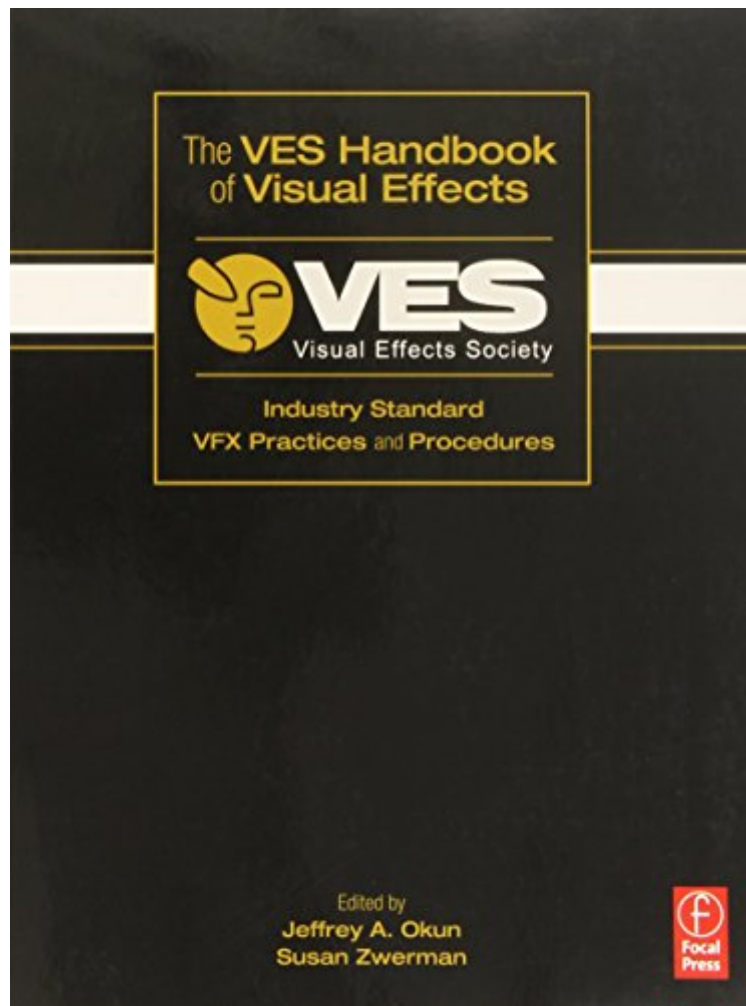


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## The VES Handbook of Visual Effects: Industry Standard VFX Practices and Procedures

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**From Focal Press : The VES Handbook of Visual Effects: Industry Standard VFX Practices and Procedures** before purchasing it in order to gage whether or not it would be worth my time, and all praised The VES Handbook of Visual Effects: Industry Standard VFX Practices and Procedures:

7 of 8 people found the following review helpful. A bible of VFX info. Although too dense for beginners like me. By Jeff I am not a visual effects artist, just your average Final Cut Pro editor. I wanted to know more about visual effects because I thought it would help me in other areas of filmmaking, such as writing, directing, and producing. Even though I don't plan on becoming a professional in this field, I find that it's always good to at least know that you don't know -- Ignorance is bad business. This handbook packs in a lot of information. Most of which is over my head. It's very dense. Has a fair share of diagrams and pictures, but not enough for a beginner like me to fully grasp. I guess if I

already had a visual effects or animation background, this handbook would make sense and basically be a reference guide for expanding on the practices and procedures of various types of projects. If you are brand new to visual effects, prepare to be overwhelmed with content. I can't say that this book was really for me, but I give it 4 stars because I feel like it covers a lot of ground in its field and could be a valuable resource for people already in the profession or want to be. I, on the other hand, just wanted to get a taste of the complexities of VFX and now having read through this handbook, I know that I can't just open up Apple Motion 5 or After Effects CS5.5 and expect to do visual effects now that I have this book. NO no, I will hire a VFX professional. 0 of 0 people found the following review helpful. Very good reference. By G. Stapleton Well, I don't really consider this a how to book (which I was kinda hoping for). But going through it, I see it's a great reference resource. If you are a student, a novice or some sort of historian on the visual effects industry this is the book for you. A bit of history along with some pretty good explanation of how it's used today and some examples of movies whatever that technique was used in. One thing I thought of while reading this was that if you were interviewing for some sort of position in the industry, this book is great on getting you up to speed with the language. You will really be able to talk the talk by studying aspects of this book. Maybe even some principles the person interviewing does not know or have forgotten. This along with a great demo reel or resume will definitely impress the person sitting across the desk. 3 of 3 people found the following review helpful. The Best VFX Process Book Ever. By Evan Jacobs This book provides a very thorough, in depth look at the creation of visual effects for the entertainment industry. I have a comprehensive collection of books on the subject of visual effects and I can tell you that this book provides the most detailed descriptions of the various tools of the trade I've ever seen. It's an extraordinary undertaking and the Visual Effects Society has done an excellent job. This is not a book geared toward fans as much as film industry professionals. It's structured as a collection of articles by top industry pros about various areas of visual effects production. This is a must for anyone working in the VFX industry or aspiring to do so.

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 Chapter 5: Rob Engle, Captain Lenny Lipton, Co-Captain Chapter 6: Marshall Krasser, Captain Chapter 7: Kevin Rafferty, Captain Chapter 8: Richard Taylor, Captain Habib Zargarpour, Co-Captain Chapter 9: Stephan V. Bugaj, Captain Lyndon Barrois, Co-Captain Chapter 10: Dan Novy, Captain Stephan V. Bugaj, Co-Captain Additionally, we would like to thank Ron Brinkmann and Lenny Lipton for the exhaustive efforts in compiling the Glossary

"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](http://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 industrys 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.