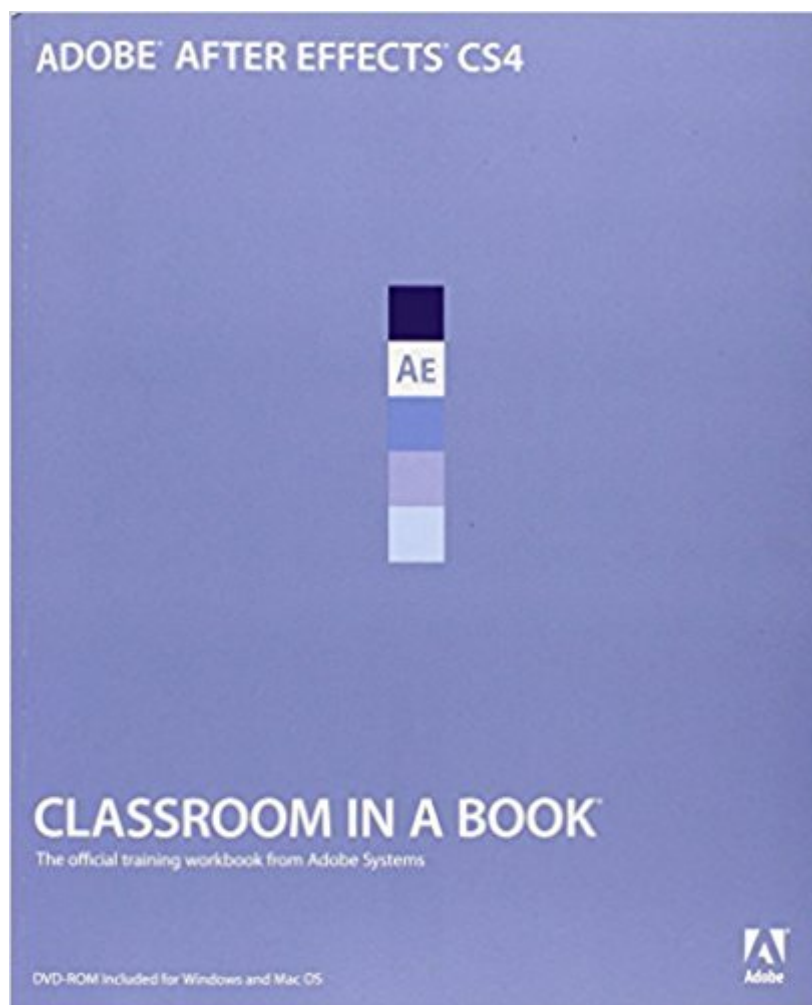


The book was found

Adobe After Effects CS4 Classroom In A Book



Synopsis

Visual effects and motion graphics pros of all stripes - from broadcast professionals to VFX supervisors to Web designers who need to produce occasional video segments - will welcome the dramatically accelerated features provided in the brand-new After Effects CS4. This best-selling book has been revised to cover all that's new in this upgrade: the ability to import 3D layers from Photoshop; the Cartoon effect that converts live-action footage into stylized imagery; Adobe Device Central CS4, which lets you preview and test animations for mobile devices, and more. Designed around a single complex project that's broken down into manageable lessons, this book-and-DVD package mimics a real-world workflow - but one that readers tackle at their own pace. The DVD contains all the lesson files and footage readers need to complete the lessons.

Book Information

Paperback: 400 pages

Publisher: Adobe Press; 1 edition (January 2, 2009)

Language: English

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Product Dimensions: 7.4 x 0.7 x 9.2 inches

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Average Customer Review: 4.2 out of 5 stars [See all reviews](#) (13 customer reviews)

Best Sellers Rank: #1,181,532 in Books (See Top 100 in Books) [#38 in Books > Computers & Technology > Digital Audio, Video & Photography > Adobe > Adobe After Effects](#) [#540 in Books > Computers & Technology > Digital Audio, Video & Photography > Video Production](#) [#1440 in Books > Textbooks > Computer Science > Graphics & Visualization](#)

Customer Reviews

I'm a Flash developer/animator and AE newcomer. After Effects is a very deep program, and this book covers a lot of it's capabilities. As someone just starting After Effects work, it's a great intro. I don't have any other books to compare it to, however (like I said, just starting out). One thing that does concern me a bit: while following lesson instructions you are asked to do some routine things that will make sense to someone used to working in Flash or a 3D animation program, and only a cursory explanation is given as to why you would do this. Mostly workflow and best practices kinds of stuff. While I did not have a problem with it due to related experience, I think someone just starting out cold might. That said, it is rare for me to be able to work through the entirety of a book of

this type. It's nice to have different projects for each lesson; many books of this sort seem to create a movie project replete with every feature the program has to offer that you follow from beginning to end. This usually makes me lose interest -- especially if the project is incredibly lame. These projects are all pretty lame (visually lame - they are informative and useful) but you only have to deal with a particular project for a few hours and then it's off to new footage and assets. I haven't had any problems with any of the lessons or files, except: one JPG that was corrupted on Lesson 5 (there are more to choose from, not a show stopper). In lesson 8, Creating a Walk Cycle: One of the X positions on the graph on page 222 is incorrect -- it needs a "-" sign before the coordinate. I think it was for the torso at 1:00, but I can't recall for certain.

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