

AFTER EFFECTS MOST WANTED

CHRISTIAN DARKIN
CHRIS JAMES HEWITT
JOOST KORNGOLD
PETER REYNOLDS
MARK TOWSE
SIMON TYSZKO

After Effects Most Wanted

© Apress 2002

Originally published by Friends of ED in 2002

All rights reserved. No part of this book may be reproduced, stored in a retrieval system or transmitted in any form or by any means, without the prior written permission of the publisher, except in the case of brief quotations embodied in critical articles or reviews.

The authors and publisher have made every effort in the preparation of this book to ensure the accuracy of the information. However, the information contained in this book is sold without warranty, either express or implied. Neither the authors, friends of ED nor its dealers or distributors will be held liable for any damages caused or alleged to be caused either directly or indirectly by this book.

First printed October 2002

Trademark Acknowledgements

Additional material to this book can be downloaded from
<http://extras.springer.com>

ISBN 978-1-59059-163-5 ISBN 978-1-4302-5149-1 (eBook)
DOI 10.1007/978-1-4302-5149-1

Authors

Christian Darkin
Chris James Hewitt
Joost Korngold
Mark Towse
Peter Reynolds
Simon Tyszko

Editor

Jon Bounds

Editorial Proofer

Dan Britton

Project Manager

Jenni Harvey

Technical Reviewers

Brian Ganninger
Scott Manning
William McIntyre
Peter Reynolds
Ned Soltz
Kevin Sutherland

Graphic Editor

Ty Bhogal

Cover Design

Katy Freer
Jon Bounds

Index

Simon Collins

Proof Reader

Mel Orgee

Author Agent

Laura Jones

Commissioning Editor

Lums Thevathsan

Managing Editor

Sonia Mullineux

Copyright Thanks to:

Sony Computer Entertainment Europe Ltd.
The Coca-Cola Company
McDonald's
DDB Sydney

CONTENTS

	Introduction	1
Chapter 1	I'd Buy That For a Dollar <i>Reflections, Shadows and 3D</i>	7
Chapter 2	Extreme FX <i>Multiple video clips and Morphing</i>	21
Chapter 3	Video Art, Let's Dance <i>Split-screen FX and Video Choreography</i>	49
Chapter 4	Eat Static <i>Relokation Ne- Abstract animation, Sound sync and TV FX</i>	83
Chapter 5	Jenovah <i>Advanced Layering</i>	101
Chapter 6	I'm Sorry Dave, I'm Afraid I Can't Do That <i>Layering and Opacity, Giving 2D animation real depth</i>	129
Chapter 7	Horror of Horrors <i>Amazing transitions</i>	147
Chapter 8	How to Resurrect a Dead Fish <i>Bringing 3D models into and out of reality, including special text FX</i>	175
	Index	211

AFTER EFFECTS MOST WANTED

