Synopsis
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, written by contributor and expert Dan Ebberts. 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 that's new in CS6, including variable mask feathering, Rolling Shutter Repair, Camera Tracker, and the new ray-traced 3D rendering engine which allows users to quickly design in 3D space. Included with the book are files used for many of the techniques in the book: Sample clips and projects include HD footage from Pixel Corps and Artbeats, as well as demos of plug-ins that you can use to experiment with in your own effects.

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Customer Reviews
When I decided to learn visual effects, Mark Christiansen's After Effects Studio Techniques became my bible. There is no better book for understanding how Adobe After Effects solves compositing and other vfx challenges. If you've mastered the beginning steps of AE, and are ready to make realistic illusions, and UNDERSTAND how these illusions work, then pick up this book and make some time for it. It's not easy reading, and it's not for beginners, but it will take you from competent to expert. Every artisan goes through stages: from beginner, to proficient "journeyman," to master. In the world of technology and software, that journey is fast-paced, but also perilous-- the tool you relied on for years can become obsolete, or worse, be abandoned by its creators. Adobe After Effects has survived because of its flexibility and adaptability. It can make motion graphics, it can pull a greenscreen key, and it can even be a finishing suite for a video project. But in order to get the most out of After Effects, users have to get beyond the project focused tutorials of Video Copilot and the like, and understand the limits and strengths of AE. Christiansen has the expertise to expound on the obscure technical details of this software, and he and his editor have the clear, articulate voice to present this information with concise language, detailed prose, and even a bit of humor. It is the theory and engineering behind compositing that I was looking for in this book, and I found it from beginning to end, along with step-by-step lessons in keying, motion tracking, and other bread-and-butter techniques. They also helped me understand the principles of linear, gamma, and log in video and film, something that had eluded me before.

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