

Effect3d Animation Software Create 3d Graphic 3d Images

Learn cutting-edge MULTIMEDIA skills! Discover how to create impressive multimedia projects using state-of-the-art tools and techniques. Multimedia Demystified is filled with information on the latest technologies, as well as design and production guidelines. This practical guide provides a background on multimedia and then delves into the elements that make up a successful multimedia project. You'll learn about software and hardware tools, digital photography, sound editing, web authoring with HTML, vector graphics, file formats, computer animation, and much more. Detailed examples and concise explanations make it easy to understand the material, and end-of-chapter quizzes and a final exam help reinforce key concepts. It's a no-brainer! You'll learn about: Graphics, images, text, and typography 2D and 3D animation Music, sound effects, and video Authoring for multimedia functionality Software and hardware Delivering the final project to the intended audience Simple enough for a beginner, but challenging enough for an advanced student, Multimedia Demystified helps you master this marketable skill.

Meet Gabriel - last of a genetically engineered breed of supersoldiers known as the Paladin. After winning an interstellar war between Earth and Mars, Gabriel is celebrated back home and given the new title of Protector of Amerika. All goes well for the newly entitled superhero as he begins to rid the streets of the scum that plagues it. However, as Gabriel is distracted by his duties, a terrorist organization known as Pandemonium frames the hero for a series of

atrocious crimes...

Adobe Illustrator CC is the most popular vector illustration application available. Print and screen designers use it to create powerful artwork composed of shapes, color, and highly styled text. Illustrator is a necessary tool for anyone considering a career in the visual design or illustration field. Learn Adobe Illustrator CC by building cool creative projects that teach you how to: Design and illustrate a promotional postcard Style text to create a logotype for a business Combine illustrations and text to create infographics Trace a photograph to use in an eye-catching concert poster Design icons and graphics for a mobile device interface This study guide uses video integrated with text to help you gain real-world skills that will get you started in your career in graphic design using Adobe Illustrator CC 2018 and lays the foundation for taking the Adobe Certified Associate (ACA) certification exam in that field. A mix of 6 project-based lessons, 8 hours of practical videos, and interactive quizzes prepares you for an entry-level position in a competitive job market. Purchasing this book gives you access to valuable online extras. Follow the instructions in the book's "Getting Started" section to unlock access to: Web Edition containing instructional video embedded in the complete text of the book with interactive review questions along with product updates Downloadable lesson files you need to work through the projects in the book

Hollywood is going 3D, read this book to understand why and how, and to secure your next job on a 3D movie. Making a 3D movie is much more than shooting with a 3D camera and showing it in a 3D theater. Each and every step of the movie production cycle will be affected by 3D, just like sound and color affected the whole industry. After an introduction on how the human brain perceive depth, this book explains, in a step-by-step approach, how 3D affects

screen writing, art direction, principal photography, editing, visual effects and even movies distribution. It's a must read for anyone in the profession who wants to understand the next revolution in cinema. The DVD is not included with the E-book. Please contact the publisher for access to the DVD content by emailing d.mcgonagle@elsevier.com.

Get a Jump Start on building applications with Bootstrap today!Originally developed by Twitter, Bootstrap is a framework that making the once-arduous process of crafting fully responsive web designs a breeze! Discover why Bootstrap is fast becoming a favorite tool of top web designers.In just one weekend with this hands-on tutorial, you'll learn how to: Integrate Bootstrap into your projectsUnderstand the basic Bootstrap templateWork with Bootstrap's gridCustomize Bootstrap to work with any project

From consumer products and packaging to transportation and equipment, this comprehensive work traces the evolution of industrial design from the Industrial Revolution to the present day. Creating a 3D Animated CGI Short presents an insightful behind-the-scenes tour of the entire production process for 3D artists, animators, and independent filmmakers who are interested in creating their own CGI shorts as well as for those who are simply fans and enthusiasts of CGI films in general. This book presents detailed examples of every step of the production process; from initial concept through character design, set design, modeling, texturing, lighting, camera animation, character animation, lip sync, rendering, post-production, compositing, and all the way to film festival submissions and online web distribution. It truly has something for everyone interested in CGI films. Using readily available off-the-shelf hardware and software such as modo, LightWave 3D, FPrime, HD Instance, Peak, Shake, iMovie, iDVD, GarageBand and more, Creating a 3D Animated CGI Short shows how to produce a complete 3D animated CGI

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Short, including how to fund the production by taking on paid freelance projects along the way. Where other filmmaking books typically describe industry standard methodologies that are most effective for larger productions, this book shows how to drastically simplify and condense those processes and focus only on the essential elements that will enable a single artist or filmmaker to complete a CGI short on their own.

Learning 3ds Max 2010 Foundation for Games is the key to unlocking the power of Autodesk 3ds Max, directly from the creators of one of the world's most powerful 3D animation and effects software products. Get hands on experience with the innovative tools and powerful techniques available in the new version of 3ds Max, through all new project-based lessons. Projects will include valuable game assets and examples. Topics will include modeling, animation, materials & mapping, rendering. Autodesk will be contributing assets (models and images) from high-profile studios. The DVD will include: bonus short films, demos, hotkey reference, free models from turbosquid, a \$160 value. * Only 3ds max book to market with authoritative content approved by Autodesk - Full 4-color treatment. * Autodesk Official Training Courseware--co-published with Autodesk * Project-driven format emphasizes core skills along with software training * Valuable DVD including bonus short films, demos, hotkey reference, free models from turbosquid (value \$160).

What do we mean by the term "animation" when we are discussing film? Is it a technique? A style? A way of seeing or experiencing "a world" that has little relation to our own lived experience of "the world"? In *Animated Worlds*, contributors reveal the astonishing variety of "worlds" animation confronts us with. Essays range from close

film analyses to phenomenological and cognitive approaches, spectatorship, performance, literary theory, and digital aesthetics. Authors include Vivian Sobchack, Richard Weihe, Thomas Lamarre, Paul Wells, and Karin Wehn.

The most comprehensive way to master Adobe Illustrator CS3.

Anyone who uses Blender needs this book. Blender users know that it can be used for modeling, animation, and rendering, but it can also be used as a fully functional compositing and post-production application. This book explores Blender's use as a compositing and post-production tool in the video and film production pipeline. In this book, you will learn how to: Create and apply masks and special effects in Blender Composite images using Blender's node-based compositor Sequence and overlay video and audio using Blender's non-linear editor

In Pro JavaFX 2: A Definitive Guide to Rich Clients with Java Technology, Jim Weaver, Weiqi Gao, Stephen Chin, Dean Iverson, and Johan Vos show you how you can use the JavaFX platform to create rich-client Java applications. You'll see how JavaFX provides a powerful Java-based UI platform capable of handling large-scale data-driven business applications. Covering the JavaFX API, development tools, and best practices, this book provides code examples that explore the exciting new features provided with JavaFX 2. It contains engaging tutorials that cover virtually every facet of JavaFX development and reference materials on JavaFX that augment the JavaFX API documentation. Written in an engaging and friendly style, Pro JavaFX 2 is an essential

guide to JavaFX 2.

Path tracing is one of several techniques to render photorealistic images by simulating the physics of light propagation within a scene. The roots of path tracing are outside of computer graphics, in the Monte Carlo simulations developed for neutron transport. A great strength of path tracing is that it is conceptually, mathematically, and often-times algorithmically simple and elegant, yet it is very general. Until recently, however, brute-force path tracing techniques were simply too noisy and slow to be practical for movie production rendering. They therefore received little usage outside of academia, except perhaps to generate an occasional reference image to validate the correctness of other (faster but less general) rendering algorithms. The last ten years have seen a dramatic shift in this balance, and path tracing techniques are now widely used. This shift was partially fueled by steadily increasing computational power and memory, but also by significant improvements in sampling, rendering, and denoising techniques. The Path to Path-Traced Movies provides the reader with an overview of path tracing and highlights important milestones in its development that have led to it becoming the preferred movie rendering technique today. It identifies major hurdles that stood in the way of that transition, describing the technical milestones that pushed the field forward over the last couple of decades, and discusses the combination of circumstances that came together to propel the CG and VFX movie industry into a path-traced world. Since the journey is not yet complete, it also discusses on-going challenges and open questions that

practitioners and researchers will need to address in the years to come.

This book contains selected Computer, Management, Information and Educational Engineering related papers from the 2014 International Conference on Management, Information and Educational Engineering (MIEE 2014) which was held in Xiamen, China on November 22-23, 2014. The conference aimed to provide a platform for researchers, engineers and academic

Maximum PC is the magazine that every computer fanatic, PC gamer or content creator must read. Each and every issue is packed with punishing product reviews, insightful and innovative how-to stories and the illuminating technical articles that enthusiasts crave.

SVG is extremely powerful, with its reduced HTTP requests and crispness on any display. It becomes increasingly more interesting as you explore its capabilities for responsive animation and performance boons. When you animate SVG, you must be aware of normal image traits like composition, color, implementation, and optimization. But when you animate, it increases the complexity of each of these factors exponentially. This practical book takes a deep dive into how you can to solve these problems with stability, performance, and creativity in mind. Learn how to make SVG cross-browser compatible, backwards compatible, optimized, and responsive Plan and debug animation Make a complex animation responsive, as many sites are responsive Profile each animation technique in terms of performance so that you know what you're

getting in to with each library or native technology

This book presents the proceedings of the 2020 International Conference on Intelligent Systems Applications in Multi-modal Information Analytics, held in Changzhou, China, on June 18–19, 2020. It provides comprehensive coverage of the latest advances and trends in information technology, science and engineering. It addresses a number of broad themes, including data mining, multi-modal informatics, agent-based and multi-agent systems for health and education informatics, which inspire the development of intelligent information technologies. The contributions cover a wide range of topics such as AI applications and innovations in health and education informatics; data and knowledge management; multi-modal application management; and web/social media mining for multi-modal informatics. Outlining promising future research directions, the book is a valuable resource for students, researchers and professionals, and a useful reference guide for newcomers to the field.

JavaFX 2.0: Introduction by Example provides a quick start to programming the JavaFX 2.0 platform. JavaFX 2.0 provides a rich set of APIs for use in creating graphically exciting client applications written solely in Java. You get a large set of customizable components that can be skinned using CSS techniques that you already know from doing web development. The platform even includes a web rendering engine enabling you to mix HTML content into your applications. Hardware acceleration means that your applications are fast and snappy, taking full advantage of modern graphics processing support at the hardware level. JavaFX 2.0 opens the door to business applications that look good, are fun to use, that take advantage of the medium to present data of all types—text, audio, video, etc.—in ways that engage the user and lead to increased productivity. Getting started with JavaFX 2.0 is surprisingly easy. You

already have the Java skills. Very likely you know enough of CSS to get by. All that's left is to get a leg up on the API, and that's where JavaFX 2.0: Introduction by Example can help. In this short book, author Carl Dea takes you through a series of engaging, fun-to-work examples that bring you up to speed with the major facets of the platform. Begin with the fundamentals of installing the software and creating a simple interface. Move in progressive steps through the process of developing a working dialog box for an application. Then let the fun begin as you explore images and animations, audio and video, and finally learn to embed JavaFX applications in a web page as well as embedding HTML5 content within an application. At the end of this book you'll have a good grasp of what JavaFX is all about, and you'll be ready to begin your journey towards mastery of the platform. Entirely example-based Focused on practical applications Full of working code for you to adapt and extend

The computer entertainment industry drives many of the advances in computing technology, and the second volume of "3D Games" shows how to use advanced techniques in games technology and how these techniques can also be applied in other areas. The book concentrates on three main areas: generic processes - the build process, real-time processes and software design real-time rendering processes character animation The treatment of these topics is built around a specific games system, Fly3D SDK 2.0 (included on the accompanying CD-ROM). By rooting as many as possible of the techniques described within the book in a practical games system, the book is able to balance theory and practice. As well as proving invaluable for professionals in the games industry, the book can be used for courses in games programming and development, animation, advanced graphics, and multimedia. The potential of games to embrace other applications within computing is strong, with the advent of

techniques for high scene complexity at low processing costs. The Fly3D engine is not only a vehicle for game creation, but has already been used to develop 3D Internet applications, architectural walkthroughs for CAAD and generic 3D visualisation. Workers in these areas will find the techniques described and accompanying software extremely useful. Alan Watt, based at the University of Sheffield, is the author of many successful books including "3D Computer Graphics," "Advanced Animation and Rendering Techniques," "The Computer Image" and "3D Games Volume 1," Fabio Policarpo is a software developer and founder of the company ParaleloComputac(c)o based in Rio de Janeiro. He co-authored "The Computer Image" and "3D Games Volume I" and currently works on new applications for real-time rendering and gaming technologies. CD includes: Full Fly3D SDK including source code for engine, front-ends, plug-ins and utilities; Demo levels; Engine Guide and Reference Manual and tutorials. [http: //www.fly3d.com.br](http://www.fly3d.com.br) for Fly3D SDK documentation, updates, new demos, FAQs and message board. The included software runs on any Microsoft Windows computer system and requires a 3D video card with full OpenGL support. For making changes to the source code, Microsoft Visual C++ 6.0 is required. For scene geometry creation, 3DStudio Max 3.x and 4.x plug-ins are included.

Insights and advice on the creative process from 100 prominent TED Conference speakers. Online TED Talks have provided inspiration to a worldwide audience since 2006, focusing not only on subjects of technology, entertainment, and design but also on cultural, social, and political issues. Great TED Talks: Creativity gathers the ideas presented by 100 speakers and condenses them into a nutshell of practical advice for boosting your own creativity. Also included are URLs directing readers to the TED website so they can watch the original videos

in their entirety.

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 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 makes available for download all exercise source material and After Effects CC project files required to get the most out of this book.

Focusing exclusively on Image-Based Rendering (IBR) this book examines the theory, practice, and applications associated with image-based rendering and modeling. Topics covered vary from IBR basic concepts and representations on the theory side to signal processing and data compression on the practical side. One of the only titles devoted exclusively to IBR this book is intended for researchers, professionals, and general readers interested in the topics of computer graphics, computer vision, image process, and video processing. With this book advanced-level students in EECS studying related disciplines will be able to seriously expand their knowledge about image-based rendering.

During last couple of years there has been an increasing recognition that problems arising in biology or related to medicine really need a multidisciplinary approach. For this reason some special branches of both applied theoretical physics and mathematics have recently emerged such as biomechanics, mechanobiology, mathematical biology, biothermodynamics. This first section of the book, General notes on biomechanics and mechanobiology, comprises from theoretical contributions to Biomechanics often providing hypothesis or rationale for a given phenomenon that experiment or clinical study cannot provide. It deals with mechanical properties of living cells and tissues, mechanobiology of fracture healing or evolution of locomotor trends in extinct terrestrial giants. The second section, Biomechanical modelling, is devoted to the rapidly growing field of biomechanical models and modelling approaches to improve our understanding about processes in human body. The last section called Locomotion and joint biomechanics is a collection of works on description and analysis of human locomotion, joint stability and acting forces.

Creative professionals seeking the fastest, easiest, most comprehensive way to learn Adobe

Illustrator CS5 choose Adobe Illustrator CS5 Classroom in a Book from the Adobe Creative Team at Adobe Press. The 15 project-based lessons in this book show readers step-by-step the key techniques for working in Illustrator CS5. Readers learn how to create vector artwork for virtually any project and across multiple media: print, websites, interactive projects, and video. In addition to learning the key elements of the Illustrator interface, they'll learn how to integrate their artwork with Adobe Flash movies, Adobe InDesign layouts, and Adobe Flash Catalyst software to add interaction to their designs. This completely revised CS5 edition covers new perspective drawing tools, variable-width watercolor strokes, multiple artboards with video-specific presets, the new realistic Bristle brush and Shape Builder tool, and the ability to maintain consistent raster effects across media. "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. Classroom in a Book®, the best-selling series of hands-on software training workbooks, helps you learn the features of Adobe software quickly and easily. Classroom in a Book 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. All of Peachpit's eBooks contain the same content as the print edition. You will find a link in the last few pages of your eBook that directs you to the media files. Helpful tips: If you are able to search the book, search for "Where are the lesson files?" Go to the very last page of the book and scroll backwards. You will need a web-enabled device or computer in order to access the media files that accompany this ebook. Entering the URL supplied into a computer with web access will

allow you to get to the files. Depending on your device, it is possible that your display settings will cut off part of the URL. To make sure this is not the case, try reducing your font size and turning your device to a landscape view. This should cause the full URL to appear.

The 2nd edition of this integrated guide explains and lists readily available graphics software tools and their applications, while also serving as a shortcut to graphics theory and programming. It grounds readers in fundamental concepts and helps them use visualization, modeling, simulation, and virtual reality to complement and improve their work.

These proceedings present the latest information on software reliability, industrial safety, cyber security, physical protection, testing and verification for nuclear power plants. The papers were selected from more than 80 submissions and presented at the First International Symposium on Software Reliability, Industrial Safety, Cyber Security and Physical Protection for Nuclear Power Plants, held in Yinchuan, China on May 30 - June 1, 2016. The primary aim of this symposium was to provide a platform to facilitate the discussion for comprehension, application and management of digital instrumentation, control systems and technologies in nuclear power plants. The book reflects not only the state of the art and latest trends in nuclear instrumentation and control system technologies, but also China's increasing influence in this area. It is a valuable resource for both practitioners and academics working in the field of nuclear instrumentation, control systems and other safety-critical systems, as well as nuclear

power plant managers, public officials and regulatory authorities.

The Academy Award-winning artist behind *Who Framed Roger Rabbit?* draws on his master instruction classes to demonstrate essential techniques required of animators of any skill level or method, in an updated edition that provides expanded coverage of such topics as animal gaits and live action. Simultaneous.

Everything you need to know to become a professional VFX whizz in one thorough and comprehensive guide.

This unique book explores the important issues in studying for active visual perception. The book's eleven chapters draw on recent important work in robot vision over ten years, particularly in the use of new concepts. Implementation examples are provided with theoretical methods for testing in a real robot system. With these optimal sensor planning strategies, this book will give the robot vision system the adaptability needed in many practical applications.

A stereogram is a two-dimensional image that, when viewed properly, creates a stunning, almost magical impression of depth. Objects seem to float or to pop out of patterns. And these complex and sophisticated designs, produced by two of the most famous stereogram creators in the world, are state of the art. They're simply among the most beautiful and amazing available today, combining different types of effects in a single picture. Sometimes, the trick to seeing the stereographic vision won't be instantly obvious; you might need to stare at the picture for a while, adjust your gaze, or

look slightly beyond the page before everything falls in line. The results are worth it--and once you've learned the technique, a whole world of art and spectacle will be yours.

Application of Intelligent Systems in Multi-modal Information Analytics
Proceedings of the 2020 International Conference on Multi-model Information Analytics (MMIA2020), Volume 2
Springer Nature

Written by renowned author and 3D artist, Kelly L. Murdock, Autodesk Maya 2017 Basics Guide is designed to give new users a solid understanding of the fundamental skills needed to create beautiful 3D models and stunning animations with Autodesk Maya. Using clear and easy to follow instructions this book will guide you through learning all the major features of Maya. The text is complemented by video instruction. Each chapter has a corresponding video tutorial that introduces you to the topics and allows you to watch and learn how functions are performed in a way that a text alone cannot do. Autodesk Maya 2017 Basics Guide makes no assumptions about your previous experience with Autodesk Maya. It begins by helping you get comfortable with the user interface and navigating scenes before moving into modeling, texturing, lighting, animating, rendering and more. Additionally, more advanced features such as character rigging, skinning, animating with dynamics and MEL scripting are also introduced. Each chapter begins by examining the concept behind each task, the goal and the necessary features that are involved. Then you go in-depth with the objective of

your task as you study examples and learn the steps necessary to complete it. Working your way through the comprehensive, step-by-step lessons, you'll develop the confidence you need to create incredible renderings and animations using Autodesk Maya. Who this book is for This text was created specifically for users with no prior 3D modeling or animation experience. If you want to work in a creative field or are just curious about how 3D animated movies are made this book is the perfect way to get started. Users who are migrating from another 3D application or upgrading from a previous version of Maya will also benefit greatly from this text.

In his best-selling book *Creative Photoshop*, award-winning artist Derek Lea has already shown the digital art world how to create stunning, sophisticated works of art using Photoshop. Now, he goes one step further in this all-new book to demonstrate his unique methods for using Photoshop in conjunction with other software packages. Derek's first-class images will inspire you to think creatively about the ways in which you can use Photoshop alongside other popular programs such as *Illustrator* and *Poser* to take your own art to the next level. In addition to invaluable advice on how to create static works of art, Derek's also included plenty of material on creating motion-oriented art using Photoshop with programs like *Flash* and *After Effects*. Whether you are a digital artist, illustrator, cartoonist, graphic artist, designer, or serious hobbyist working for print or the web, this fantastic new book will open your eyes to a whole new world of digital art that's never before been uncovered. Challenge yourself and discover the

more artistic aspects of these programs with one of the world's best teachers by your side. Be sure to visit www.beyondphotoshopthebook.com for more information including all of the sample images from the book to work with, a reader forum, and more.

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 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, Adobe Certified Instructor Rocky Mountain Training

"Whether you're working in broadcast and film or delivering work online and to mobile devices, Adobe After Effects CS5 software enables you to create groundbreaking

motion graphics and blockbuster visual effects"--Publisher's website.

Ten years from now, what do you want or expect your students to remember from your course? We realized that in ten years what matters will be how students approach a problem using the tools they carry with them—common sense and common knowledge—not the particular mathematics we chose for the curriculum. Using our text, students work regularly with real data in moderately complex everyday contexts, using mathematics as a tool and common sense as a guide. The focus is on problems suggested by the news of the day and topics that matter to students, like inflation, credit card debt, and loans. We use search engines, calculators, and spreadsheet programs as tools to reduce drudgery, explore patterns, and get information. Technology is an integral part of today's world—this text helps students use it thoughtfully and wisely. This second edition contains revised chapters and additional sections, updated examples and exercises, and complete rewrites of critical material based on feedback from students and teachers who have used this text. Our focus remains the same: to help students to think carefully—and critically—about numerical information in everyday contexts.

In the world of film and theatre, character transformation takes a lot of work, skill, and creativity. Dedicated solely to SFX, this book will show you tips and techniques from a seasoned SFX makeup artist with years of film, TV, and theatrical experience. Not only will this book take you through the many genres that need a special effects makeup

artist, like horror, fantasy, and sci-fi, but it will also tell you about the tools you will need, how to maintain your toolkit, how to take care of the actor's skin, and how to airbrush properly when HD is involved. The author shows you how to sculpt and mold your own makeup prosthetics, focusing on how human anatomy relates to sculpture to create the most realistic effects. Case studies feature some of today's top makeup artists including Neill Gorton, Christopher Tucker, Miles Teves, Jordu Schell, Mark Alfrey, Matthew Mungle, Christien Tinsely, Vittorio Sodano, and Mark Gabarino. Put your new techniques into practice right away and see how some of the looks from the book were achieved with the step-by-step tutorials on the must-have DVD. * Written by a seasoned special effects make-up artist who has worked in both film and theatre *

Gives you exclusive tips and techniques from some of the industry's most gifted artists * DVD tutorials show you step-by-step how to create the techniques from the book; also includes recipes to create makeup prosthetics, a list of suppliers, conversion charts, and bibliography

How digital visual effects in film can be used to support storytelling: a guide for scriptwriters and students. Computer-generated effects are often blamed for bad Hollywood movies. Yet when a critic complains that "technology swamps storytelling" (in a review of Van Helsing, calling it "an example of everything that is wrong with Hollywood computer-generated effects movies"), it says more about the weakness of the story than the strength of the technology. In Digital Storytelling, Shilo McClean

shows how digital visual effects can be a tool of storytelling in film, adding narrative power as do sound, color, and "experimental" camera angles—other innovative film technologies that were once criticized for being distractions from the story. It is time, she says, to rethink the function of digital visual effects. Effects artists say—contrary to the critics—that effects always derive from story. Digital effects are a part of production, not post-production; they are becoming part of the story development process. Digital Storytelling is grounded in filmmaking, the scriptwriting process in particular. McClean considers crucial questions about digital visual effects—whether they undermine classical storytelling structure, if they always call attention to themselves, whether their use is limited to certain genres—and looks at contemporary films (including a chapter-long analysis of Steven Spielberg's use of computer-generated effects) and contemporary film theory to find the answers. McClean argues that to consider digital visual effects as simply contributing the "wow" factor underestimates them. They are, she writes, the legitimate inheritors of film storycraft.

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