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Color Correction Handbook-Alexis Van Hurkman 2013-11-18 The colorist is responsible for the critical final stage of refinement of the film and broadcast image. Using all of the controls modern color correction software provides, colorists refine the mood, create style, add polish to scenes, and breathe life into the visuals. The craft of color correction can take considerable trial and error to learn, while the art of color grading takes years to perfect. Alexis Van Hurkman draws on his wealth of industry experience to provide a thoroughly updated edition of what has become the standard guide to color correction. Using a friendly, clear teaching style and a slew of real-world examples and anecdotes, Alexis demonstrates how to achieve professional results for any project, using any number of dedicated grading applications, or even an editing program's built-in color correction tools. From the most basic methods for evaluating and correcting an overall image to the most advanced targeted corrections and creative stylizations, Color Correction Handbook, Second Edition, is your one-stop guide. Among many valuable concepts and techniques, you'll learn to: • Set up a professional color correction environment using the latest technologies and adhere to the most up-to-date standards • Work with log-encoded media and LUTs • Analyze shots quickly and correct errors of color and exposure • Create idealized adjustments for key features such as skin tone, skies, and product shots • Develop strategies for balancing clips in a scene to match one another for continuity, and grading greenscreen clips destined for visual effects • Master a variety of stylistic techniques used to set a scene's mood • Apply principles of color and contrast to add depth and visual interest • Browse valuable research about memory colors, audience preferences, and critical corrections for achieving appealing skin tones and controlled environments • Follow along with the downloadable files that accompany this book, including HD footage, cross-platform exercises, and project files.

Digital Intermediates for Film and Video-Jack James 2012-08-06 The Digital Intermediate process (DI), or conversion of film to digital bits and then back to film again, has great potential to revolutionize the postproduction process. The skill set to photochemically process a movie and pop it into a canister for the postal service to send around to all of the movie houses and the skill set to digitally master and create a file that is distributed globally via the Internet and satellites are completely different. One of these entirely new processes is that of the digital intermediate. The DI has tremendous advantages, ranging from improved quality (first "print" is as good as the last) to cost savings (no re-mastering) to digital distribution (bits and bytes: no film in canisters). The DI influences everything from on set production to the delivery of content to consumers and everything in between. Digital Intermediates for Film and Video teaches the fundamental concepts and workflow of the digital intermediate process. Covers basics of film first, and then introduces the digital world--including a tutorial on digital images, asset management, online editing, color correction, restoration, film and video output, mastering and quality control. Jack's clear and easy-to-follow explainiation of Hollywood buzz words and components facilitates the spill over to anyone who has a vested interest in the quality and cost of the movie.

Digital Cinematography-David Stump 2014-03-21 First published in 2014. Routledge is an imprint of Taylor & Francis, an informa company.

Color Correction Look Book-Alexis Van Hurkman 2013-12-12 The digital colorist's job is no longer to simply balance, fix, and optimize. Today's filmmakers often want to recreate the idiosyncrasies of older recording methods, or are looking for something completely new, to differentiate the look of a given project. Furthermore, end-to-end digital shooting, postproduction, and distribution means that stylizations and effects once created by the film lab are no longer photochemically available. The color grading suite has become the lab, and these sorts of stylizations are now part of the colorist's job description. 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 movies, commercial spots, and cinema. These customizable techniques can be mixed and matched for your own unique effects and include: • bleach bypass looks • cross-processing simulation • day-for-night treatments • emulating film stocks • flat looks • glows, blooms, and gauze looks • grain, noise, and texture • greenscreen compositing workflows • lens flaring and veiling glare • light leaks and color bleeds • monitor and screen glow • monochrome looks • sharpening • tints and color washes • undertones • vibrance and targeted saturation • and many more!

Cinematography Mailing List - High Definition - January 2001 to November 2004-Geoff Boyle 2005-02-01 This book consists of edited conversations between DP's, Gaffer's, their crew and equipment suppliers. In common with the other CML books it doesn't have the same structure as a "normal" film reference book. It covers discussions on High Definition between Janaury 2001 and November 2004. The discussions have occasionally been edited for clarity and brevity. They will sometimes ramble a little but that's the nature of a conversation and some interesting information comes out in the process! Our aim is to promote the free exchange of ideas among fellow professionals, the cinematographer, their camera crew, manufacturer's, rental houses and related businesses. Kodak, Arri, Aaton, Panavision, Otto Nemenz, Clairmont, Optex, VFG, Schneider, Tiffen, Fuji, Panasonic, Thomson, K5600, BandPro, Lighttools, Cooke, Plus8, SLF, Atlab Kinetta and Fujinon are among the companies represented.

Digital Compositing for Film and Video-Steve Wright 2001-12-05 Digital Compositing for Film and Video is a hands-on, practical, how-to guide that addresses the problems and difficult choices faced by the professional compositor in real-life situations. It presents techniques, tricks, and solutions for dealing with badly shot elements, coloration artifacts, and mismatched lighting that bedevil actual compositors working on real shots. Readers are offered in-depth practical methods for matte extraction, despill procedures, compositing operations, and color correction--the "meat and potatoes" of all digital effects. Compositing is the artistic blending of several disparate elements from a variety of sources into a single image while making all the component elements appear to be in the same light space and shot with the same camera. When confronted with a bad composite any observer will recognize that something is wrong--the artist will know what is causing the problem, and the technician will know how to fix it. A good compositor must be both an artist and a technician. Written by a senior compositor with over ten years' experience in both feature film and broadcast television, this book offers a broad range of alternative solutions that will save hours of fiddling with composites trying to get them to look right when the basic tools aren't working. A companion CD-ROM provides examples of the many topics covered in this book.

The Filmmaker's Guide to Digital Imaging-Blain Brown 2014-08-21 It's a whole new world for cinematographers, camera assistants, and postproduction artists. New equipment, new methods, and new technologies have to be learned and mastered. New roles such as that of the DIT (Digital Imaging Technician), Digital Loader, and Data Manager are integral to today's motion picture production process. Take your mastery of these new tools, techniques, and roles to the next level with this cutting-edge roadmap from esteemed author and filmmaker Blain Brown. The Filmmaker's Guide to Digital Imaging covers both the theory and the practice, featuring full-color, in-depth coverage of essential terminology, technology, and industry-standard best-practices. Brown covers new industry-wide production standards such as ASC-CDL and the ACES workflow. Interviews with professional cinematographers and DITs working on Hollywood productions equip you with knowledge that is essential if you want to work in today's motion picture industry, whether as a cinematographer, DIT, Digital Loader, Data Manager, camera assistant, editor, or VFX artist. Topics include: Digital sensors and cameras The structure of digital images Waveform monitors, vectorscopes, and test charts Using linear, gamma, and log encoded video files Exposure techniques for HD and UltraHD Understanding digital color Codecs and file formats The DIT cart Downloading, ingesting, and managing video files Workflow from camera to DIT cart to post Using metadata and timecode The companion website (www.focalpress.com/cw/brown) features additional material, including demonstrations and interviews with experienced DITs and cinematographers.

Digital Cinematography-David Stump, ASC 2021-11-19 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.

A Field Guide to Digital Color-Maureen Stone 2016-04-19 Maureen Stone's field guide to digital color presents a survey of digital color with special emphasis on those fields important for computer graphics. The book provides the foundation for understanding color and its applications, discusses color media and color management and the use of color in computer graphics, including color design and selection. The book provides a guide for anyone who wants to understand and apply digital color. An annotated bibliography provides in-depth references for further study on each topic.

Voice & Vision-Mick Hurbis-Cherrier 2018-07-03 Develop your creative voice while acquiring the practical skills and confidence to use it with this new and fully updated edition of Mick Hurbis-Cherrier's filmmaking bible, Voice & Vision. Written for independent filmmakers and film students who want a solid grounding in the tools, techniques, and processes of narrative film, this comprehensive manual covers all of the essentials while keeping artistic vision front and center. Hurbis-Cherrier walks the reader through every step of the process—from the transformation of an idea into a cinematic story, to the intricacies of promotion and distribution—and every detail in between. Features of this book include: Comprehensive technical information on video production and postproduction tools, allowing filmmakers to express themselves with any camera, in any format, and on any budget An emphasis on the collaborative filmmaking process, including the responsibilities and creative contributions of every principal member of the crew and cast A focus on learning to work successfully with available resources (time, equipment, budget, personnel, etc.) in order to turn limitations into opportunities Updated digital filmmaking workflow breakdowns for Rec. 709 HD, Log Format, and D-Cinema productions Substantial coverage of the sound tools and techniques used in film production and the creative impact of postproduction sound design An extensive discussion of digital cinematography fundamentals, including essential lighting and exposure control tools, common gamma profiles, the use of LUTs, and the role of color grading Abundant examples referencing contemporary and classic films from around the world Indispensible information on production safety, team etiquette, and set procedures. The third edition also features a robust companion website that includes eight award-winning example short films; interactive and high-resolution figures; downloadable raw footage; production forms and logs for preproduction, production, and postproduction; video examples that illustrate key concepts found within the book, and more. Whether you are using it in the classroom or are looking for a comprehensive reference to learn everything you need to know about the filmmaking process, Voice & Vision delivers all of the details in an accessible and reader-friendly format.

Adobe After Effects CC Visual Effects and Compositing Studio Techniques-Mark Christiansen 2013-08-01 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. 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 new features, including the new workflow between After Effects CC and CINEMA 4D, coverage on the 3D Camera Tracker, and examples of the Refine Edge tool for high-quality matting results. Included with the book are HD media files and After Effects project files used for many of the techniques in the book, as well as demos of plug-ins that you can use to experiment with in your own effects. To access these files goto www.peachpit.com/redeem and redeem the unique code provided inside the book. Information on where to locate the code can be found on page xxvi. Author Expertise: Mark Christiansen (christiansen.com) is a visual effects supervisor and creative director and has worked on features including Avatar, Pirates of the Caribbean 3, and Beasts of the Southern Wild, and has served as a director, producer, designer, and compositor/animator on commercials, music videos, live events, and television documentary productions. Mark has done work directly for the Adobe After Effects development and marketing teams, is a founder at provideocoalition.com, and has taught courses at fxphd.com and Academy of Art University. He has been a guest host of popular podcasts such as "The VFX Show" and has written all editions of this book and coauthored After Effects 5.5 Magic. Mark is also founder of New Scribbler Press.

Color Grading 101-Charles Haine 2019-10-18 Written both for students and working professionals, this book walks readers step-by-step through the foundations of color grading for projects of any size, from music videos and commercials to full-length features. In this clear, practical, and software-agnostic guide, author Charles Haine introduces readers to the technical and artistic side of color grading and color correction. Color Grading 101 balances technical chapters like color-matching, mastering, and compression with artistic chapters like contrast/affinity, aesthetic trends, and building a color plan. The book also includes more business-focused chapters detailing best practices and expert advice on working with clients, managing a team, working with VFX, and building a business. An accompanying eResource offers downloadable footage and project files to help readers work through the exercises and examples in the book. This book serves as a perfect introduction for aspiring colorists as well as editors, cinematographers, and directors looking to familiarize themselves with the color grading process.

The Cool Stuff in Premiere Pro-Jarle Leirpoll 2017-10-11 Gain in-depth knowledge of Premiere Pro, and learn how the software "thinks." You'll acquire new skills that will help you choose the best workflow for your project, and simplify and accelerate your video editing process. Learn how you can edit a lot faster with smarter workflows that automate several steps in the editing process. You'll also see how custom settings, presets, keyboard shortcuts and templates saves hours of work. By tailoring the software to your needs you save clicks on just about every task. With many traditional jobs now being done by one person, its important to understand audio smoothing, color grading, motion graphics, and advanced editing techniques. You'll learn these skills and disciplines and see how they'll enhance your project's workflow. All the authors are professional editors and want to know exactly how to cut your film as fast as possible with top quality output. There is invaluable information in The Cool Stuff in Premiere Pro that's not available anywhere else – not even in Adobe's own manuals. What You'll Learn Edit faster, no matter what the project Understand the technical stuff, like timeline settings, render codecs, color subsampling, export settings, effect controls and monitor settings Know when to send your clips to other Adobe software, and how to treat them there. Master the Premiere Pro timeline, even stacks of timelines, and edit, trim and adjust with ease Who This Book Is For Video journalists (and everyone else) will learn how to edit faster and get home in time for dinner. Bloggers will learn how to make their online video and audio "pop". Film cutters will learn to organize, rough cut and fine tune huge amounts of material effectively and how to output for digital cinema. Experienced video editors will learn how to deal with multi-track audio and to work faster in every step of the edit. Marketing people who edit video for social media and web pages will learn simpler ways to make a faster cut. Teachers in media studies will understand the logic in Premiere Pro, and be better prepared for teaching video editing.

Compositing Visual Effects in After Effects-Lee Lanier 2015-11-19 Create vibrant visual effects with Adobe

After Effects. Gain the tips, tricks, and applied knowledge you need to carry out essential visual effects tasks and bring your digital compositing to the next level. In Compositing Visual Effects in After Effects, industry veteran Lee Lanier covers all the common After Effects techniques any serious visual effects artist needs to know, combining the latest, professionally-vetted studio practices and workflows with multi-chapter projects and hands-on lessons. Engaging, full-color tutorials cover: Altering resolutions and frame rates Channel and color space manipulation Rotoscoping and masking Matchmoving and motion tracking Keying green screen Working in the 3D environment and integrating 3D render passes Particle simulation Color grading and distressing Expressions and project management The companion website (www.focalpress.com/cw/lanier) features video image sequences, 3D renders, matte paintings, and other tutorial materials, allowing you to immediately apply the techniques taught in the book.

Color and Mastering for Digital Cinema-Glenn Kennel 2012-07-26 Color and Mastering for Digital Cinema explores the implications for motion picture post production processes and changes required to the supporting equipment and software. While a new concept to the motion picture community, the selection of the wide gamut, output-referred XYZ color space for digital cinema distribution is based on decades of color science and experience in other industries. The rationale for choosing XYZ and the other color encoding parameters is explained and the book also provides a full case study of the development of DLP Cinema® projectors by Texas Instruments. Finally, this book explores how the XYZ color encoding concept can be extended to support enhanced display technologies in the future. This book contains: * Brilliant 4-color illustrations that compliment the color science explanations * Never before published industry information from author Glenn Kennel, a world leader in digital cinema color technology * Descriptions of key issues and background on decisions that were made in the standardization process By Glenn Kennel, Glenn Kennel is VP/GM of Feature Film Services at Laser Pacific Media Corporation, a leading provider of a full range of post production services for television and feature film. Recently, he worked for the DLP Cinema group of Texas Instruments in a role that included technology and business development. Previously, in a twenty year career with Kodak, he led the development of the Cineon digital film scanners and laser recorders and the prototype HDTV telecine that became the Spirit Datacine. As a consultant, he helped DCI draft the technical specifications for digital cinema. Kennel also chairs the SMPTE DC28 Color ad hoc group and the DC28.20 Distribution working group. He is a SMPTE Fellow and has received the SMPTE Journal Award. He is also a member of the Academy of Motion Picture Arts and Sciences.

GPU Gems 2-Matt Pharr 2005 More useful techniques, tips, and tricks for harnessing the power of the new generation of powerful GPUs.

MacUser- 1995

Understanding Digital Cinema-Charles S. Swartz 2005 * An overview of digital cinema system requirements * Post production work flow * Color in digital cinema * The digital cinema mastering process * Fundamentals of compression * Security * Basics of audio * Digital distribution * Digital projection technology * Theater systems * The international perspective: Views from Europe, Asia and Latin America * A realistic assessment of the future of digital cinema With contributions by: Richard Crudo, President, American Society of Cinematographers Leon Silverman, Executive Vice President, Laser Pacific Media Corporation Charles Poynton, Color Scientist Chris Carey, Senior Vice President, Studio New Technology, The Walt Disney Studios Bob Lambert, Corporate Senior Vice President New Technology & New Media, The Walt Disney Company Bill Kinder, Pixar Animation Studios Glenn Kennel, DLP Cinema Peter Symes, Manager, Advanced Technology, Thomson Broadcast & Media Solutions Robert Schumann, President, Cinea, Inc., -

Cinematography: Theory and Practice-Blain Brown 2013-05-02 There's more to being a DP than holdng a light meter! With this book as your guide, you are on your way to learning not only about the equipment and technology, but also about the concepts and thought processes that will enable you to shoot professionally, efficiently, and with artistic mastery. A leading book in the field, Cinematography has been translated into many languages and is a staple at the world's top film schools. Lavishly produced and illustrated, it covers the entire range of the profession. The book is not just a comprehensive guide to current professional practice; it goes beyond to explain the theory behind the practice, so you understand how the rules came about and when it's appropriate to break them. In addition, directors will benefit from the book's focus on the body of knowledge they should share with their Director of Photography. Cinematography presents the basics and beyond, employing clear explanations of standard practice together with substantial illustrations and diagrams to reveal the real world of film production. Recognizing that professionals know when to break the rules and when to abide by them, this book discusses many examples of fresh ideas and experiments in cinematography. Covering the most up-to-date information on the film/digital interface, new formats, the latest cranes and camera support and other equipment, it also illustrates the classic tried and true methods.

Transactions of the ASAE.-American Society of Agricultural Engineers 1991

The Art and Technique of Digital Color Correction-Steve Hullfish 2013-03-20 Provides direct access to the skills, insights, and techniques of some of the postproduction industry's most prominent digital video colorists, delivering practical skills to the postproduction pro seeking to improve their color grading craft. The author interviews and observes 8 professional colorists as they grade a series of real world video images, describing the methods and techniques each artist uses to reach their finalized image. These video images are included on a DVD that allows you to work lockstep with each artist as they grade their images. Though some tools provided may differ from one product to the next, the basic process of video color correction (grading) remains the same. Application agnostic and sure to inspire, The Art of Digital Video Color Correction will further your artistic skills, whether you're an editor, compositor, or colorist, and allow you to apply those skills to the grading process, making your finished image sharper, crisper and more aesthetically pleasing in general.

Popular Photography- 2002

Fundamentals of Light Microscopy and Electronic Imaging-Douglas B. Murphy 2012-08-22 Fundamentals of Light Microscopy and Electronic Imaging, Second Edition provides a coherent introduction to the principles and applications of the integrated optical microscope system, covering both theoretical and practical considerations. It expands and updates discussions of multi-spectral imaging, intensified digital cameras, signal colocalization, and uses of objectives, and offers guidance in the selection of microscopes and electronic cameras, as well as appropriate auxiliary optical systems and fluorescent tags. The book is divided into three sections covering optical principles in diffraction and image formation, basic modes of light microscopy, and components of modern electronic imaging systems and image processing operations. Each chapter introduces relevant theory, followed by descriptions of instrument alignment and image interpretation. This revision includes new chapters on live cell imaging, measurement of protein dynamics, deconvolution microscopy, and interference microscopy. PowerPoint slides of the figures as well as other supplementary materials for instructors are available at a companion website: www.wiley.com/go/murphy/lightmicroscopy

Understanding Adobe Photoshop-Richard Harrington 2006-03-10 If you're exploring a career in digital imaging or design, then you're likely to encounter Photoshop along the way--you probably already have. But how well do you know it? Understanding Adobe Photoshop: Digital Image Concepts and Techniques goes beyond the school newspaper or internship and teaches you the fundamental digital imaging techniques in Adobe Photoshop and Photoshop Elements that you'll need to succeed both in the classroom and the workforce. While many Photoshop books focus on features, tools, or techniques, this book covers both the basics and delves into specific skills, tricks, and uses in multimedia. With a friendly style and interactive DVD-ROM, Richard Harrington covers digital imaging basics (correcting, editing, sharpening, retouching, and presenting photos) and shows you real-world projects and exercises, including: digital painting; designing a CD/DVD label, magazine cover, and advertisements; creating Web sites/animations; and more!

Digital Compositing for Film and Video-Steve Wright 2013-07-24 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.

Bioimage Data Analysis Workflows-Kota Miura 2019-10-17 This Open Access textbook provides students and researchers in the life sciences with essential practical information on how to quantitatively analyze data images. It refrains from focusing on theory, and instead uses practical examples and step-by step protocols to familiarize readers with the most commonly used image processing and analysis platforms such as ImageJ, MatLab and Python. Besides gaining knowhow on algorithm usage, readers will learn how to create an analysis pipeline by scripting language; these skills are important in order to document reproducible image analysis workflows. The textbook is chiefly intended for advanced undergraduates in the life sciences and biomedicine without a theoretical background in data analysis, as well as for postdocs, staff scientists and faculty members who need to perform regular quantitative analyses of microscopy images.

Practical Image and Video Processing Using MATLAB-Oge Marques 2011-08-04 UP-TO-DATE, TECHNICALLY ACCURATE COVERAGE OF ESSENTIAL TOPICS IN IMAGE AND VIDEO PROCESSING This is the first book to combine image and video processing with a practical MATLAB®-oriented approach in order to demonstrate the most important image and video techniques and algorithms. Utilizing minimal math, the contents are presented in a clear, objective manner, emphasizing and encouraging experimentation. The book has been organized into two parts. Part I: Image Processing begins with an overview of the field, then introduces the fundamental concepts, notation, and terminology associated with image representation and basic image processing operations. Next, it discusses MATLAB® and its Image Processing Toolbox with the start of a series of chapters with hands-on activities and step-by-step tutorials. These chapters cover image acquisition and digitization; arithmetic, logic, and geometric operations; point-based, histogram-based, and neighborhood-based image enhancement techniques; the Fourier Transform and relevant frequency-domain image filtering techniques; image restoration; mathematical morphology; edge detection techniques; image segmentation; image compression and coding; and feature extraction and representation. Part II: Video Processing presents the main concepts and terminology associated with analog video signals and systems, as well as digital video formats and standards. It then describes the technically involved problem of standards conversion, discusses motion estimation and compensation techniques, shows how video sequences can be filtered, and concludes with an example of a solution to object detection and tracking in video sequences using MATLAB®. Extra features of this book include: More than 30 MATLAB® tutorials, which consist of step-by-step guides toexploring image and video processing techniques using MATLAB® Chapters supported by figures, examples, illustrative problems, and exercises Useful websites and an extensive list of bibliographical references This accessible text is ideal for upper-level undergraduate and graduate students in digital image and video processing courses, as well as for engineers, researchers, software developers, practitioners, and anyone who wishes to learn about these increasingly popular topics on their own.

High Dynamic Range Imaging-Erik Reinhard 2010-05-28 High Dynamic Range Imaging, Second Edition, is an essential resource for anyone working with images, whether it is for computer graphics, film, video, photography, or lighting design. It describes HDRI technology in its entirety and covers a wide-range of topics, from capture devices to tone reproduction and image-based lighting. The techniques described enable students to produce images that have a dynamic range much closer to that found in the real world, leading to an unparalleled visual experience. This revised edition includes new chapters on High Dynamic Range Video Encoding, High Dynamic Range Image Encoding, and High Dynammic Range Display Devices. All existing chapters have been updated to reflect the current state-of-the-art technology. As both an introduction to the field and an authoritative technical reference, this book is essential for anyone working with images, whether in computer graphics, film, video, photography, or lighting design. New material includes chapters on High Dynamic Range Video Encoding, High Dynamic Range Image Encoding, and High Dynammic Range Display Devices Written by the inventors and initial implementors of High Dynamic Range Imaging Covers the basic concepts (including just enough about human vision to explain why HDR images are necessary), image capture, image encoding, file formats, display techniques, tone mapping for lower dynamic range display, and the use of HDR images and calculations in 3D rendering Range and depth of coverage is good for the knowledgeable researcher as well as those who are just starting to learn about High Dynamic Range imaging The prior edition of this book included a DVD-ROM. Files from the DVD-ROM can be accessed at: http://www.erikreinhard.com/hdr_2nd/index.html

The Photographer's Guide to Luminar AI-Jeff Carlson 2021-05-27 Skylum's Luminar AI is a great solution for both professional and amateur photographers who want to quickly create stunning photos. Luminar's advanced AI-based tools and templates eliminate hours of traditional editing tasks, whether you're applying automatic tone and color adjustments, replacing dreary skies with more dynamic ones, or retouching portraits to smooth skin, remove blemishes, and accentuate flattering facial features. For those who want to dig into editing, powerful tools give you full control over your RAW and JPEG images, including advanced features such as masking, dodging and burning, and cloning and stamping areas. Luminar AI also works as a plug-in for other applications, such as Adobe Photoshop, Lightroom Classic, and Apple Photos, allowing round-trip editing and seamless integration with workflows you may already have in place. Luminar AI is deceptively deep, and in *The Photographer's Guide to Luminar AI*, photographer Jeff Carlson helps you discover Luminar AI's best features to take full advantage of the program for all your photography needs. From importing your images to editing, managing, and exporting your files, Jeff showcases the power, precision, and control of Luminar while teaching you to work quickly and efficiently. In this book, he walks you through real-world landscape and portrait edits, and covers every tool and feature with the goal of helping you understand how to make Luminar improve your images. In this book you'll learn all about:

> • **AI editing:** Luminar AI's many AI-based tools eliminate hours of traditional editing tasks. Improve overall tone and color using just one slider, and enhance a sky using another without building masks or layers. Realistically replace the entire sky in one step, even when objects like buildings or trees intrude. Luminar identifies people in photos, allowing you to smooth skin, sharpen eyes, brighten faces, and perform other portrait retouching tasks in minutes.

> • **AI Templates** Luminar recommends templates based on the content of your photo, and has scores of other templates to apply quick fixes and stylish looks. Templates are also a powerful way to save your own editing adjustments, saving you time and ensuring consistent results across dozens or hundreds of photos.

> • **Expert editing:** Take advantage of Luminar's many professional tools to bring out the best versions of your photos. Enhance the look using tone controls and curves, dodging and burning, and tools built for specific types of images, such as Landscape Enhancer, Atmosphere AI, Supercontrast, and Color Harmony. The Erase and Clone & Stamp tools make it easy to remove unexpected objects and glitches such as lens dust spots. Luminar's RAW editing engine includes real-time noise reduction and advanced color processing and sharpening tools, all completely non-destructive and with the ability to step back through the history of edits.

> • **Advanced editing:** Luminar AI's Local Masking tool is one of its secret weapons, which can be used to combine edits and effects. Most tools can also have their own masks, giving you control over where edits are applied within the image.

> • **Creativity:** Open your imagination with Luminar's creative tools, which range from adding glow, texture, and dramatic looks to incorporating sunrays and objects into augmented skies. Learn how to use LUTs (Lookup Tables) in the Mood tool to bring the look of simulated film stocks and creative color grades to your work.

> • **Luminar Library:** Organize and manage your photos in a central library where your source images can reside where you want them, whether that's on your hard disk, a network volume, or in local cloud services folders such as Dropbox or Google Drive for remote backup.

> • **Luminar plug-ins:** If you already use other applications to organize your library or for photo editing, such as Adobe Photoshop or Lightroom Classic, Luminar AI also works as a plug-in that allows round-trip editing and seamless integration with the workflows you may already have in place.

> • **Sharing images:** Whether you're printing your images or sharing them online, learn how to make your photos look their best no matter what output solution you need.

3D TV and 3D Cinema-Bernard Mendiburu 2012-11-12 Helps you master the technical requirements of shooting 3D stereoscopic images. This title defines the concept of a professional 3D camera system and describes what features are required to make a successful unit to keep your production on schedule and on budget.

Computer Vision Metrics-Scott Krig 2014-06-14 Computer Vision Metrics provides an extensive survey and analysis of over 100 current and historical feature description and machine vision methods, with a detailed taxonomy for local, regional and global features. This book provides necessary background to develop intuition about why interest point detectors and feature descriptors actually work, how they are designed, with observations about tuning the methods for achieving robustness and invariance targets for specific applications. The survey is broader than it is deep, with over 540 references provided to dig deeper. The taxonomy includes search methods, spectra components, descriptor representation, shape, distance functions, accuracy, efficiency, robustness and invariance attributes, and more. Rather than providing 'how-to' source code examples and shortcuts, this book provides a counterpoint discussion to the many fine opencv community source code resources available for hands-on practitioners.

Adobe SpeedGrade-Alexis Van Hurkman 2013-01-03 With Adobe's recent acquisition of SpeedGrade, the high end color grading system, editors and colorists have been able to reach new heights in creating a finished image with the full intended range of color and contrast, without having to leave the Adobe ecosystem. In this thorough guide to Adobe SpeedGrade, expert colorist and trainer Alexis Van Hurkman takes you step-by-step through the program with lesson files and media so you can follow right along. Once you have the basics down on the interface, customizing the UI, and SpeedGrade workflows, you'll then be guided on setting up projects, creating primary corrections, using masks, adding secondary layers, scene balancing and copying grads, keyframing, reframing clips, applying effects and transforms, and then finishing off the project with your final render and output. Not only will you learn how use the features but also why you make certain choices so your clips look great, are in balance with one another, have suitable levels for broadcast, and are stylistically in line with the needs of the film or video project. With Adobe SpeedGrade: Getting Started, you'll be up and running with one of the best tools for color grading in no time! 1. An Overview of SpeedGrade CS6 2. SpeedGrade Workflows 3. Primary Corrections 4. Mask Corrections 5. Secondary Layers 6. Scene Balancing 7. Keyframing and Pan & Scan 8. Creative Techniques 9. Rendering and Export Alexis Van Hurkman has worked in video postproduction for 18 years (beginning as a video editor in 1994), and is currently a professional colorist based in Minneapolis (www.correctionforcolor.com). Alexis has written extensively about color correction, compositing, and editing. He has also written the user manuals for Apple Color and DaVinci Resolve.

Basic Cinematography-Kurt Lancaster 2019-03-07 The cinematographer must translate the ideas and emotions contained in a script into something that can be physically seen and felt onscreen, helping the director to fulfil the vision of the film. The shots may look good, but they will not serve the story until the composition, lenses, and lighting express, enhance, and reveal the underlying emotions and subtext of the story. By making physical the ideas and emotions of the story, the cinematographer supports blocking as a visual form of the story through these tools. Rather than delve into technical training, Basic Cinematography helps to train the eye and heart of cinematographers as visual storytellers, providing them with a strong foundation for their work, so that they're ready with creative ideas and choices on set in order to make compelling images that support the story. The book includes tools, tables, and worksheets on how to enhance students and experienced filmmakers with strong visual storytelling possibilities, including such features as: Dramatic script analysis that will help unlock blocking, composition, and lighting ideas that reveal the visual story Ten tools of composition Psychological impact of lenses, shot sizes, and camera movement Six elements of lighting for visual storytelling What to look for beneath the "hood" of cameras, including using camera log, RAW, and LUTs Dramatic analysis chart and scene composition chart to help plan your shoots Case studies from such visually cinematic shows and documentaries as Netflix's Godless, Jessica Jones, The Crown, and Chef's Table, as well as examples from classroom exercises Features insights from the DP of Jessica Jones, Manuel Billeter, and the DP of Chef's Table, Adam Bricker.

Avid Uncut-Steve Hullfish 2014-02-24 Leverage the full power of Avid Media Composer with this essential guide from an Avid guru. Master timesaving tricks and techniques that utilize the latest Media Composer features and state-of-the-art workflows. Learn the secrets of the postproduction professionals from box office blockbusters like Harry Potter, I am Legend, Dark Shadows, Men in Black II, Charlie's Angels, 42, and The Last of the Mohicans, as well as primetime hits like SMASH, Big Bang Theory, Weeds, The Mindy Project, and MythBusters. In Avid Uncut, Steve Hullfish taps into the expertise of the world's top editors to share in-depth, behind-the-scenes secrets and best practices that will boost your editing and color correction skills to the next level. Five distinct sections cover: Pre-post, including discussion of metadata, prepping ScriptSync, decomposing, and more Settings, with tips on keyboard optimization, bin settings, and import/export settings Off-line workflows on trimming, multicam editing, using Phrasefind, audio, and stereoscopic 3D Effects, such as 3rd party plugins, 3D warp effects, and Animatte On-line workflows for efficiently and beautifully finishing your work, including step-by-step tutorials for RED and ARRI Alexa workflows Also featured are extensive tips dedicated to helping FCP editors switch over to Avid, as well as a companion website (www.routledge.com/cw/hullfish) loaded with video tutorials of the techniques discussed in the book and project files, including RED and ARRI Alexa footage, that turn Avid Uncut into an invaluable, hands-on workshop!

Digital Lighting and Rendering-Jeremy Birn 2006-04-27 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

Breathless-Jennifer Niven 2020-09-29 Your first love, your first time, your first heartbreak. The new novel from Jennifer Niven, author of All the Bright Places. You were my first. Not just sex, although that was part of it, but the first to look past everything else into me. Some of the names and places have been changed, but the story is true. Claudine Henry was not supposed to spend her summer on this remote island off the coast of Georgia. She was supposed to be on a road trip with her best friend, spending every last minute together before they go to college. But after her father makes a shock announcement, she is exiled with her shaken mother, with no phone service and no one she knows. She is completely cut off. Until she meets Jeremiah. Free spirited, mysterious and beautiful, their chemistry is immediate and irresistible. They both know that whatever they have can only last the summer, but maybe one summer is enough...

Modern Photography- 1976

Adobe After Effects CS6 Visual Effects and Compositing Studio Techniques-Mark Christiansen 2012-08-08 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. 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.

Intelligent Communication, Control and Devices-Rajesh Singh 2018-04-10 The book focuses on the integration of intelligent communication systems, control systems, and devices related to all aspects of engineering and sciences. It contains high-quality research papers presented at the 2nd international conference, ICICCD 2017, organized by the Department of Electronics, Instrumentation and Control Engineering of University of Petroleum and Energy Studies, Dehradun on 15 and 16 April, 2017. The volume broadly covers recent advances of intelligent communication, intelligent control and intelligent devices. The work presented in this book is original research work, findings and practical development experiences of researchers, academicians, scientists and industrial practitioners.

Photographing Men-Jeff Rojas 2016-03-08 More and more men are seeking out great portrait, commercial, or fashion photography. For working photographers, photographing men may be one of today's greatest new opportunities. But, while there are dozens of books, guides, and workshops on photographing women, there's been practically nothing comparable for men... until now! Jeff Rojas's Photographing Men is today's definitive full-color guide to every aspect of modern male photography. Rojas builds on his unique in-person course, which has made him Google's #1 go-to search result for knowledge on photographing males. Rojas covers posing, styling, posing, lighting, post-production, and more, showing how to achieve outstanding results and maximum creative expression. You'll discover how to: Make male clients look natural, masculine, and confident Skillfully document your male clients' best attributes, physical and emotional Define every man's face shapes, body shapes, and other features Compensate for flaws and perceived flaws, including acne, baldness, double chins, gray hair, wrinkles, and large features Overcome the challenges of styling male subjects, including big, skinny, and short men Understand how a suit should really fit your subject - and what to do if suits are out of the question Properly light all shapes and sizes of men for portraits, fashion, and commercial images (with complete lighting diagrams, behind-the-scenes images, and gear lists) Get detailed examples and tips for portraits, 3/4 poses, and full-length poses Photograph entrepreneurs, managers, prosperous men, innovators, "classic" and "handsome" men, athletes, muscle men, underwear models, and even movie stars Complement every man's features in post-production techniques And much more