

# After Effects User Guide

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*How to Use Adobe After Effects 5.0 & 5.5* - Donna L. Baker 2003

Explains how to use the multimedia animation program to manage layer speed, transition, create templates, animate backgrounds, and import movies.

*Adobe Premiere 6.5* - Adobe Creative Team 2003

Provides instruction for editing digital video or film using Adobe Premiere, discussing basic editing principles, digital video editing, transitions, audio, creating a title,

superimposing, motion, and clips.

[Hands-On Motion Graphics with Adobe After Effects CC](#) -

David Dodds 2019-04-27

Discover techniques to enhance your videos with complex animation Key FeaturesDesign, animate, and sequence a complete motion graphics projectWork with compositions and pre-compositions to create animations speedilyMaximize your motion graphics and visual effects skillsBook Description If you're thinking

seriously about making and publishing your videos with professional editing and animation, look no further! Adobe After Effects is a popular tool among video editors and YouTubers to enhance their videos and bring them to life by implementing visual effects and motion graphics. This book will take you right from the basics through to the advanced techniques in Adobe After Effects CC 2018. You will start by setting up your editing environment to learn and improve techniques to sharpen your video editing skills. Furthermore, you will work with basic and advanced special effects to create, modify, and optimize motion graphics in your videos. Lastly, you will not only learn how to create 2.5D animations, but also get to grips with using Cinema 4D Lite to build and animate complete 3D scenes. By the end of the book, you'll have learned how to package a video efficiently with the help of the projects covered. What you will learn

third project for a TV show with complex layers  
Work with shape layer animation to create an animated lyrics video  
Explore different tools to animate characters  
Apply text animation to create a dynamic film-opening title  
Use professional visual effects to create a VFX project  
Model, light, and composite your 3D project in After Effects  
Who this book is for  
If you're a student, professional, YouTuber, or anyone who is interested in video editing, animation, and motion graphics, this book is for you. You'll also find this resource useful if you're an Illustrator looking to put your creations in motion.

**Adobe After Effects CS6 Digital Classroom** - Jerron Smith 2012-06-25

Edit and apply effects for stellar visual and special effects  
This important resource is like having a personal instructor guiding you through each lesson, while you work at your own pace. It includes 10 self-paced lessons that let you discover essential skills and explore the new features and

capabilities of Adobe After Effects. Every lesson is presented in full color with step-by-step instructions. Video tutorials and lesson files on a companion DVD were developed by the same team of professional instructors and After Effects experts who have created many of the official training titles for Adobe Systems. Combines a full-color, step-by-step instructional book along with lesson files and video training from expert instructors Written for After Effects CS6, a leading motion graphics and visual effects program that allows users to create and deliver compelling motion graphics and visual effects Demonstrates how to quickly get up to speed using After Effects to create and animate text, images, and video for the web, TV, and digital displays After Effects CS6 Digital Classroom takes you from the basics through intermediate-level topics, teaching you this complex software in a clear, approachable manner. DVD and other supplementary

materials are not included as part of the e-book file, but are available for download after purchase.

Focal Easy Guide to After Effects - Curtis Sponsler  
2005-03-15

If you want to become a resourceful creative artist then look no further! This quick reference to After Effects will show you how to open, install and get up-and-running to a professional level with Adobe's motion graphics and visual effects software package. Curtis Sponsler guides you through some of the common stumbling blocks that frustrate novice and many intermediate designers. Clear and concise full color examples will help you to quickly learn the key features, interface and functional techniques used within the production workspace. By putting these key skills into practice you will discover how to build on and extrapolate concepts, enabling you to solve common production design problems straight away! You can then move on to build simple

compositions and progress into the advanced feature-set of After Effects. As you work through each section you will grasp an ever-increasing array of tools and capabilities to discover a program that will well and truly change your working life! Associated Website:

[www.focalpress.com/companions/024051968X](http://www.focalpress.com/companions/024051968X)

*After Effects and Photoshop* - Jeff Foster 2006-07-14

"... a book that needs to be on every motion graphic designer's shelf." —Scott Kelby, President, National Association of Photoshop Professionals Author Jeff Foster appeared on the DV Guys, a weekly radio show devoted to DV professionals and enthusiasts, for a LIVE online interview on Thursday, June 17, 2004. If you missed it, you can still listen to their archive. If you're in the business of motion graphics or desktop digital video production, you know that Adobe's After Effects and Photoshop are two of the most indispensable content creation

tools. More integrated than ever before, the world's number-one compositing and image-editing programs can be used in tandem to create quality work at a relatively low cost. But it takes years of experience to figure out how to get the most out of this remarkable duo. With After Effects and Photoshop: Animation and Production Effects for DV and Film, graphics guru Jeff Foster has created the first book devoted to showing how you can use these two programs together to produce animations and effects on the desktop. This practical guide focuses exclusively on techniques commonly used in the field as well as cutting-edge production tricks. These hands-on projects will demystify cool Hollywood effects and help you solve your daily challenges. And they'll inspire you to think more artistically when approaching your creations. Inside, you'll discover pro techniques for motion graphics and video production, including how to: Add depth and realism to your

animations by mimicking real motion Use exaggerated movements to enhance characterization Apply 3-D animation to 2-D images Remove background fodder with blue-screen garbage mattes Employ rotoscoping techniques for frame-by-frame retouching Construct realistic composites and scene locations using matte painting techniques Make movies from stills by simulating 3-D camera motion Utilize perspective, speed, and scale to create believable moving objects Produce realistic special effects such as noise, clouds, and smoke Practice imaginative motion titling effects that grab people's attention Develop professional scene transitions using 3-D layer animations And much more! Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

*Adobe After Effects CS6 Classroom in a Book* - Adobe Creative Team 2012-06-13  
Creative professionals seeking the fastest, easiest, most

comprehensive way to learn Adobe After Effects CS6 choose Adobe After Effects CS6 Classroom in a Book from the Adobe Creative Team at Adobe Press. The 15 project-based lessons in this book show readers step-by-step the key techniques for working in After Effects CS6 and how to work efficiently and deliver in the widest possible range of media types. ĩ In addition to learning the key elements of the After Effects interface, this completely revised CS6 edition covers new features, including the Global Performance Cache, 3D Camera Tracker, Ray-traced 3D rendering, variable mask feathering, tight integration with Adobe Illustrator, rolling shutter repair, Pro Import files from Avid Media Composer and Final Cut Pro 7, improved mocha AE workflow, and more. ĩ "The Classroom in a Book series is by far the best training material on the market. Everything you need to master the software is included: clear explanations of each lesson, step-by-step instructions, and the project

files for the students.”  
-Barbara Binder, Adobe Certified Instructor, Rocky Mountain Training Classroom in a Book®, the best-selling series of hands-on software training workbooks, helps you learn the features of Adobe software quickly and easily. Classroom in a Book offers what no other book or training program does—an official training series from Adobe Systems Incorporated, developed with the support of Adobe product experts. 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. [Model Rules of Professional Conduct](#) - American Bar Association. House of Delegates 2007  
The Model Rules of Professional Conduct provides an up-to-date resource for information on legal ethics. Federal, state and local courts in all jurisdictions look to the Rules for guidance in solving lawyer malpractice cases, disciplinary actions, disqualification issues, sanctions questions and much more. In this volume, black-letter Rules of Professional Conduct are followed by numbered Comments that explain each Rule's purpose and provide suggestions for its practical application. The Rules will help you identify proper conduct in a variety of given situations, review those instances where discretionary

action is possible, and define the nature of the relationship between you and your clients, colleagues and the courts.

**Adobe After Effects Classroom in a Book (2020 release)** - Lisa Fridsma  
2020-01-17

Adobe After Effects Classroom in a Book (2020 release) is the best-selling guide to Adobe's powerful motion graphics program. The 15 project-based lessons in this book teach students step-by-step the key techniques for working efficiently in After Effects and delivering in the widest possible range of media types. In addition to the key elements of the After Effects interface, this revised edition covers new features and techniques. Learn how to create, manipulate, and optimize motion graphics for film, video, DVD, the web, and mobile devices. Gain hands-on experience animating text and images, customizing a wide range of effects, tracking and syncing content, rotoscoping, removing unwanted objects, and correcting color. Learn to create 3D content with both

After Effects and Maxon Cinema 4D Lite (included with the software). The online companion files include all the necessary assets for readers to complete the projects featured in each chapter. All buyers of the book get full access to the Web Edition: A Web-based version of the complete ebook enhanced with video and multiple-choice quizzes.

*Flash + After Effects* - Chris Jackson  
2008-02-19

Flash Designers - expand your multimedia horizons. Push Flash to the next level in design with After Effects' robust toolset to add supercharged visual effects and development efficiencies to your Flash projects.

**Adobe After Effects 7** - Chad Fahs  
2007

Using the bestselling HOT approach to training as developed by Lynda Weinman, this is the only book of its kind for After Effects users.

*Adobe After Effects CS3 Professional* - Brie Gyncild  
2007

Provides fourteen lessons to help master the application,

covering such topics as animating text, shape layers, working with masks, keying, distorting objects with the Puppet tools, using 3D features, and rendering and outputting.

### *The Cool Stuff in Premiere Pro*

- Jarle Leirpoll 2017-10-11

Gain in-depth knowledge of Premiere Pro, and learn how the software “thinks.” You'll acquire new skills that will help you choose the best workflow for your project, and simplify and accelerate your video editing process. Learn how you can edit a lot faster with smarter workflows that automate several steps in the editing process. You'll also see how custom settings, presets, keyboard shortcuts and templates saves hours of work. By tailoring the software to your needs you save clicks on just about every task. With many traditional jobs now being done by one person, its important to understand audio smoothing, color grading, motion graphics, and advanced editing techniques. You'll learn these skills and disciplines and

see how they'll enhance your project's workflow. All the authors are professional editors and want to know exactly how to cut your film as fast as possible with top quality output. There is invaluable information in *The Cool Stuff in Premiere Pro* that's not available anywhere else - not even in Adobe's own manuals. What You'll Learn Edit faster, no matter what the project Understand the technical stuff, like timeline settings, render codecs, color subsampling, export settings, effect controls and monitor settings Know when to send your clips to other Adobe software, and how to treat them there. Master the Premiere Pro timeline, even stacks of timelines, and edit, trim and adjust with ease Who This Book Is For Video journalists (and everyone else) will learn how to edit faster and get home in time for dinner. Bloggers will learn how to make their online video and audio “pop”. Film cutters will learn how to organize, rough cut and fine tune huge amounts of material effectively and how



to output for digital cinema. Experienced video editors will learn how to deal with multi-track audio and to work faster in every step of the edit. Marketing people who edit video for social media and web pages will learn simpler ways to make a faster cut. Teachers in media studies will understand the logic in Premiere Pro, and be better prepared for teaching video editing.

[Adobe After Effects CC Classroom in a Book \(2018 release\)](#) - Lisa Fridsma  
2017-11-29

Creative professionals seeking the fastest, easiest, most comprehensive way to learn Adobe After Effects CC (2018 release) choose Adobe After Effects CC Classroom in a Book (2018 release) from Adobe Press. The 15 project-based lessons in this book show users step-by-step the key techniques for working in After Effects. Learn how to create, manipulate, and optimize motion graphics for film, video, DVD, the web, and mobile devices. Gain hands-on

experience animating text and images, customizing a wide range of effects, tracking and syncing content, rotoscoping, and correcting color. Create Motion Graphics templates in After Effects so colleagues can make specific edits in Premiere Pro without accidentally changing other critical settings. Learn to create 3D content with both After Effects and Maxon Cinema 4D Lite (included with the software). The online companion files include all the necessary assets for readers to complete the projects featured in each chapter as well as ebook updates when Adobe releases relevant new features for Creative Cloud customers. All buyers of the book get full access to the Web Edition: a Web-based version of the complete ebook enhanced with video and multiple-choice quizzes.

**Digital Visual Effects and Compositing** - Jon Gress 2015  
Annotation Everything you need to know to become a professional VFX whizz in one thorough and comprehensive

guide.

Developing a Protocol for Observational Comparative Effectiveness Research: A User's Guide - Agency for Health Care Research and Quality (U.S.) 2013-02-21

This User's Guide is a resource for investigators and stakeholders who develop and review observational comparative effectiveness research protocols. It explains how to (1) identify key considerations and best practices for research design; (2) build a protocol based on these standards and best practices; and (3) judge the adequacy and completeness of a protocol. Eleven chapters cover all aspects of research design, including: developing study objectives, defining and refining study questions, addressing the heterogeneity of treatment effect, characterizing exposure, selecting a comparator, defining and measuring outcomes, and identifying optimal data sources. Checklists of guidance and key considerations for protocols

are provided at the end of each chapter. The User's Guide was created by researchers affiliated with AHRQ's Effective Health Care Program, particularly those who participated in AHRQ's DEcIDE (Developing Evidence to Inform Decisions About Effectiveness) program. Chapters were subject to multiple internal and external independent reviews. More more information, please consult the Agency website: [www.effectivehealthcare.ahrq.gov](http://www.effectivehealthcare.ahrq.gov))

**Adobe Premiere Pro CC Classroom in a Book (2017 Release)** - Maxim Jago  
2017-02-13

Creative professionals seeking the fastest, easiest, most comprehensive way to learn Adobe Premiere Pro CC (2017 release) choose Adobe Premiere Pro CC Classroom in a Book (2017 release) from Adobe Press. The 18 project-based lessons in this book show users step-by-step the key techniques for working in Premiere Pro. Learn to edit video in Adobe Premiere Pro CC 2017 and get the most out

of your workflow. Take a project from beginning to end and learn to organize media, add audio, create transitions, produce titles, and add effects. Take your projects further by sweetening and mixing sound, compositing footage, adjusting color, using advanced editing techniques, managing projects, working with 360 video for VR headsets, exporting, and much more. The online companion files include all the necessary assets for readers to complete the projects featured in each chapter as well as ebook updates when Adobe releases new features for Creative Cloud customers. All buyers of the book get full access to the Web Edition: a Web-based version of the complete ebook enhanced with video and interactive multiple-choice quizzes. As always with the Classroom in a Book, Instructor Notes are available for teachers to download.

[Adobe Photoshop CS6 Classroom in a Book](#) - Brie Gyncild 2012

Provides a series of lessons on the basic concepts, tools,

techniques, and features of using Adobe Photoshop CS6, covering such topics as selection tools, layers, masks and channels, typographic design, vector drawing, editing video, Mixer Brush, and 3D images.

**Learn Adobe After Effects CC for Visual Effects and Motion Graphics** - Joe

Dockery 2019-03-15

Motion graphics are no longer just for movie and television screens. You now see motion graphics anywhere there's a moving image, including your desktop web browser, your smartphone, and on digital signage when you shop or travel. Creating motion graphics with Adobe After Effects can enhance your value as a creative professional. Learn Adobe After Effects CC by building cool creative projects that teach you how to: Apply and customize effects and layer styles, and use animation presets to apply pre-built animations and effect combinations Achieve advanced effects quickly using techniques such as green

screen background removal, masking, speed changes, motion tracking, and animation in 3D space Animate individual layers of still graphics imported from Adobe Photoshop and Adobe Illustrator Animate text, including changing type size, letter spacing, rotation, and color over time, and flowing text along a path Create a set of visually consistent intro videos for a social media platform, while practicing efficient production techniques Export a motion graphics composition once and render multiple versions for different delivery media (such as television, web sites, and smartphones) This study guide uses over 7 hours of video integrated with text to help you gain real-world skills that will get you started in your career in motion graphics. It lays the foundation for taking the Adobe Certified Associate (ACA) certification exam and helps prepare you for an entry-level position in a competitive job market.

**Adobe After Effects CC -**

Mark Christiansen (Visual effects specialist) 2013  
Contains 14 lessons that cover the basics, providing countless tips and techniques to help you become more productive with the program. You can follow the book from start to finish or choose only those lessons that interest you.

[Adobe After Effects CS6 Visual Effects and Compositing Studio Techniques](#) - Mark

Christiansen 2012-08-08

This is the only book to focus exclusively on the creation of visual effects for After Effects, and is a one-stop resource for anyone who wants in-depth explanations that demystify the realm of visual effects and how they were created, thanks to veteran author Mark Christiansen's friendly and accessible style. A thoroughly packed, informative read, this masterful guide focuses on explaining the essential concepts, features, and techniques that are key to creating seamless movie-quality visual effects. Users who are comfortable with After Effects will find a helpful

review of the fundamentals—managing footage, viewing and editing layers, animating type, and more—so they can learn how to work smarter and more efficiently. Readers of all levels will learn core techniques for effects compositing including color matching, keying, rotoscoping, motion tracking, emulating the camera, and concluding with using expressions in After Effects, written by contributor and expert Dan Ebberts. The final section of the book delves into creative explorations, demonstrating professional effects that readers might want to re-create. ∫ Readers will also find comprehensive coverage of all that's new in CS6, including variable mask feathering, Rolling Shutter Repair, Camera Tracker, and the new ray-traced 3D rendering engine which allows users to quickly design in 3D space. ∫ Included with the book are files used for many of the techniques in the book: Sample clips and projects include HD footage from Pixel Corps and

Artbeats, as well as demos of plug-ins that you can use to experiment with in your own effects. 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. [Handbook on Constructing Composite Indicators: Methodology and User Guide](#) - OECD 2008-08-22  
A guide for constructing and

using composite indicators for policy makers, academics, the media and other interested parties. In particular, this handbook is concerned with indicators which compare and rank country performance.

**Adobe After Effects Classroom in a Book (2021 Release)** - Lisa Fridsma  
2021-01-06

This book contains 15 lessons that cover the basics and beyond, providing countless tips and techniques to help you become more productive with the program. Learn how to create, manipulate, and optimize motion graphics for film, video, DVD, the web, and mobile devices.

**Duik Bassel - User Guide** - Nicolas Dufresne

**Adobe After Effects 5.0** - 2002

Explains how to use the multimedia animation program to manage layer speed, transition, create templates, animate backgrounds, and import movies.

[Adobe Audition CC Classroom in a Book](#) - Adobe Creative

Team 2018-10-30

The fastest, easiest, most comprehensive way to learn Adobe Audition CC Classroom in a Book®, the best-selling series of hands-on software training workbooks, offers what no other book or training program does—an official training series from Adobe, developed with the support of Adobe product experts. Adobe Audition CC Classroom in a Book contains 17 lessons that cover the basics and beyond, providing countless tips and techniques to help you become more productive with the program. You can follow the book from start to finish or choose only those lessons that interest you. Purchasing this book includes valuable online extras. Follow the instructions in the book’s “Getting Started” section to unlock access to:

- Downloadable lesson files you need to work through the projects in the book
- Web Edition containing the complete text of the book, interactive quizzes, videos that walk you through the lessons step by step, and updated

material covering new feature releases from Adobe. What you need to use this book: Adobe Audition CC software, for either Windows or macOS. (Software not included.) Note: Classroom in a Book does not replace the documentation, support, updates, or any other benefits of being a registered owner of Adobe Audition CC software.

*After Effects CS4 for Windows and Macintosh* - Antony Bolante 2008-12-12

Here to get filmmakers, Web designers, broadcasters, and digital artists of all kinds up to speed on After Effects CS4—and in time to meet their next deadline—is everyone's favorite task-based guide. Through step-by-step instructions, enhanced by tips, sidebars, and plenty of visual aids, veteran video editor Antony Bolante shows readers how to effectively and efficiently import and manage footage, view and edit layers, apply effects, animate type, and more. They'll learn about key features with real world examples of how and when

features should be used, including what's new in After Effects CS4: the addition of Imagineer System's Mocha for Adobe After Effects, which allows users to do motion tracking for difficult shots; the ability to export rich media compositions from After Effects to Adobe Flash; searchable timelines and projects, plus easier composition navigation; the ability to import Photoshop 3D layers; independent keyframing of X, Y, and Z axis positions; the new Cartoon effect for creating an animated look to live footage; and many more enhancements.

**UI Animations with Lottie and After Effects** - Mireia Alegre Ruiz 2022-06-30

Understand and develop immersive animations along with animated stickers for Telegram using Bodymovin, After Effects and LottieFiles and integrate them in your React Native apps using this color guide to UI animations. Key Features Explore key principles of storytelling, 2D digital animation, and design thinking. Create animations in

After Effects, learn how to export them with both Bodymovin and LottieFiles plugins, and tweak them using the LottieFiles platform

Understand how to implement Lottie animations with React Native

Book Description Lottie is a small and scalable JSON-based animation file.

LottieFiles is the platform where Lottie animations can be uploaded, tested, and shared. By combining the LottieFiles plugin and the LottieFiles platform, you'll be able to create stunning animations that are easy to integrate in any device. You'll also see how to use the Bodymovin plugin in After Effects to export your animation to a JSON file.

The book starts by giving you an overview of Lottie and LottieFiles. As you keep reading, you'll understand the entire Lottie ecosystem and get hands-on with classic 2D animation principles. You'll also get a step-by-step guided tour to ideate, sketch for storytelling, design an icon that will fulfill the needs and expectations of users based on

UX, and finally animate it in Adobe After Effects. This will help you get familiar with the After Effects environment, work with vector shape layers, create and modify keyframes using layer properties, explore path and mask features, and adjust timing easily to create professional-looking animations. By the end of this animation book, you'll be able to create and export your own Lottie animations using After Effects and implement them in mobile apps using React Native. You'll also have an understanding of 2D animation best practices and principles that you can apply in your own projects. What you will learn

Get started with Lottie and integrate animations either by creating them from scratch or by downloading them through LottieFiles

Explore the key principles of 2D classic animation

Understand the basics to create your first animation using After Effects

Export your animations into Lottie JSON files through Bodymovin

Integrate your very first Lottie icon animation



inside your React Native app Control your animation within the app through React APIs, while exploring best practices and common pitfalls Who this book is for This book is for developers and engineers who are already familiar with React Native, as well as UX and UI designers who want to create their own animations and integrate them with their platforms through React Native. Basic knowledge of JavaScript programming is assumed. Beginner-level illustration skills are also preferred, although not necessary.

**After Effects Expressions** - Marcus Geduld 2013-07-18 Put the power of Expressions to work in your animations with controls and efficiencies impossible to achieve with traditional keyframing techniques. No programming skills are required. Foundation concepts and skills orient the new designer and serve as a handy reference to the experienced one. Basics of creating expressions, variables, commands, and expression

helpers precede the leap into javascript and math essentials for more advanced expressions that include randomness, physical simularions and 3D. Full color illustrations display the scripts and the resulting effects, pickwhip techniques, and sequential animations. Downloadable companion files include Quicktime movies of the demo animations, and AE project files that permit you to examine the Expressions. Extensive notes are provided to aid you in implementing the extensive library of Expressions available for your use on Adobe LiveDocs. The Immortal Life of Henrietta Lacks - Rebecca Skloot 2010-02-02 #1 NEW YORK TIMES BESTSELLER • “The story of modern medicine and bioethics—and, indeed, race relations—is refracted beautifully, and movingly.”—Entertainment Weekly NOW A MAJOR MOTION PICTURE FROM HBO® STARRING OPRAH WINFREY AND ROSE BYRNE • ONE OF THE “MOST

INFLUENTIAL” (CNN),  
“DEFINING” (LITHUB), AND  
“BEST” (THE PHILADELPHIA  
INQUIRER) BOOKS OF THE  
DECADE • ONE OF  
ESSENCE’S 50 MOST  
IMPACTFUL BLACK BOOKS  
OF THE PAST 50 YEARS •  
WINNER OF THE CHICAGO  
TRIBUNE HEARTLAND PRIZE  
FOR NONFICTION NAMED  
ONE OF THE BEST BOOKS OF  
THE YEAR BY The New York  
Times Book Review •  
Entertainment Weekly • O: The  
Oprah Magazine • NPR •  
Financial Times • New York •  
Independent (U.K.) • Times  
(U.K.) • Publishers Weekly •  
Library Journal • Kirkus  
Reviews • Booklist • Globe and  
Mail Her name was Henrietta  
Lacks, but scientists know her  
as HeLa. She was a poor  
Southern tobacco farmer who  
worked the same land as her  
slave ancestors, yet her  
cells—taken without her  
knowledge—became one of the  
most important tools in  
medicine: The first “immortal”  
human cells grown in culture,  
which are still alive today,  
though she has been dead for

more than sixty years. HeLa  
cells were vital for developing  
the polio vaccine; uncovered  
secrets of cancer, viruses, and  
the atom bomb’s effects;  
helped lead to important  
advances like in vitro  
fertilization, cloning, and gene  
mapping; and have been  
bought and sold by the billions.  
Yet Henrietta Lacks remains  
virtually unknown, buried in an  
unmarked grave. Henrietta’s  
family did not learn of her  
“immortality” until more than  
twenty years after her death,  
when scientists investigating  
HeLa began using her husband  
and children in research  
without informed consent. And  
though the cells had launched  
a multimillion-dollar industry  
that sells human biological  
materials, her family never saw  
any of the profits. As Rebecca  
Skloot so brilliantly shows, the  
story of the Lacks family—past  
and present—is inextricably  
connected to the dark history  
of experimentation on African  
Americans, the birth of  
bioethics, and the legal battles  
over whether we control the  
stuff we are made of. Over the

decade it took to uncover this story, Rebecca became enmeshed in the lives of the Lacks family—especially Henrietta’s daughter Deborah. Deborah was consumed with questions: Had scientists cloned her mother? Had they killed her to harvest her cells? And if her mother was so important to medicine, why couldn’t her children afford health insurance? Intimate in feeling, astonishing in scope, and impossible to put down, *The Immortal Life of Henrietta Lacks* captures the beauty and drama of scientific discovery, as well as its human consequences.

### **Creating Motion Graphics with After Effects** - Chris Meyer 2013-02-11

After Effects CS5.5 Update: [/tv.adobe.com/show/after-effects-cs55-new-creative-techniques/](http://tv.adobe.com/show/after-effects-cs55-new-creative-techniques/) Chris and Trish Meyer have created a series of videos demonstrating how to use their favorite new and enhanced features in After Effects CS5.5. Virtually all of these videos use exercise files from *Creating Motion Graphics*

with After Effects (5th Edition for CS5) as their starting point, extending the usefulness of this book for its owners. These videos may be viewed for free on AdobeTV. \* 5th Edition of best-selling After Effects book by renowned authors Trish and Chris Meyer covers the important updates in After Effects CS4 and CS5 \* Covers both essential and advanced techniques, from basic layer manipulation and animation through keying, motion tracking, and color management \* The downloadable resources are packed with project files for version CS5, source materials, and nearly 200 pages of bonus chapters Trish and Chris Meyer share over 17 years of hard-earned, real-world film and video production experience inside this critically acclaimed text. More than a step-by-step review of the features in AE, readers will learn how the program thinks so that they can realize their own visions more quickly and efficiently. This full-color book is packed with tips, gotchas, and sage

advice that will help users thrive no matter what projects they might encounter. *Creating Motion Graphics 5th Edition* has been thoroughly revised to reflect the new features introduced in both After Effects CS4 and CS5. New chapters cover the revolutionary new Roto Brush feature, as well as mocha and mocha shape. The 3D section has been expanded to include working with 3D effects such as Digieffects FreeForm plus workflows including Adobe Repoussé, Vanishing Point Exchange, and 3D model import using Adobe Photoshop Extended. The print version is also accompanied by downloadable resources that contain project files and source materials for all the techniques demonstrated in the book, as well as nearly 200 pages of bonus chapters on subjects such as expressions, scripting, and effects. Subjects include: Animation Techniques; Layer Management; Modes, Masks, and Mattes; Mastering 3D Space; Text Animation; Effects & Presets; Painting and Rotoscoping; Parenting,

Nesting, and Collapsing; Color Management and Video Essentials; Motion Tracking and Keying; Working with Audio; Integrating with 3D Applications; Puppet Tools; Expressions; Exporting and Rendering; and much more.

**Compositing Visual Effects in After Effects** - Lee Lanier  
2015-11-19

Create vibrant visual effects with Adobe After Effects. Gain the tips, tricks, and applied knowledge you need to carry out essential visual effects tasks and bring your digital compositing to the next level. In *Compositing Visual Effects in After Effects*, industry veteran Lee Lanier covers all the common After Effects techniques any serious visual effects artist needs to know, combining the latest, professionally-vetted studio practices and workflows with multi-chapter projects and hands-on lessons. Engaging, full-color tutorials cover: Altering resolutions and frame rates Channel and color space manipulation Rotoscoping and masking Matchmoving and

motion tracking Keying green screen Working in the 3D environment and integrating 3D render passes Particle simulation Color grading and distressing Expressions and project management The companion website ([www.focalpress.com/cw/lanier](http://www.focalpress.com/cw/lanier)) features video image sequences, 3D renders, matte paintings, and other tutorial materials, allowing you to immediately apply the techniques taught in the book.

### **Adobe After Effects CC**

#### **Visual Effects and**

#### **Compositing** - Mark

Christiansen 2013

Covers the basics of Adobe After Effects, from color correction and keying to selection methods and motion tracking and provides tips and techniques to help readers become more productive with the program.

#### **After Effects** - Francois

Lefebvre 2018-10-15

#### WHAT IS AFTER EFFECTS?

One of the most used software Adobe Creative Cloud is probably the most popular collection of softwares amongst

creatives around the world. With millions and millions of users, Adobe After Effects might be one of their top programs, mostly used in the Media / Entertainment industry for Motion Graphics, Animation and Visual Effects, and with the ever expanding digital media demands, Adobe After Effects seems unbeatable and the number one go-to program for professionals and enthusiasts. WHO AM I? Everyone I am a motion graphics artist based in New York City, I have over a decade of experience working for major companies and brands such as Google, Amazon, Nike, Marvel, Paypal and WWE among them. My spectrum of expertise spans a wide range of digital/social media, broadcast, and studio design. But above all I'm a regular daily user of After Effects, which knows the concerns of the After Effects community and wants to help to add to the expansion of this huge, generous and super creative community. WHAT IS EXPRESSION? A simple language Expression is the

language that allows to program or link the properties in Adobe After Effects. This coding language is written in ExtendScript, developed by Adobe, and based on the JavaScript coding language. Trying to learn Expression can proved to be a laborious journey for a regular user, not because of the difficulty of the language but because all of the materials to learn it are spread everywhere or just outdated, it can be even more frustrating when the After Effects user has to leave the community to learn coding for After Effects through other coding sources such as JavasScript websites. I experienced this firsthand and when it came to learning Expression, you just can't find a precise answer where to start or a global approach, this book is exactly what I wish I had found. WHY A BOOK? A missing piece Expression is known, even to the experienced users, as the dark and mysterious place within the After Effects world, animators mainly understand keyframes. When you don't

know anything about coding in general, it can look scary and not accessible but believe me Expression is very logical and you just need to know a few terms to be able to write, read or decipher an expression; my goal is to lighten things up and what can seem complex, at the end is a very beautiful and simple tool that will bring harmony in creativity and boost the productivity, definitely a must for any After Effects user. Expression is still a written language so it's still easier to focus by learning it through reading rather than watching a video tutorial. The purpose of this book is to have a reference where to quickly search, learn, and review the terms necessary to use Expression in After Effects: Finally a real guide of how to learn Expression fast and easy, presented in a modern and minimalist way.

**Adobe After Effects CS4 Classroom in a Book** - Adobe Creative Team 2010-04-16  
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 mimics a real-world workflow - but one that readers tackle at their own pace. Contains all the lesson files and footage readers need to complete the lessons. 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.

**After Effects for Designers -**  
Chris Jackson 2018-01-03  
After Effects for Designers teaches design students, artists, and web, graphic, and interactive designers how to design, develop, and deploy motion design projects using Adobe After Effects. Author Chris Jackson balances fundamental aspects of time-based design with related techniques, and explores the principles of animation; composition and layout; visual hierarchy; typography; cinematic storytelling; 3D modelling; compositing, and

more. Each chapter contains unique, step-by-step project exercises that offer timesaving practical tips and hands-on design techniques, teaching readers how to effectively use the tools at their disposal in order to conceptualize and visualize creative solutions to their own motion design work. Readers will build professional-world examples in every chapter and, as a result, learn how to both design effectively using After Effects and practically apply these skills in client-based work. An accompanying companion website includes complete project files for the book's chapter exercises, and additional video tutorials.

**How to Cheat in After Effects** - Chad Perkins

2013-07-24

"How to Cheat in After Effects is an easy-to-follow book that lets you in on all of the little secrets to create those commonly needed effects with ease and speed. With clear pictures illustrating the step-by-step procedures, this is the perfect tool for the arsenal of

any After Effects user, from novice to advanced." - Michele Yamazaki, Vice President Marketing and Web Development Czarina, Toolfarm.com Compose eye-popping After Effects projects quickly and creatively with dozens of concise, step-by-step tutorials accompanied by vivid 4-color illustration. Covering features new to CS5 such as Freeform AE, Refine Matte, Roto Brush, and more, this book clearly explains how to perform advanced, typically time-consuming tasks in simplified, quick steps. \* Create an entire 3D planet scene from scratch \* Create true 3D text \* Make smoke, snow, rain, chocolate, molten gold, and more from scratch with particles \* Create animated growing vines \* Fake a tilt shift effect, and so much more The companion DVD includes project files allowing you to work alongside the exercises in the book, as well as QuickTime movies displaying the techniques shown in the book. Chad Perkins is an award winning



software trainer, as well as a filmmaker, musician, and visual effects artist. He is also the creator/owner of Movies and Computers (moviesandcomputers.com), which provides training in independent filmmaking. He is an Adobe Certified Instructor in After Effects, Photoshop, Illustrator, and Premiere. Chad is also the author of the book *The After Effects Illusionist* (Focal Press, 2009).

*The After Effects Illusionist* - Chad Perkins 2013-04-26

This cookbook contains recipe after recipe that allow you to harness the full power of the native plug-in effects in the After Effects application. In a step-by-step manner, author Chad Perkins guides you through the creation and application of each and every native plug-in effect available for use in the AE toolset. The book also shows you how each can be used optimally in your media project, when and why it makes sense to use each, and also how to combine multiple effects. From color correction effects to distortion effects to

stimulation effects and all in between, this book puts the full power of the AE plug-in effects in your hands. It shows you how to create, among others: - the shatter effect - the fractal noise effect - the glow effects - the Particle playground effect - the 3D Channel Extract effect - the Colorama effect

**After Effects Apprentice** -

Chris Meyer 2016-03-10

Whether you're new to After Effects and want to get up to speed quickly, or already a user who needs to become familiar with the new features, *After Effects Apprentice* was created for you. With 12 core lessons including a trio of projects combining After Effects with CINEMA 4D Lite, you'll learn how to tap this program's vast potential - whether you create motion graphics for network television, corporate communications, or your own projects. Fully updated to cover the major new features added in After Effects CC, this edition of the book presents a professional perspective on the most important features a motion

graphics artist needs to master in order to use After Effects effectively. You'll learn to creatively combine layers; animate eye-catching titles; manipulate 3D space; color key, track or rotoscope existing footage to add new elements; and use effects to generate excitement or enhance the realism of a scene. Easy to follow, step-by-step instructions guide you through the features, with explanations of the "why" instead of just the "how" behind each technique. You'll learn more than just the tools; you'll learn skills that you can immediately put to work expressing your own ideas in your productions.

#### USER LEVEL:

Novice-Intermediate Topics include how to:

- Animate, edit, layer, and composite a variety of media.
- Manipulate keyframes and the way they interpolate to create more refined animations.
- Use masks, mattes, stencils and blending modes to add sophistication to your imagery.
- Create, animate, and extrude text and shape layers.

Explore 3D space, including using CINEMA 4D Lite.

- Use tracking and keying to create special effects, such as replacing screen displays.

A companion website at [www.routledge.com/cw/meyer](http://www.routledge.com/cw/meyer) makes available for download all exercise source material and After Effects CC project files required to get the most out of this book.

*Adobe After Effects CC Classroom in a Book (2017 Release)* - Lisa Fridsma  
2016-12-22

Creative professionals seeking the fastest, easiest, most comprehensive way to learn Adobe After Effects CC (2017 release) choose Adobe After Effects CC Classroom in a Book (2017 release) from Adobe Press. The 14 project-based lessons in this book show users step-by-step the key techniques for working in After Effects. Learn how to create, manipulate, and optimize motion graphics for film, video, DVD, the web, and mobile devices. Gain hands-on experience animating text and images, customizing a wide

range of effects, tracking and syncing content, rotoscoping, and correcting color. Learn to create 3D content with both After Effects and Maxon Cinema 4D Lite (included with the software). The online companion files include all the necessary assets for readers to complete the projects featured in each chapter as well as ebook updates when Adobe

releases new features for Creative Cloud customers. All buyers of the book get full access to the Web Edition: a Web-based version of the complete ebook enhanced with video and interactive multiple-choice quizzes. As always with the Classroom in a Book, Instructor Notes are available for teachers to download.