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# Digital Compositing With Nuke

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3D for Graphic Designers  
Nuke 8 New Features  
Nuke 101  
Fire, Water, Debris, and Destruction  
Essentials for the Aspiring Artist  
Digital Compositing with Nuke  
Nuke 101  
NUKE Codex  
Nodes Within Nodes  
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Production Workflows and Techniques  
The VES Handbook of Visual Effects  
Professional Techniques for Video and Cinema  
The Complete Guide to Photorealism for Visual Effects, Visualization and Games  
The Art of Naughty Dog  
Father of Art Photography  
The Digital Matte Painting Handbook  
Advanced Maya Texturing and Lighting  
A Guide for the Scientist and Artist  
O. G. Rejlander, 1813-1875  
Essential Tools and Techniques  
Mathematics for Computer Graphics  
The Filmmaker's Guide to Visual Effects  
The Art and Science of Digital Compositing  
Essentials for the Aspiring Artist  
Professional Digital Compositing  
Compositing Visual Effects  
Digital Visual Effects and Compositing  
Digital Compositing for Film and Video  
Keying and Compositing Techniques for Indie Filmmakers  
Creative Grading Techniques for Film and Video  
Professional Compositing and Visual Effects  
Essential Computer Graphics Techniques for Modeling, Animating, and Rendering  
Biomolecules and Cells  
Nuke Essential Training (2014).  
Filming the Fantastic: A Guide to Visual Effects Cinematography  
Nuke 101  
The Art and Science of Digital Compositing  
Digital Compositing with Blackmagic Fusion  
Nuke 8 New Features  
The History of Motion Graphics

## MOYER BRANSON

3D for Graphic Designers Routledge  
The only how-to guide dedicated to mastering the technique of digital matte painting! Matte painting affords seamless integration between an artist's painting with live action film footage and allows for greater flexibility and creative input in the appearance of movie settings. This unique book reveals a variety of tools and techniques that are both industry and classroom tested and will enhance your existing skill set. Veteran author and instructor David Mattingly walks you through the process of creating a matte painting, starting with rough concept sketches, working out the perspective drawing, adding light and shadow, and texturing all of the elements in the painting. You'll gradually upgrade to using Adobe After Effects and Autodesk Maya in order to fulfill your matte painting vision. Escorts you through the process of creating a matte painting, starting with the initial concept sketch, adding light and shadow, texturing elements, and incorporating motion and depth Author is an experienced matte artist and teacher and shares a plethora of unique industry- and classroom-tested tools and techniques Features helpful step-by-step instructions accompanied by screen shots and photos to illustrate the process of creating a matte painting Whether you're creating a background for a studio production, independent film, TV commercial, or YouTube video, The Digital Matte Painting Handbook helps you successfully complete your project. Note: CD-ROM/DVD and other supplementary materials are not

included as part of eBook file.

### Nuke 8 New Features CRC Press

This start-to-finish, complete guide to Nuke will give you the foundations on the state-of-the-art visual effects software used by professionals in the film and television industries. Along with the hard-won advice and techniques from expert compositor and teacher Ron Ganbar, each chapter covers a complete lesson in the fundamentals, with step-by-step instructions included so you can easily follow along and start using the program right away. The projects used throughout the book are based on real-world examples of professional productions and project files are included with each chapter so you can work through all the examples. After discovering how to use the tools and understanding the compositing workflow, you'll learn about basic and advanced compositing techniques, color correction, RotoPaint, keying, and tracking, as well as more advanced topics such as CGI and the 3D engine. In addition, you'll learn about: • Working with nodes and process trees • Using CGI passes in Nuke to control 3D render looks • Camera Tracking techniques to combine 2D and 3D elements • Camera Projection to turn a single frame into moving images • Gizmos and all about creating your own tools in Nuke • Stereoscopic compositing Ron Ganbar has been a compositor since 1996 and visual effects instructor since 2001. He currently works on a variety of projects as a gun for hire as compositor, consultant, VFX supervisor, and trainer. Ron was made a "Teacher's Trainer" by Apple for Shake in 2005 and has written, taught, and evaluated courses for the National Film and Television School, Apple, Peachpit Press, Westminster University, and others. "As both a

talented compositor (with years of in-the-trenches experience) and an excellent teacher, Ron Ganbar has the unique ability to make even the most difficult concepts crystal clear. If you want to get up and running with Nuke as quickly as possible then start by buying this book!" —Ron Brinkmann, author of *The Art and Science of Digital Compositing*

*Nuke 101* Taylor & Francis

This is a concise and informal introductory book on the mathematical concepts that underpin computer graphics. The author, John Vince, makes the concepts easy to understand, enabling non-experts to come to terms with computer animation work. The book complements the author's other works and is written in the same accessible and easy-to-read style. It is also a useful reference book for programmers working in the field of computer graphics, virtual reality, computer animation, as well as students on digital media courses, and even mathematics courses.

*Fire, Water, Debris, and Destruction* John Wiley & Sons

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.

*Essentials for the Aspiring Artist* Springer Science & Business Media

For novice compositors and veterans moving over from Shake or After Effects, this book is the essential guide for learning Nuke, the powerful, node-based compositing software and standard choice for the VFX industry. This book provides a complete overview of the Nuke software,, from an introduction to the user interface to more complex compositing tasks such as keyframe animation, rotoscoping, matte pulling, motion tracking, and filter application. Far beyond a button-pushing manual, critical lessons in compositing theory are also offered, allowing the reader to use the software more intuitively. The tutorial-based approach, augmented by video footage and project files, will have the reader up and running in Nuke in a matter of hours. \* The only compositing book solely dedicated to teaching you Nuke, the heir to the throne in compositing software \* Covers not only how to use the software, but also teaches essential compositing theory \* Over 300 4c images, case studies, and a robust DVD with video tutorials, and exercise files

[Digital Compositing with Nuke](#) Pearson Education

Digital Compositing with Nuke Taylor & Francis

**Nuke 101** Peachpit Press

For many visual effects artists who are just starting out or are moving from After

Effects, Shake, Fusion, or another compositing tool, they are learning that Nuke is quickly becoming the feature film compositing industry standard. While there are several online tutorials and courses available, there is currently no book on the market for those who need to know all the ins and outs of the software. Until now. *Nuke 101* covers everything readers need to know to begin using the compositor for their projects. It includes step-by-step lessons on basic and advanced compositing, color correction, Roto Paint, keying, tracking, as well as more advanced topics such as using CGI and the 3D engine. The projects used throughout the book are based on real-world examples of professional production work and offer hard-worn advice from the pros who work in the trenches on high-end compositing work. After reading the techniques and following along in the projects, readers will have a solid foundation for working in Nuke and be able to join the ranks of its many fans and adopters. 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.

#### NUKE Codex Da Capo Press

Level up your skills with powerful texturing and lighting techniques. *Advanced Maya Texturing and Lighting, Third Edition* leads you through the latest advanced techniques for adding realistic detail to your models. This new edition is up-to-date with the latest Maya texturing, lighting, and rendering features, including an exploration of the Node Editor, new Maya utility nodes and expanded coverage of mental ray shaders, and render settings. The proven tutorials are culled from real-world experience and refined to give you the ultimate in practical skills. You'll learn workflow tips and tricks, the construction of custom shading networks, and the application of time-saving tools that bring your project from concept to reality. The companion website features several gigabytes of Maya scene files, texture bitmaps, and QuickTime movies that support the exercises in the book, giving you everything you need to advance your animation skillset. This book helps you take your rendering skills to the next level with the advanced tools and techniques that take animation from good to great. Learn the theory behind expert lighting design. Understand shadows, shading components, and texture mapping. Work with node networks, raytracing, and global illumination. Try new approaches to rendering using Maya Software and mental ray. If you're ready to take a big step forward and fine-tune your style, *Advanced Maya Texturing and Lighting, Third Edition* is the practical, hands-on guide you need.

#### **Nodes Within Nodes** Pearson Education

Don't waste valuable time and budget fixing your footage in post! Shoot the effects you want effectively and

creatively the first time. This full-color step-by step guide to visual effects cinematography empowers you to plan out and execute visual effects shots on a budget, without falling into the common pitfall of using high-end computer graphics to "fix it in post. Learn how to effectively photograph foreground miniatures, matte paintings, green screen set ups, miniatures, crowd replication, explosions, and so much more to create elements that will composite together flawlessly. Filming the Fantastic focuses on the art and craft of visual effects using real case scenarios from a visual effects cameraman. These lessons from the front line will give you ideas and insight so you can translate your skills into any situation, no matter what camera or software package you are using and no matter if you are using film or digital technology. Learn how to film your fantastic visual effects with this book!

*Color Correction Look Book* Digital Compositing with Nuke

Put the essential concepts and techniques of digital compositing to work for you without the need of a single mathematical equation. Compositing Visual Effects is lavishly illustrated with hundreds of film shots, figures, illustrations, and diagrams to help the visual reader gain a valuable vocabulary and understanding of the full range of visual effects, in which digital compositing plays a key role. Beginning with an inspirational tour of the scope and magnitude of digital compositing, you get a solid overview of the kinds of digital effects routinely executed today. See how CGI is composited with live action, how set extensions are done, and what a match-move shot is. Following that you learn each of the key applications of digital compositing, which

include bluescreen compositing, bullet-time shots, motion tracking, and rotoscoping. The subsequent chapters dig down into each of the major digital compositing applications, introducing the fundamental concepts, and processes behind them. Learn what is easy and hard, possible and impossible, and what to expect when working on a job that entails digital compositing. New to this edition are 4 new chapters on: 3D compositing, with lessons on what camera tracking is, how it is used to put CGI into a live-action plate, as well as live action into a 3D scene. Stereo compositing, with descriptions of key stereoscopic terms and concepts, lessons on compositing shots that were filmed in stereo (both bluescreen and CGI), as well as the stereo conversion process when a flat 2D movie is converted to a stereo 3D movie RED and Digital Capture with Log Images, including log image formats. This is a very hot topic these days. Colleges hang around video because it is cheaper. Film is still big in the real world of production. Tracking an entire project from start to finish. This is in addition to robust updates on topics such as: planar tracking, Z compositing, working with Animatronics.

#### Production Workflows and Techniques Taylor & Francis

his Book offers critical lessons in compositing theory, including working in 2.5D and stereoscopic 3D. Through a tutorial-based approach, this book will have you up and running in Nuke in just hours. As well as an entire chapter dedicated to real-world Nuke case studies. This book is designed in such a way that you will get all the concepts related to the Nuke Compositing are at one Place in a organic way so that after completions of this book you no need to

look for other platform for learning This book will teach you the concepts of 2D and 3D Compositing in Nuke, Tracking techniques. Render Passes, and how to work on Stereo Conversion. By the end of the completion of this Book, you will successfully be able to composite what would be considered a Pro Compositor. *The VES Handbook of Visual Effects* CRC Press

Join digital compositing pioneer Steve Wright for a tour of the new features in Nuke 8.

*Professional Techniques for Video and Cinema* CRC Press

Nuke Codex: Nodes within Nodes is a fundamental approach to learning Foundry's NUKE software, the most powerful compositing tool in the world. Nuke Codex uses a core structure to take you through everything from workflow to advanced topics in a unique hybrid way that will get you up to speed over a few days. If you want to learn NUKE, this is the book for you!

*The Complete Guide to Photorealism for Visual Effects, Visualization and Games* Dark Horse Comics

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.

*The Art of Naughty Dog* Little, Brown

"Crash Bandicoot. Jak and Daxter.

Uncharted. The Last of Us. One studio has been responsible for the most iconic video game experiences of this generation. Now, Dark Horse Books invites you on a thirty-year retrospective tour, observing Naughty Dog's ascension to its place as one of the most influential production studios in the world!"-- Publisher's website.

*Father of Art Photography* John Wiley & Sons

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.

#### [The Digital Matte Painting Handbook](#)

John Wiley & Sons

Tired of finding books about greenscreen techniques that are designed for weathercasting, infomercials, and other television situations? *Greenscreen Made Easy* is designed to bring the necessary skills to you the Indie or student filmmaker, without all the fluff you don't need. Rather than chasing high-end cameras that you will probably never get

your hands on, discover the most popular cameras and setups for Indie filmmakers that will give you the biggest bang for your buck on screen. Explore how to create and set up your screen, illuminate the greenscreen cleanly, light your subjects dynamically, and manipulate your camera to get the best possible production footage.

#### *Advanced Maya Texturing and Lighting* CRC Press

The classic reference, with over 25,000 copies in print, has been massively expanded and thoroughly updated to include state-of-the-art methods and 400+ all-new full color images! "At ILM, compositing is one of the most important tools we use. If you want to learn more, this excellent 2nd-edition is detailed with hundreds of secrets that will help make your comps seamless. For beginners or experts, Ron walks you through the processes of analysis and workflows - linear thinking which will help you become deft and successfully tackle any shot." --Dennis Muren ASC, Senior Visual Effects Supervisor, Industrial Light & Magic "Ron Brinkman's book is the definitive work on digital compositing and we have depended on this book as a critical part of our in-house training program at Imageworks since the 1999 Edition. We use this book as a daily textbook and reference for our lighters, compositors and anyone working with digital imagery. It is wonderful to see a new edition being released and it will certainly be required reading for all our digital artists here at Imageworks." --Sande Scoredos, Executive Director of Training & Artist Development, Sony Pictures Imageworks *The Art and Science of Digital Compositing* is the only complete overview of the technical and artistic nature of digital compositing. It covers a wide range of topics from

basic image creation, representation and manipulation, to a look at the visual cues that are necessary to create a believable composite. Designed as an introduction to the field, as well as an authoritative technical reference, this book provides essential information for novices and professionals alike. 17 new case-studies provide in-depth looks at the compositing work done on films such as *Chronicles of Narnia: The Lion, the Witch and the Wardrobe*, *The Golden Compass*, *The Incredibles*, *King Kong*, *The Lord of the Rings: The Return of the King*, *Sin City*, *Spider-Man 2*, *Wallace and Gromit: The Curse of the Were-Rabbit*, and *Star Wars: Episode 3 – Revenge of the Sith*. Includes new sections on 3D compositing, High Dynamic Range (HDR) imaging, Rotoscoping, and much more! All disc-based content for this title is now available on the Web. 17 new case-studies provide in-depth looks at the compositing work done on films such as *Chronicles of Narnia: The Lion, the Witch and the Wardrobe*, *The Golden Compass*, *The Incredibles*, *King Kong*, *The Lord of the Rings: The Return of the King*, *Sin City*, *Spider-Man 2*, *Wallace and Gromit: The Curse of the Were-Rabbit*, and *Star Wars: Episode 3 – Revenge of the Sith*. Includes new sections on 3D compositing, High Dynamic Range (HDR) imaging, Rotoscoping, and much more!

### **A Guide for the Scientist and Artist**

Pearson Education

Everything you need to know to become a professional VFX whizz in one thorough

and comprehensive guide.

*O. G. Rejlander, 1813-1875* John Wiley & Sons

Expand your knowledge of the aesthetics, forms and meaning of motion graphics as well as the long-running connections between the American avant-garde film, video art and TV commercials. In 1960 avant-garde animator and inventor John Whitney started a company called "Motion Graphics, Inc." to make animated titles and logos. His new company crystalized a relationship between avant-garde film and commercial broadcast design/film titles. Careful discussion of historical works puts them in context, allowing their reappearance in contemporary motion graphics clear. This book includes a thorough examination of the history of title design from the earliest films through the present, including Walter Anthony, Saul Bass, Maurice Binder, Pablo Ferro, Wayne Fitzgerald, Nina Saxon, and Kyle Cooper. This book also covers early abstract film (the Futurists Bruno Corra and Arnaldo Ginna, Leopold Survage, Walther Ruttmann, Viking Eggeling, Hans Richter, Oskar Fischinger, Mary Ellen Bute, Len Lye and Norman McLaren) and puts the work of visual music pioneers Mary Hallock-Greenewalt and Thomas Wilfred in context. The History of Motion Graphics is the essential textbook and general reference for understanding how and where the field of motion graphic design came from and where it's going.

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