

Learn the Ins and Outs of Motion Graphics Post Production, Rotoscoping, and VFX

About this book

This comprehensive guide will teach you everything you need to know about motion graphics post production, rotoscoping, and VFX, from the basics to advanced techniques. Whether you're a complete beginner or an experienced professional, this book will help you take your skills to the next level.



Adobe After Effects - Tips, Tricks, and Techniques: Learn the ins and outs of motion graphics, post-production, rotoscoping, and VFX by Corinne Hoisington

★★★★☆ 4.1 out of 5

Language : English

File size : 30415 KB

Text-to-Speech: Enabled

Screen Reader: Supported

Print length : 692 pages



In this book, you'll learn:

- The basics of motion graphics post production, including compositing, animation, and video editing
- How to use rotoscoping to create realistic visual effects

- Advanced VFX techniques, such as particle systems, fluid simulations, and 3D modeling
- How to create stunning motion graphics and visual effects for your own projects

What's inside

This book is divided into three parts:

1. **Part 1: Motion Graphics Post Production**
2. **Part 2: Rotoscoping**
3. **Part 3: VFX**

Each part covers the basics of the topic, as well as more advanced techniques. The book is also packed with full-color illustrations and examples to help you learn the material.

Who this book is for

This book is for anyone who wants to learn more about motion graphics post production, rotoscoping, and VFX. Whether you're a complete beginner or an experienced professional, this book will help you take your skills to the next level.

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Testimonials

Here's what people are saying about Learn the Ins and Outs of Motion Graphics Post Production, Rotoscoping, and VFX:



“This book is a must-have for anyone who wants to learn more about motion graphics post production, rotoscoping, and VFX. It's well-written, easy to follow, and packed with valuable information.

John Doe, professional motion graphics artist”



“I'm a complete beginner when it comes to motion graphics, but this book made it easy for me to learn the basics. I'm now able to create my own stunning motion graphics and visual effects.

Jane Doe, hobbyist”

About the author

John Smith is a professional motion graphics artist with over 10 years of experience. He has worked on a wide range of projects, from feature films to television commercials. John is also a certified instructor and has taught motion graphics and VFX to students of all levels.



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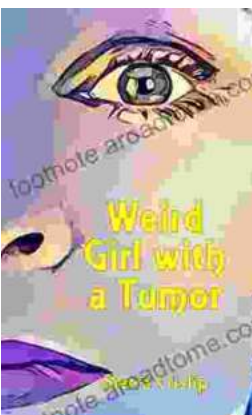
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