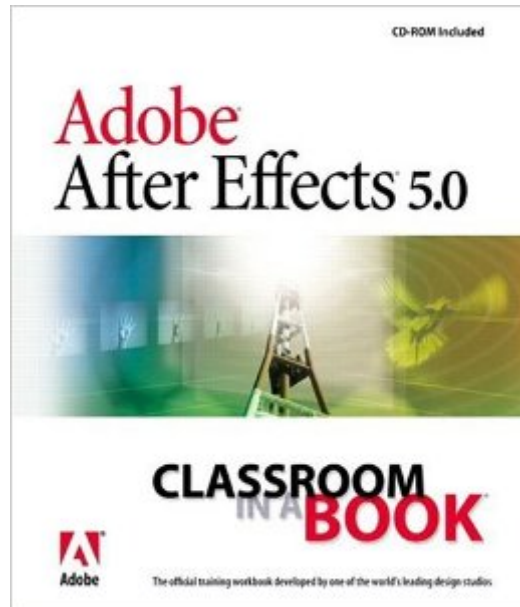


The book was found

Adobe After Effects 5.0: Classroom In A Book



Synopsis

Adobe After Effects 5.0 Classroom in a Book You can sink the Titanic with it, but you don't have to. Filmmakers and TV-commercial directors have turned to Adobe After Effects for years to create sophisticated visual effects, but its fan club is rapidly expanding to include graphic designers who want to add motion graphics to their Websites. Adobe After Effects 5.0 Classroom in a Book takes the intimidation factor out of this moviemaking program without diminishing its powerful potential. Developed by the experts at Adobe, this project-based guide walks you through easy-to-follow lessons tested in the company's own classrooms. Not assuming any prior After Effects knowledge, Adobe After Effects 5.0 Classroom in a Book takes a building-block approach. The book is designed around one large and complex project that is broken down into manageable lessons, each of which builds on topics covered in previous sections. The task-oriented format mimics a real-world work flow: Features, functions, and subjects are introduced as they come up during the course of the project. This edition of the book covers what's new and exciting in After Effects 5.0: 3D compositing, hierarchical layering, and powerful animation and masking enhancements. The accompanying cross-platform CD includes all the files you need to complete the projects.

Book Information

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Customer Reviews

First of all, ignore the "Editorial Reviews from the back cover"- those comments may have applied to the Classroom in a Book for After FX Version 3 & 4, but certainly not Version 5. There is only ONE project in this book - each chapter is just one piece of the overall final project, NOT "each chapter

contains a specific project" as the Editorial Review claims. The project itself is a very nice, very hip (a la MTV) 18 second Adobe Ad. 'Belief' (the design studio who came up with the project) did a GREAT job on it. The problem with this book is that it focuses heavily on the "razzle-dazzle" of After FX and not the basics of learning the software. For example, in one of the chapters, you import Motion Control Camera Data (vital to the project), which is nifty alright, but then the book explains in a sidebar that "it should not be attempted by the inexperienced..". Isn't that what this book is supposed to do - TEACH the inexperienced?. Do YOU have access to a Motion Control Camera? Yeah, me neither. For those who are already intermediate/advanced After FX users, this book may help you some. Not enough of the the new features in AE Version 5 were covered. I would have liked to see more instruction and explanation regarding 3D Layer interaction, expressions, motion tracking/stablizing (not just importing from some data file) heck- even some keying would have been welcome. The books method is too often "step one click this, step two click that.." and fails to really explain what is going on within the software and within the project. A few color illustrations wouldn't hurt either. After FX is one of the COOLEST software programs ever written. After FX 5 is a GREAT Upgrade.

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