



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

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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, and supervisors need to know, from preproduction, 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. Written by 88 top leading visual effects practitioners and covering everything about visual effects from pre-production, production, and post-production.

Simply a must-have book for anyone working in or wanting to work in the VFX industry.

A Note on the Kindle Version:

There are several images throughout chapters 3, 5, 6, and 7 that are not visible in the Kindle edition of this book due to rights restrictions.

Special Thanks

The completion of this book required the efforts of many hardworking, talented and dedicated people in order to help it become a reality. Accordingly, the VES and Focal Press would like to offer very special thanks to all of our team Captains and Co-Captains:

Chapter 1: Michael Fink, Captain
Jacquelyn Ford Morie, Co-Captain

Chapter 2: Scott Squires, Captain
Mat Beck, Co-Captain

Chapter 3: Bill Taylor

Chapter 4: John Root, Captain
Demian Gordon, Co-Captain

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Additionally, we would like to thank Ron Brinkmann and Lenny Lipton for the exhaustive efforts in compiling the Glossary

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Editorial Review

Review

"*The VES Handbook of Visual Effects* offers a fine technical reference for any college-level collection strong in media technology. It surveys visual effects techniques and best practices learned from both research and practical applications, covering techniques for all VFX artists and producers and applying technical knowledge to industry standards. A 'must' for any involved in any aspect of visual effects production."---*BookWatch*

"According to Okun, it had been five years since the inception of the book and it took the last three to write and pull it together. What they have created is the definitive visual effects textbook for our times and there is no doubt that it will remain the bible for those laboring in our business for many years to come. If you're in the vfx, animation, gaming or production business in general, you've got to have this book. Not on your shelf, but in your hand as you commence each new project. It's the most definitive book on the market today."--*Animation World Network Online*

From the Back Cover

The Handbook of Visual Effects is the most complete depository for visual effects techniques and best practices available today. It is filled with hard facts and techniques learned from research, trial and error, and practical experience. Contained in these pages are the tricks, short cuts, lessons, best practices, and wisdom garnered throughout the history of visual effects. 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, and supervisors need to know, from preproduction, 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 and experts. Written by 89 top leading visual effects practitioners and covering everything about visual effects from preproduction, production, and postproduction. Simply a must-have book for anyone working in or wanting to work in the VFX industry.

* Authoritative field guide from the renowned Visual Effects Society provides techniques and insight from the best of the best in VFX * 4 color presentation and visuals from Hollywood feature films provide inspiration * Learn additional skills from the bonus chapters available on www.VESHandbookofVFX.com

About the Author

Jeffrey A. Okun, a prominent 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.

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From reader reviews:

Eric Bass:

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