling, texture mapping mograph in-depth integration with After Effects via CINEWARE lighting, animation, rendering and more motion tracking with the new tools included in R16

The fastest, easiest, most comprehensive way to learn Adobe® After Effects® CC (2014 release) Classroom in a Book®, the best-selling series of hands-on software training workbooks, offers what no other book or training program does—an official training series from Adobe Systems Incorporated, developed with the support of Adobe product experts. Adobe After Effects® CC Classroom in a Book contains 14 lessons that cover the basics, providing countless tips and techniques to help you become more productive with the program. You can follow the book from start to finish or choose only those lessons that interest you. In addition to learning the key elements of the After Effects interface, this completely revised CC (2014 release) edition covers new features, including mask tracker, detail-preserving Upscale effect, property linking, new snapping options and improvements, improved Cinema 4D integration, settings migration, bicubic sampling option in Transform effect, and more. Purchasing this book gives you access to the downloadable lesson files you need to work through the projects in the book, and to electronic book updates covering new features that Adobe releases for Creative Cloud customers. For access, goto [www.peachpit.com/redeem](http://www.peachpit.com/redeem) and redeem the unique code provided inside this book. “The Classroom in a Book series is by far the best training material on the market. Everything you need to master the software is included: clear explanations of each lesson, step-by-step instructions, and the project files for the students.” Barbara Binder,

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Adobe After Effects is a software that is made to handle motion graphics, visual effects and compositing applications. This was developed by Adobe Systems and is mostly used in the post production of television and film making. It can also be used for tracking, keying and compositing and animation features. With the features it contains, it can also be used as a non-linear editor, an audio editor and a media transcoder. This book will look to explore some of the features contained in Adobe After Effects and explain the benefits to the user.

Adobe After Effects CC Basics and Advanced Motion Graphics

The fastest, easiest, most comprehensive way to learn Adobe After Effects CC Classroom in a Book®, the best-selling series of hands-on software training workbooks, offers what no other book or training program does—an official training series from Adobe Systems Incorporated, developed with the support of Adobe product experts. Adobe After Effects CC Classroom in a Book contains 14 lessons that cover the basics, providing countless tips and techniques to help you become more productive with the program. You can follow the book from start to finish or choose only those lessons that interest you. Purchasing this book gives you access to the downloadable lesson files you need to work through the projects in the book, and to electronic book updates covering new features that Adobe releases for Creative Cloud customers. For access, go to [www.peachpit.com/redeem](http://www.peachpit.com/redeem) and redeem the unique code provided inside this

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book. “The Classroom in a Book series is by far the best training material on the market. Everything you need to master the software is included: clear explanations of each lesson, step-by-step instructions, and the project files for the students.” Barbara Binder, Adobe Certified Instructor Rocky Mountain Training

Adobe After Effects is a digital visual effects, motion graphics, and compositing application developed by Adobe Systems and used in the post-production process of film making and television production. Among other things, After Effects can be used for keying, tracking, compositing and animation So buy this book now and learn to design motion graphics and create animations. Ranging from beginner to advanced, these courses demonstrate how to composite video and create special effects--even how to use After Effects to design lower third graphics. Adobe After Effects serves a different role depending on the users needs. For example, an indie VFX artist might only use After Effects for compositing 3D rendered footage. ... In an editing context, Adobe After Effects is usually used to apply effects after your footage has been roughly edited The beginner's guide to After EffectsAfter Effects is at the core of the workflows of most motion graphics, VFX and 3D artists and animators. It offers a range of tools that can be adapted for a huge range of tasks, from simple titles to full 3D stereo compositing. Here, you'll learn how to get started.

Get the most from the most widely used application in the postproduction field! Gain the insider tips you need to compose eye-catching, imaginative Adobe After Effects

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projects quickly and effectively. In *How to Cheat in After Effects, Second Edition* seasoned AE expert Chad Perkins provides dozens of concise, step-by-step tutorials and lavish 4-color illustrations to get you on the fast track to producing amazing motion graphics and visual effects. Updated for CS6, this new edition has been revised to include: A brand new chapter on the most popular 3rd party effects including Trapcode Particular and Video Copilot's Element 3D New cheats on professional compositing, expressions, and high end visual effects Tons of cool light tricks and lessons on how to use Video Copilot's Optical Flares A thorough explanation of the Ray-trace 3D engine introduced in After Effects CS6 An all new companion DVD with project files allowing you to work alongside the exercises in the book, as well as QuickTime movies displaying techniques There's no time to waste! Whether you are an intermediate After Effects user in need of its more advanced tools or a novice looking for techniques to up your game, this book will bring your motion graphics, visual effects, and graphic compositions to the next level. For customers who buy an electronic version of the book, all the DVD project files are available for download at [www.focalpress.com/9780415661065](http://www.focalpress.com/9780415661065)

Creative professionals seeking the fastest, easiest, most comprehensive way to learn Adobe After Effects CC (2017 release) choose *Adobe After Effects CC Classroom in a Book* (2017 release) from Adobe Press. The 14 project-based lessons in this book show users step-by-step the key techniques for working in After Effects. Learn how to

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create, manipulate, and optimize motion graphics for film, video, DVD, the web, and mobile devices. Gain hands-on experience animating text and images, customizing a wide range of effects, tracking and syncing content, rotoscoping, and correcting color. Learn to create 3D content with both After Effects and Maxon Cinema 4D Lite (included with the software). The online companion files include all the necessary assets for readers to complete the projects featured in each chapter as well as ebook updates when Adobe releases new features for Creative Cloud customers. All buyers of the book get full access to the Web Edition: a Web-based version of the complete ebook enhanced with video and interactive multiple-choice quizzes. As always with the Classroom in a Book, Instructor Notes are available for teachers to download. Gain in-depth knowledge of Premiere Pro, and learn how the software “thinks.” You'll acquire new skills that will help you choose the best workflow for your project, and simplify and accelerate your video editing process. Learn how you can edit a lot faster with smarter workflows that automate several steps in the editing process. You'll also see how custom settings, presets, keyboard shortcuts and templates saves hours of work. By tailoring the software to your needs you save clicks on just about every task. With many traditional jobs now being done by one person, its important to understand audio smoothing, color grading, motion graphics, and advanced editing techniques. You'll learn these skills and disciplines and see how they'll enhance your project's workflow. All the authors are professional editors and want to know exactly how to cut

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your film as fast as possible with top quality output. There is invaluable information in The Cool Stuff in Premiere Pro that's not available anywhere else – not even in Adobe's own manuals. What You'll Learn Edit faster, no matter what the project Understand the technical stuff, like timeline settings, render codecs, color subsampling, export settings, effect controls and monitor settings Know when to send your clips to other Adobe software, and how to treat them there. Master the Premiere Pro timeline, even stacks of timelines, and edit, trim and adjust with ease Who This Book Is For Video journalists (and everyone else) will learn how to edit faster and get home in time for dinner. Bloggers will learn how to make their online video and audio “pop”. Film cutters will learn how to organize, rough cut and fine tune huge amounts of material effectively and how to output for digital cinema. Experienced video editors will learn how to deal with multi-track audio and to work faster in every step of the edit. Marketing people who edit video for social media and web pages will learn simpler ways to make a faster cut. Teachers in media studies will understand the logic in Premiere Pro, and be better prepared for teaching video editing.

This Book Have Valuable Content and Republished Added New After effects Features and Proper Book Format Did you always wanted to make your own Visual effects or motion graphics animations? Then I'll be super excited to introduce you into the wonderful Book of Adobe After Effects! Adobe After Effects CC For Beginners: Create Motion Graphics, Animate Text, Key Framing, Importing, Exporting & More! This Adobe

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After Effects course is meant for people interested in learning how to create titles for their videos, simple animations, and introduction to motion graphics. This course is probably not for you if you're looking to learn advanced After Effects workflows, techniques, and 3D graphics. Start learning the basics of Adobe After Effects in this complete introduction guide. This Book does not cover boring technical Contents, but rather practical examples and real situations. Buy this book you'll have a complete fundamental understanding of Adobe After Effects and will be able to create your own visual effects and motion graphics.

Whether you're new to After Effects and want to get up to speed quickly, or already a user who needs to become familiar with the new features, After Effects Apprentice was created for you. With 12 core lessons including a trio of projects combining After Effects with CINEMA 4D Lite, you'll learn how to tap this program's vast potential – whether you create motion graphics for network television, corporate communications, or your own projects. Fully updated to cover the major new features added in After Effects CC, this edition of the book presents a professional perspective on the most important features a motion graphics artist needs to master in order to use After Effects effectively. You'll learn to creatively combine layers; animate eye-catching titles; manipulate 3D space; color key, track or rotoscope existing footage to add new elements; and use effects to generate excitement or enhance the realism of a scene. Easy to follow, step-by-step instructions guide you through the features, with explanations of the "why" instead of just the "how" behind each technique. You'll learn more than just the tools; you'll learn skills that you can immediately put to work expressing your own

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ideas in your productions. USER LEVEL: Novice–Intermediate Topics include how to: • Animate, edit, layer, and composite a variety of media. • Manipulate keyframes and the way they interpolate to create more refined animations. • Use masks, mattes, stencils and blending modes to add sophistication to your imagery. • Create, animate, and extrude text and shape layers. • Explore 3D space, including using CINEMA 4D Lite. • Use tracking and keying to create special effects, such as replacing screen displays. A companion website at [www.routledge.com/cw/meyer](http://www.routledge.com/cw/meyer) makes available for download all exercise source material and After Effects CC project files required to get the most out of this book.

The Adobe After Effects software package was developed by Adobe to be an application to handle visual effects and motion graphics. It is mostly used in the post production process in television production and film making. It can be used for other things such as tracking, keying, animation and compositing. With these features, it can also stand as a basic non-linear editor, media transcoder and an audio editor. The After Effects software was created by the Company of Science and Art located in Providence, Rhode Island. It followed many company acquisition until the package was acquired by Adobe in 1994 with Adobe releasing its version 3.0 in the same year. This software package is used to create great animations and designs especially when combined with other software from the Creative Cloud. This also promotes collaboration between teams without any distortion or major disruptions.

Discover techniques to enhance your videos with complex animation Key Features Design, animate, and sequence a complete motion graphics project Work with compositions and pre-compositions to create animations speedily Maximize your motion graphics and visual effects skills Book Description If you're thinking seriously about making and publishing your videos

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with professional editing and animation, look no further! Adobe After Effects is a popular tool among video editors and YouTubers to enhance their videos and bring them to life by implementing visual effects and motion graphics. This book will take you right from the basics through to the advanced techniques in Adobe After Effects CC 2018. You will start by setting up your editing environment to learn and improve techniques to sharpen your video editing skills. Furthermore, you will work with basic and advanced special effects to create, modify, and optimize motion graphics in your videos. Lastly, you will not only learn how to create 2.5D animations, but also get to grips with using Cinema 4D Lite to build and animate complete 3D scenes. By the end of the book, you'll have learned how to package a video efficiently with the help of the projects covered. What you will learn

- Create a lower third project for a TV show with complex layers
- Work with shape layer animation to create an animated lyrics video
- Explore different tools to animate characters
- Apply text animation to create a dynamic film-opening title
- Use professional visual effects to create a VFX project
- Model, light, and composite your 3D project in After Effects

Who this book is for If you're a student, professional, YouTuber, or anyone who is interested in video editing, animation, and motion graphics, this book is for you. You'll also find this resource useful if you're an Illustrator looking to put your creations in motion.

The best-selling guide to Adobe's powerful digital video editing application, fully updated for Adobe Premiere Pro Creative Cloud. \* \*Includes 18 hands-on lessons that use clear, step-by-step instructions with accompanying screenshots to explain how to efficiently edit video in Premiere Pro. \*Covers new features, including Link and Locate, synch of multi-camera with second-system sound, new audio effects, deep color workflows with Lumetri Deep Color

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engine, and a redesigned, customizable timeline panel \*Companion DVD includes sample media files for all of the book's projects. The 18 project-based lessons in this book show readers step-by-step the key techniques for working in Premiere Pro CC. Readers learn to take a project from beginning to end where they'll get the basics on things like organizing media, using audio, creating transitions, producing titles, and adding effects. Once they have the basics down, they'll learn how to take their projects further by sweetening and mixing sound, compositing the footage, adjusting color, using multicamera editing techniques, outputting, and much more. (( This completely revised edition covers new features and refinements, including Link and Locate, for finding files faster, synch of multi-camera media with second-system sound, and built-in support for closed captioning. Multiple editing and timeline improvements have been made such as improved track targeting, customizable track headers, new indicators for through edits and start and end of media, and much more. Best of all, the companion DVD includes lesson files and real-world media assets so readers can work step-by-step along with the book. Lesson files and assets are included as a download so readers can work step-by-step along with the book.

In *Advanced Visual Effects Compositing: Techniques for Working with Problematic Footage*, learn to tackle difficult visual effect composites in layer-based and node-based compositing programs. In this book, industry veteran and compositing expert Lee Lanier offers tips, tricks, techniques, and workflows for difficult visual effects shots, including poorly shot green screen, moving shots with no visible motion tracking marks, shots requiring three-dimensional (3D) elements that lack 3D renders, poor-quality stock footage, and incorrectly lit shots. Lanier details the common problems of visual effects shots and offers practical solutions using

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examples from Adobe After Effects and Blackmagic Design Fusion. An accompanying eResource ([www.routledge.com/9781138668348](http://www.routledge.com/9781138668348)) features video image sequences, 3D renders, and other tutorial materials, allowing you to practice the discussed techniques. The visual effects challenges covered in this book include: Chroma keying Motion tracking Relighting in the composite Repairing plates Replicating damage Adding depth with 2.5D Working with stock footage

Trish and Chris Meyer and Lee Lanier share over 20 years of hard-earned, real-world film and video production experience inside the sixth edition of this critically-acclaimed text. Far more than a step-by-step review of the features in AE, readers will learn how the program thinks so that they can realize their own visions more quickly and efficiently. This comprehensive, full-color book is packed with tips, shortcuts, and sage advice that will help users thrive no matter what projects they might encounter. Creating Motion Graphics has been thoroughly revised to reflect the latest features of After Effects CC, incorporating new and redesigned exercises and projects with HD footage, further coverage on AE integration with Cinema4D, using stereoscopic 3D and 360 VR in your projects, visual effects, and much more. The book is also accompanied by an extensive companion website including the project files and source materials for all the techniques demonstrated in the book, as well as several bonus chapters on subjects like expressions, scripting, effects, and integration with other software.

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