Blender Compositing and Post Processing

Mythravarun Vepakomma

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Learn the techniques required to create believable and stunning visuals with Blender Compositor

About This Book

- Explore Blender compositor to create spectacular visuals
- Make the most out of Blender's node-based compositing architecture
- Step-by-step guide full of practical examples

Who This Book Is For

This book is for digital CG artists looking to add photo realism and life to their footage. This book also assists technical CG artists in strategizing and implementing productive lighting. If you are new to Blender or compositing, this book will guide you step by step in gaining compositing skills.

What You Will Learn

- Explore color spaces and grading techniques
- Discover what goes in and out of Blender compositor
- Understand generic render passes and layers
- Work on advanced compositing techniques like relighting, texture mapping, and focusing
- Get to grips with keying, masking, and filtering techniques
- Grade using the Bezier curve
- Make the image more realistic using camera effects
- Import footage into the node editor

In Detail

Blender Compositing allows you to assemble and enhance an image (or movie). Using Composition nodes, you can glue two pieces of footage together and colorize the whole sequence all at once. You can enhance the colors of a single image or an entire movie clip in a static manner or in a dynamic way that changes over time (as the clip progresses).

Blender Compositing and Post Processing enables you to attain a firm grounding in order to arrive at a desired look of the film, with more ease and efficiency. You will also learn how to create and manage compositing flows that are effective and productive in meeting project deadlines.

Blender Compositing and Post Processing will take you through different compositing terminologies, concepts, and their implementations in Blender Compositions. You will indulge in procedural and practical illustrations on color space, image grading, relighting, and focusing.

This book is a one stop solution for you to attain state of the art compositing skills for creating mind blowing visuals and productive composites, using Blender compositor. By the end of the book you should have the confidence to tackle a complex shot from planning to polish.

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