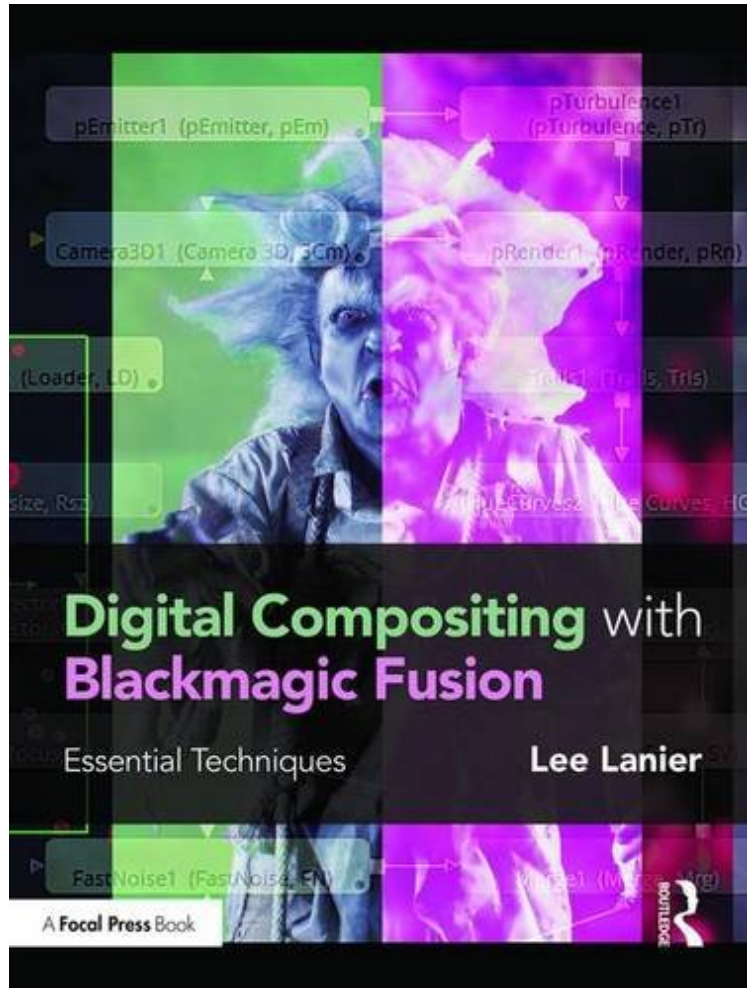


Digital Compositing with Blackmagic Fusion: Essential Techniques

Lee Lanier

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Lee Lanier : Digital Compositing with Blackmagic Fusion: Essential Techniques before purchasing it in order to gauge whether or not it would be worth my time, and all praised Digital Compositing with Blackmagic Fusion: Essential Techniques:

1 of 1 people found the following review helpful. Reasonable Overview, Very Dense Writing By Christopher Osborn The book covers the fundamentals and gives an overview to the tools, but is not well organized or coherent. It makes the classic mistake of methodically working you through how the tools work without any real-world connection to why you would want to use the tools. Very dense paragraphs explain each of the program's elements (again not connected to any particular project or goal), interspersed with "Mini Tutorials" that demonstrate a particular tool or setting. The downloaded clips are well designed and give you material to work with that matches the book's illustrations. It is clear a great deal of time was spent to make sure the examples and the files match, but this comes at

the cost of not having a sense of accomplishing any kind of workflow. Experienced users of editing or compositing systems will be able to fill in the gaps in this book and understand how these features could be applied. If you work or teach in a post-production environment you can extend from the book to connect the examples into real-world workflows, but as it stands this book doesn't give you much context.

Create complex composites with Blackmagic Fusion. Learn the basics of node-based compositing and get up to speed quickly so you can undertake your own compositing projects. In *Digital Compositing with Blackmagic Fusion: Essential Techniques*, industry veteran Lee Lanier covers the most important components, tools, and workflows any serious compositor needs to know. Practice your knowledge and skill as you read the book with the included mini-tutorials and longer chapter tutorials. An accompanying eResource features video image sequences, 3D renders, and other tutorial materials, allowing you to immediately practice the discussed techniques. Critical topics in this book include: Tool / Node networks Color space and color channels Transformations Masking and rotoscoping Keyframing and animation splines Green screen keying The Fusion 3D environment Color grading and color manipulation Filter tools Motion tracking Particle simulation Stereoscopic workflow

About the Author Lee Lanier has worked as a professional computer animator and VFX (visual effects) artist since 1994. He has more than 70 features, shorts, music videos, trailers, and commercials to his credit. Lee has written ten high-end software books that have sold more than 30,000 copies, has authored VFX training videos for lynda.com, has taught VFX compositing at the Gnomon School of Visual Effects in Hollywood, and is a member of VES (Visual Effects Society). A strong supporter of the arts, Lee co-founded the Dam Short Film Festival Nevada's largest film festival and continues to serve as its executive director. He also co-manages the Boulder City branch of Dr. Sketchy's Anti-Art School, curates several art gallery spaces, and is an avid painter. You can see his work at beezebugbit.com and diabolica-art.com.