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paperback. Book Condition: New. Ship out in 2 business day, And Fast shipping, Free Tracking number will be provided after the shipment.Paperback. Pub Date: November 2012 Pages: 507 Language: Chinese in Publisher: Beijing Joint Publishing Company 12th Five-Year Colleges and Universities animation game professional planning materials: Television Animation nonlinear editing and synthesis. in accordance with the syllabus requirements, film and television animation art and post-editing and synthesis technology closely. using side to explain the basics of post-editing and compositing. basic functions and principles. while familiar with the work of the software interface. editing tools. menu commands and function panel by 107 hands-on exercises and videos. travel films. feature films. Topics titles. logo animation. motion subtitles handwriting animation. music editor of the film and television titles. 3D effects. particles and blasting effects. motion tracking and stability effects. as well as Premiere Pro creative concepts and After Effects application of 27 selected cases from teaching first-and research. making reference to the flow chart and specific operating vivid system to explain the laws of art of film and animation Premiere Pro and After Effects nonlinear editing and compositing and software skills. injected fresh blood for the construction of animation teaching. The book consists of 20 chapters constitute. scientific structure. rich in content. explain easy to understand. a lot of hands-on exercises greatly reduces the learning curve. rich and typical examples of a few years of front-line research and teaching experience accumulated. also core knowledge and full simulation of actual combat. skills. specific requirements and ideas. is designed to allow students in the class will be able to appreciate the film. television. animation companies front-line staff to make fun of all kinds of film and television works. reader art quality and operational skills. inspiration and inspire students to professional crea

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