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# Digital Compositing With Nuke

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Professional Digital Compositing

The DV Rebel's Guide

GreenScreen Made Easy

NUKE Codex

Digital Compositing for Film and Video

Digital Visual Effects and Compositing

Digital Cinematography

The Complete Guide to Photorealism for Visual Effects, Visualization and Games

The Outpost

Torture Porn

The Filmmaker's Guide to Visual Effects

Physically Based Rendering

Adobe After Effects CC Visual Effects and Compositing

The History of Motion Graphics

The VES Handbook of Visual Effects

Lighting for Animation

Advanced Maya Texturing and Lighting

William Eggleston, 2 1/4  
The Art and Science of Digital Compositing  
Color Correction Handbook  
Mathematics for Computer Graphics  
The Invisible Art  
Color Correction Look Book  
Filming the Fantastic  
Hybrid Animation  
Creating Visual Effects in Maya  
Introducing Autodesk Maya 2013  
MENTAL RAY, FOR MAYA, 3DS MAX, AND XSI: A 3D ARTIST'S GUIDE TO RENDERING  
(With CD )  
Animation for Beginners  
The Art and Science of Digital Compositing  
Complete Maya Programming Volume II  
Deep Learning  
Masters of FX  
Compositing Visual Effects  
The Digital Matte Painting Handbook  
Nuke 101

The Visual Effects Arsenal  
Digital Visual Effects in Cinema  
Digital Lighting and Rendering

*Digital Compositing  
With Nuke*

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## **GLOVER DURHAM**

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### **Professional Digital Compositing**

Taylor & Francis

This book offers a comprehensive and detailed guide to accomplishing and perfecting a photorealistic look in digital content across visual effects, architectural and product visualization, and games. Emmy award-winning VFX supervisor Eran Dinur offers readers a deeper understanding of the complex interplay of light, surfaces, atmospheric, and optical effects, and

then discusses techniques to achieve this complexity in the digital realm, covering both 3D and 2D methodologies. In addition, the book features artwork, case studies, and interviews with leading artists in the fields of VFX, visualization, and games. Exploring color, integration, light and surface behaviour, atmospheric, shading, texturing, physically-based rendering, procedural modelling, compositing, matte painting, lens/camera effects, and much more, Dinur offers a compelling, elegant guide to achieving photorealism in digital media and creating imagery that is seamless from real footage. Its broad

perspective makes this detailed guide suitable for VFX, visualization and game artists and students, as well as directors, architects, designers, and anyone who strives to achieve convincing, believable visuals in digital media.

**The DV Rebel's Guide** Springer  
Science & Business Media

This updated edition describes both the mathematical theory behind a modern photorealistic rendering system as well as its practical implementation. Through the ideas and software in this book, designers will learn to design and employ a full-featured rendering system for creating stunning imagery. Includes a companion site complete with source code for the rendering system described in the book, with support for Windows, OS X, and Linux.

*GreenScreen Made Easy* Digital  
Compositing with Nuke

Today's successful cinematographer must be equal parts artist, technician, and business-person. The cinematographer needs to master the arts of lighting, composition, framing and other aesthetic considerations, as well as the technology of digital cameras, recorders, and workflows, and must know how to choose the right tools (within their budget) to get the job done. David Stump's *Digital Cinematography* focuses on the tools and technology of the trade, looking at how digital cameras work, the ramifications of choosing one camera versus another, and how those choices help creative cinematographers to tell a story. This book empowers the reader to correctly choose the

appropriate camera and workflow for their project from today's incredibly varied options, as well as understand the ins and outs of implementing those options. Veteran ASC cinematographer David Stump has updated this edition with the latest technology for cameras, lenses, and recorders, as well as included a new section on future cinematographic trends. Ideal for advanced cinematography students as well as working professionals looking for a resource to stay on top of the latest trends, this book is a must read.

*NUKE Codex* Taylor & Francis

Crafting a perfect rendering in 3D software means nailing all the details. And no matter what software you use, your success in creating realistic-looking illumination, shadows and textures

depends on your professional lighting and rendering techniques. In this lavishly illustrated new edition, Pixar's Jeremy Birn shows you how to: Master Hollywood lighting techniques to produce professional results in any 3D application Convincingly composite 3D models into real-world environments Apply advanced rendering techniques using subsurface scattering, global illumination, caustics, occlusion, and high dynamic range images Design realistic materials and paint detailed texture maps Mimic real-life camera properties such as f-stops, exposure times, depth-of-field, and natural color temperatures for photorealistic renderings Render in multiple passes for greater efficiency and creative control Understand production pipelines at

visual effects and animation studios  
Develop your lighting reel to get a job in  
the industry

Digital Compositing for Film and Video

Pearson Education

Market\_Desc: · Video Game Artists·  
Animators· Effects Specialists· Game  
Developers· Industrial And Architectural  
Designers· Broadcast And Multimedia  
Designers· Instructors · Students Special  
Features: · The only book that covers the  
art of mental ray, the leading digital  
rendering program distributed with  
every major 3D software package.  
Estimated reach is over 500,000 users·  
mental ray is the built-in renderer for  
Maya, 3ds max, and XSI 3D software  
solutions, the three most popular digital  
animation and effects programs on the  
market· The book is aimed at high-end

professionals and students anxious to  
master mental ray· A 16-page color  
insert showcases final rendered images  
of the studio quality seen in films like  
The Brothers Grimm, The Day After  
Tomorrow, and The Matrix Revolutions·  
The CD includes models, textures, and  
fully rendered samples. It also provides  
value-added HD images (worth \$50  
apiece in other packages), MEL plug-ins  
for Maya and XSI to convert cameras for  
generating terrains (\$100 value), and  
other valuable plug-ins · Curriculum  
guides are also available for training  
centers and schools that teach mental  
ray About The Book: This is a one-stop  
resource for the keys to rendering with  
mental ray that 3D artists can't get any  
where else. The book shows how to  
create stunning, highly realistic images

with mental ray using the most popular 3D programs, with a focus on helping artists make informed decisions on advanced lighting and workflow issues that will transform their creations into studio quality photo-realistic characters, objects, and landscapes. The tutorials have been developed and tested in the author's professional studio, as well as in the classroom, providing artists with the level of expertise they need to stay current and students with cutting-edge know-how to take to their job hunt.

### **Digital Visual Effects and**

### **Compositing** Pearson Education

A richly-illustrated, full-color introduction to deep learning that offers visual and conceptual explanations instead of equations. You'll learn how to use key deep learning algorithms without the

need for complex math. Ever since computers began beating us at chess, they've been getting better at a wide range of human activities, from writing songs and generating news articles to helping doctors provide healthcare. Deep learning is the source of many of these breakthroughs, and its remarkable ability to find patterns hiding in data has made it the fastest growing field in artificial intelligence (AI). Digital assistants on our phones use deep learning to understand and respond intelligently to voice commands; automotive systems use it to safely navigate road hazards; online platforms use it to deliver personalized suggestions for movies and books - the possibilities are endless. Deep Learning: A Visual Approach is for anyone who

wants to understand this fascinating field in depth, but without any of the advanced math and programming usually required to grasp its internals. If you want to know how these tools work, and use them yourself, the answers are all within these pages. And, if you're ready to write your own programs, there are also plenty of supplemental Python notebooks in the accompanying Github repository to get you going. The book's conversational style, extensive color illustrations, illuminating analogies, and real-world examples expertly explain the key concepts in deep learning, including:

- How text generators create novel stories and articles
- How deep learning systems learn to play and win at human games
- How image classification systems identify objects or people in a

photo

- How to think about probabilities in a way that's useful to everyday life
- How to use the machine learning techniques that form the core of modern AI

Intellectual adventurers of all kinds can use the powerful ideas covered in *Deep Learning: A Visual Approach to build intelligent systems that help us better understand the world and everyone who lives in it. It's the future of AI, and this book allows you to fully envision it. Full Color Illustrations*

[Digital Cinematography](#) John Wiley & Sons

The classic reference, with over 25,000 copies in print, has been massively expanded and thoroughly updated to include state-of-the-art methods and 400+ all-new full color images! "At ILM, compositing is one of the most important



tools we use. If you want to learn more, this excellent 2nd-edition is detailed with hundreds of secrets that will help make your comps seamless. For beginners or experts, Ron walks you through the processes of analysis and workflows - linear thinking which will help you become deft and successfully tackle any shot." --Dennis Muren ASC, Senior Visual Effects Supervisor, Industrial Light & Magic "Ron Brinkman's book is the definitive work on digital compositing and we have depended on this book as a critical part of our in-house training program at Imageworks since the 1999 Edition. We use this book as a daily textbook and reference for our lighters, compositors and anyone working with digital imagery. It is wonderful to see a new edition being released and it will

certainly be required reading for all our digital artists here at Imageworks." -- Sande Scoredos, Executive Director of Training & Artist Development, Sony Pictures Imageworks The Art and Science of Digital Compositing is the only complete overview of the technical and artistic nature of digital compositing. It covers a wide range of topics from basic image creation, representation and manipulation, to a look at the visual cues that are necessary to create a believable composite. Designed as an introduction to the field, as well as an authoritative technical reference, this book provides essential information for novices and professionals alike. - 17 new case-studies provide in-depth looks at the compositing work done on films such as Chronicles of Narnia: The Lion, the Witch

and the Wardrobe, The Golden Compass, The Incredibles, King Kong, The Lord of the Rings: The Return of the King, Sin City, Spider-Man 2, Wallace and Gromit: The Curse of the Were-Rabbit, and Star Wars: Episode 3 – Revenge of the Sith. - Includes new sections on 3D compositing, High Dynamic Range (HDR) imaging, Rotoscoping, and much more! - All disc-based content for this title is now available on the Web. - 17 new case-studies provide in-depth looks at the compositing work done on films such as Chronicles of Narnia: The Lion, the Witch and the Wardrobe, The Golden Compass, The Incredibles, King Kong, The Lord of the Rings: The Return of the King, Sin City, Spider-Man 2, Wallace and Gromit: The Curse of the Were-Rabbit, and Star Wars: Episode 3 – Revenge of the Sith. -

Includes new sections on 3D compositing, High Dynamic Range (HDR) imaging, Rotoscoping, and much more! [The Complete Guide to Photorealism for Visual Effects, Visualization and Games](#) Elsevier

The first monograph to critically engage with the controversial horror film subgenre known as 'torture porn', this book dissects press responses to popular horror and analyses key torture porn films, mapping out the broader conceptual and contextual concerns that shape the meanings of both 'torture' and 'porn'.

[The Outpost](#) Morgan Kaufmann

It would be rare these days to find a film that did not in some way depend on the magic of visual effects, from the raging computer-generated dinosaurs in Steven

Spielberg's Jurassic Park, to the fantastical worlds of Tim Burton's Alice in Wonderland, and the photoreal tiger and ocean in Ang Lee's Life of Pi. Through interviews with 16 of the leading effects pioneers from around the world (see list below), author Ian Failes explores the making of some of the most memorable film sequences ever produced, showcasing the shift from practical to digital magic with original behind-the-scenes imagery, shot breakdowns, and detailed explanations of some of the secrets behind the making of cinema's most extraordinary creations. Visual effects artists and films discussed include: Dennis Muren (Star Wars: Episodes IV-VI; Terminator 2: Judgment Day; Jurassic Park; A.I. Artificial Intelligence; War of the Worlds) Bill

Westenhofer (Babe: Pig in the City; Cats & Dogs; The Lion, the Witch and the Wardrobe; The Golden Compass; Life of Pi) Joe Letteri (The Lord of the Rings trilogy; King Kong; Avatar; Planet of the Apes; The Hobbit trilogy) Rob Legato (Apollo 13; Titanic; The Aviator; Hugo) Paul Franklin (Pitch Black; Christopher Nolan's The Dark Knight trilogy; Inception; Interstellar) Richard Edlund (Star Wars: Episodes IV-VI; Raiders of the Lost Ark; Ghostbusters; Multiplicity); Edson Williams (X-Men: The Last Stand; The Curious Case of Benjamin Button; The Social Network; Captain America films) Karen Goulekas (Godzilla; The Day After Tomorrow; 10,000 BC; Green Lantern); Chris Corbould (Golden Eye; Die Another Day; Christopher Nolan's The Dark Knight trilogy; Inception); Ian

Hunter (The X-Files; The Dark Knight; The Dark Knight Rises; Inception; Interstellar) John Rosengrant (Terminator films; Jurassic Park; Iron Man films; Real Steel)

Torture Porn Taylor & Francis

In this follow-up volume to the bestseller Color Correction Handbook, Alexis Van Hurkman walks you through twenty-one categories of creative grading techniques, designed to give you an arsenal of stylizations you can pull out of your hat when the client asks for something special, unexpected, and unique. Each chapter presents an in-depth examination and step-by-step, cross-platform breakdown of stylistic techniques used in music videos, commercial spots, and cinema.

*The Filmmaker's Guide to Visual Effects*

Morgan Kaufmann

« For many visual effects students who are just starting out or are moving from After Effects, Shake, Fusion, or another compositing tool, they are learning that Nuke is quickly becoming the feature film compositing industry standard. Nuke 101 covers everything they need to know to begin using the compositor for their projects. It includes step-by-step lessons on basic and advanced compositing, color correction, Roto Paint, keying, tracking, as well as more advanced topics such as using CGI and the 3D engine. »--

*Physically Based Rendering* John Wiley & Sons

A complete update to the popular Autodesk Official Training Guide for Maya Maya is the industry-leading 3D

animation and effects software used in movies, visual effects, games, cartoons, and other animation. This bestselling, official guide is a must for 3D beginners who want a thorough grounding in this dynamic and complex software. Fully updated for the newest version of Maya, the book explains the interface and the basics of modeling, texturing, animating, dynamics, visualization, and visual effects. Fun and challenging tutorials lead you through the nuances of the software and offer plenty of chances to practice what you've learned. The Autodesk Official Training Guide for Maya, endorsed and promoted by Autodesk to its 2,500 Authorized Training Centers worldwide Maya is the 3D animation and effects software used in the film, game, and advertising

industries; it's a complex program and this book gives beginners the knowledge and confidence they need Shows how to master the interface and the basics of modeling, texturing, animating, and visual effects Step-by-step tutorials offer realistic, professional challenges for those new to 3D and those switching from another 3D application Materials are available for instructors who want to use this guide with their students Introducing Autodesk Maya is the perfect guide to get you up and running on the world's most popular professional 3D application.

Adobe After Effects CC Visual Effects and Compositing CRC Press

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

*The History of Motion Graphics* CRC Press

The only how-to guide dedicated to mastering the technique of digital matte painting! Matte painting affords seamless integration between an artist's painting with live action film footage and allows for greater flexibility and creative input in the appearance of movie settings. This unique book reveals a variety of tools and techniques that are both industry and classroom tested and will enhance your existing skill set. Veteran author and instructor David Mattingly walks you through the process of creating a matte painting, starting with rough concept sketches, working out the perspective drawing, adding light and shadow, and texturing all of the elements in the painting. You'll gradually

upgrade to using Adobe After Effects and Autodesk Maya in order to fulfill your matte painting vision. Escorts you through the process of creating a matte painting, starting with the initial concept sketch, adding light and shadow, texturing elements, and incorporating motion and depth Author is an experienced matte artist and teacher and shares a plethora of unique industry- and classroom-tested tools and techniques Features helpful step-by-step instructions accompanied by screen shots and photos to illustrate the process of creating a matte painting Whether you're creating a background for a studio production, independent film, TV commercial, or YouTube video, *The Digital Matte Painting Handbook* helps you successfully complete your

project. Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

The VES Handbook of Visual Effects

Routledge

This practical, hands-on guide addresses the problems and difficult choices that professional compositors face on a daily basis. You are presented with tips, techniques, and solutions for dealing with badly shot elements, color artifacts, mismatched lighting and other commonly-faced compositing obstacles. Practical, in-depth lessons are featured for bluescreen matte extraction, despill operations, compositing operations, as well as color-correction. The book is presented entirely in an application-agnostic manner, allowing you to apply lessons learned to your compositing

regardless of the software application you are using. The DVD contains before and after examples as well as exercise files for you to refine your own techniques on. New to the 3rd edition is an entirely new chapter entitled 'CGI Compositing Techniques', covering how the modern CGI production pipeline is now pushing many tasks that used to be done in the 3D department into the compositing department. All technological changes that have occurred between now and the publication of the 2nd edition are covered, as well as new media on the DVD and corresponding lessons within the book.

*Lighting for Animation* Pearson Education

Green Screen Made Easy is designed to

up your skill set and give you the necessary skills to take your indie work to a new level. See how to correctly create and set up your screen, illuminate the green screen cleanly, light your subjects dynamically, and manipulate your camera to get the best visual result. Master matte extraction techniques and learn how to composite your green screen footage onto a background, creating an out-of-this-world that your audience will believe! *Advanced Maya Texturing and Lighting* CRC Press

Expand your knowledge of the aesthetics, forms and meaning of motion graphics as well as the long-running connections between the American avant-garde film, video art and TV commercials. In 1960 avant-garde

animator and inventor John Whitney started a company called "Motion Graphics, Inc." to make animated titles and logos. His new company crystallized a relationship between avant-garde film and commercial broadcast design/film titles. Careful discussion of historical works puts them in context, allowing their reappearance in contemporary motion graphics clear. This book includes a thorough examination of the history of title design from the earliest films through the present, including Walter Anthony, Saul Bass, Maurice Binder, Pablo Ferro, Wayne Fitzgerald, Nina Saxon, and Kyle Cooper. This book also covers early abstract film (the Futurists Bruno Corra and Arnaldo Ginna, Leopold Survage, Walther Ruttmann, Viking Eggeling, Hans Richter, Oskar



Fischinger, Mary Ellen Bute, Len Lye and Norman McLaren) and puts the work of visual music pioneers Mary Hallock-Greenewalt and Thomas Wilfred in context. The History of Motion Graphics is the essential textbook and general reference for understanding how and where the field of motion graphic design came from and where it's going.

**William Eggleston, 2 1/4** John Wiley & Sons

Wisdom from the best and the brightest in the industry, this visual effects bible belongs on the shelf of anyone working in or aspiring to work in VFX. The book covers techniques and solutions all VFX artists/producers/supervisors need to know, from breaking down a script and initial bidding, to digital character creation and compositing of both live-

action and CG elements. In-depth lessons on stereoscopic moviemaking, color management and digital intermediates are included, as well as chapters on interactive games and full animation authored by artists from EA and Dreamworks respectively. From preproduction to acquisition to postproduction, every aspect of the VFX production workflow is given prominent coverage. VFX legends such as John Knoll, Mike Fink, and John Erland provide you with invaluable insight and lessons from the set, equipping you with everything you need to know about the entire visual effects workflow. Simply a must-have book for anyone working in or wanting to work in the VFX industry.

[The Art and Science of Digital Compositing](#) Pearson Education

Written by Stu Maschwitz, co-founder of the Orphanage (the legendary guerrilla visual effects studio responsible for amazing and award-winning effects in such movies as *Sin City*, *The Day After Tomorrow*, and *Harry Potter and the Goblet of Fire*), this book is a must-have for all those budding filmmakers and students who want to produce action movies with visual effects but don't have Hollywood budgets. The Orphanage was created by three twenty-something visual effects veterans who wanted to make their own feature films and discovered they could do this by utilizing home computers, off the shelf software, and approaching things artistically. This guide details exactly how to do this: from planning and selecting the necessary cameras, software, and

equipment, to creating specific special effects (including gunfire, Kung Fu fighting, car chases, dismemberment, and more) to editing and mixing sound and music. Its mantra is that the best, low-budget action moviemakers must visualize the end product first in order to reverse-engineer the least expensive way to get there. Readers will learn how to integrate visual effects into every aspect of filmmaking--before filming, during filming and with "in camera" shots, and with computers in postproduction. Throughout the book, the author makes specific references to and uses popular action movies (both low and big-budget) as detailed examples--including *El Mariachi*, *La Femme Nikita*, *Die Hard*, and *Terminator*

2. Note from the Publisher: If you have

the 3rd printing of The DV Rebel's Guide, your disc may be missing the data files that accompany the book. If this is the case, please send an email to Peachpit in order to obtain the files at [ask@peachpit.com](mailto:ask@peachpit.com)

*Color Correction Handbook* Taylor & Francis

Artist imaginations continue to grow and stretch the boundaries of traditional animation. Successful animators adept and highly skilled in traditional animation mediums are branching out beyond traditional animation workflows and will often use multiple forms of animation in a single project. With the knowledge of 3D and 2D assets and the

integration of multiple animation mediums into a single project, animators have a wealth of creative resources available for a project that is not limited to a specific animation medium, software package or workflow process. Enhance a poignant scene by choosing to animate the scenic background in 2D while the main character is brought to life with 3D techniques. Balance the budget demands of a project by choosing to integrate a 2D or 3D asset to save time and expense. Choose which medium Hybrid Animation, learn the systematic development of the 2D and 3D assets and the issues surrounding choices made during the creative process.

Best Sellers - Books :

- [The Inmate: A Gripping Psychological Thriller By Freida Mcfadden](#)
- [Saved: A War Reporter's Mission To Make It Home By Benjamin Hall](#)
- [Are You There God? It's Me, Margaret.](#)
- [The Inmate: A Gripping Psychological Thriller](#)
- [Verity](#)
- [Love You Forever](#)
- [The Subtle Art Of Not Giving A F\\*ck: A Counterintuitive Approach To Living A Good Life](#)
- [Are You There God? It's Me, Margaret. By Judy Blume](#)
- [The Woman In Me By Britney Spears](#)
- [Hunting Adeline \(cat And Mouse Duet\) By H. D. Carlton](#)