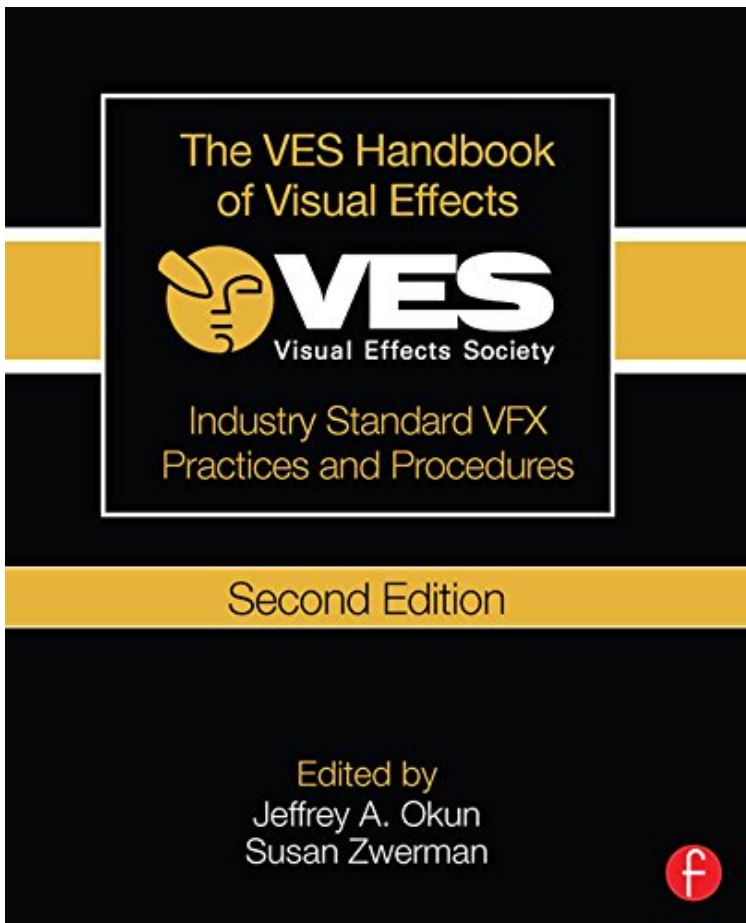


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# The VES Handbook of Visual Effects: Industry Standard VFX Practices and Procedures



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## Description :

Prsentation de l'diteurWisdom 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 predproduction 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. Presentation de l'auteur 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. Biographie de l'auteur Jeffrey A. Okun, a leading Visual Effects Supervisor who has supervised high-profile visual effects-heavy feature films for over 30 years, is currently Chair of the Visual Effects Society (VES). Susan Zwerman is a highly respected Visual Effects Producer who has been producing visual effects for more than 20 years. She is also a well-known seminar leader and author. The Visual Effects Society (VES) is the entertainment industry's only official organization representing the worldwide community of visual effects practitioners including supervisors, artists, producers, technology developers, educators, and studio executives. Its members contribute to all areas of entertainment from film, television, and commercials to music videos, games, and new media. VES strives to advance the art and science of visual effects through its many domestic and international events, screenings, and programs, highlighted by the annual VES Awards.