

Index

Note to the Reader: Throughout this index **boldfaced** page numbers indicate primary discussions of a topic.

Symbols

- 2-D titling, 309–312
- 2 Views option, 46
- 3-D effects
 - for motion titling, 308
 - rubber planets. *See* rubber planets effect
- 3-D layers, 41
 - for 2-D titling, 309–312
 - camera motion for, 50–59
 - duplicating, 60–65
 - lights for, 46–49, 64–65
 - in motion, 42–43
 - parenting, 44–46
 - simulated, 226–231
 - for transitions, 341–344
- 3-D mattes, simulated, 226–231
- 3-D moving camera pans, 245–247
- 3-D transitions, 344–350
- 3-DMoney.aep file, 60
- 3-DText.aep file, 42
- 3DFilmText-320.mov file, 49
- 50mm Preset option, 51
- 55mm Faux Film plug-in
 - for noise, 207, 286, 290–291
 - in relocating locations, 210
- 720Noise.mov file, 203
- 720Noise-3.psd file, 291
- 747Airborne.mov file, 342, 345

A

- Action-Safe areas, 324
- Active Camera view, 316
- Add Noise filter, 286–287
- Add Overlay tool, 168, 174
- Alpha Bias setting, 166
- alpha channels, 299
- Alpha Matte option
 - for horizontal scanning titles, 320
 - for noise, 292
 - for transitions, 341, 345–346
- ambient light
 - 3-D layers, 49, 65
 - for camera, 59
 - for rubber planets effect, 110
- Ambrosia Software provider, 354
- Anchor Points
 - for 3-D layers, 43
 - in kinematics, 113–114
 - in rubber planets effect, 100–101, 108–109
 - for sudden stops, 93
 - for transitions, 342
- angles
 - in bouncing and falling effects, 98
 - for Drop Shadows, 19–20, 306
 - for leaf shadow lighting, 18–20
- animated GIF files, 7
- animation
 - camera layers, 56–58
 - cause and effect. *See* cause and effect
 - displacement maps, 329–332
 - exaggeration. *See* exaggeration
 - scene transition layers, 344–350

- Animation Files As Files option, 132
- Animation Frames As Files option, 8
- Animation palette, 5–6
- ArtBeats provider, 354
- aspect ratio for dynamic lower thirds, 324
- atmosphere effects, 217

B

- background layers, deleting, 4
- backgrounds
 - in motion, 213–219
 - in zMatte, 176
- backlit glow, 277–279
- balloon animation, 275–280
- BalloonColorProject.aep file, 275
- BarnBurnerProject.aep file, 299
- base color for shapes, 15
- Base Matte Black Point setting, 185
- Basketball_Small.psd file, 76
- Beach-Bird.psd file, 237
- Bevel And Emboss option
 - for leaf shadow, 19–20
 - for neon text, 15
 - in transferred layers, 30
- Bevel setting, 306
- Bevel style, 326–327
- Bezier curves, 105–107
- Bezier Masks, 281
- Bills.psd file, 60
- BillsBackground.psd file, 60
- Bird-BeachFlat.tif file, 234
- blue screen, 153–154. *See also* green screen
- blue-screen mattes. *See* garbage mattes
- blue-screen textures plug-in test, 186–189
- blue skies
 - plug-in test for, 183–186
 - zMatte for, 175
- BluescreenMatte.aep file, 133
- BluescreenMatte.psd file, 126
- BluescreenPostRoto.mov file, 133
- BluescreenPreRoto.mov file, 133
- blur
 - for depth of field, 281
 - directional. *See* Directional Blur filter
 - for distance, 275
 - for dynamic lower thirds, 328
 - for falling objects, 70, 72
 - in focus, 270, 275
 - Gaussian. *See* Gaussian Blur
 - in matching color, lighting, and focus, 273–274
 - for zoom effects, 240
- Blur Length Stopwatch and setting
 - for bouncing and falling effects, 98–99
 - for collisions, 76–77
 - for falling objects, 72
 - for inertia, 83
 - for lighting, 47
 - for recoil, 81
 - for rubber planets effect, 102, 106, 108–109
 - for sudden stops, 94
- books, 355
- Boris FX provider, 354
- BostonChurch.mov file, 339

- bouncing
 - exaggerating, 95–99
 - with gravity, 76–78
 - rubber planets effects. *See* rubber planets effect
- bouncy 3-D titles, 315–317
- boundaries of garbage mattes, 125–127
- bowl of popcorn animation, 85–89
- Branch.psd file, 50
- BreaMatteProject.aep file, 203
- brightness
 - in focus, 270
 - for green screen, 154
 - for smoke, 300–301
- brushes for rotoscoping, 142
- BSCompBG.psd file, 214
- BSMattePre.mov file, 141
- BurntWood.jpg file, 336
- BuyoutFootage.com provider, 354
- buzzing letters, 321–323

C

- Cabs.aep file, 247
- CabsLayers.psd file, 247
- camera pans, 245–247
- cameras
 - layers for
 - animating, 56–58
 - preparing, 52–56
 - lights for, 59–60
 - in motion, 50–59
 - motion paths for, 62–64
 - setting up, 51–52
- CarsRoto.mov file, 146, 148
- Casts Shadows option
 - for 3-D layers, 43–45, 64
 - for bouncy 3-D titles, 316
 - for camera, 55–56
 - for rubber planets effect, 112
 - for transitions, 346
- Casts Shadows Materials option, 61
- cause and effect, 69
 - combining techniques, 85–89
 - gravity
 - collisions with, 76–78
 - exaggerating, 95–99
 - freefall, 70–73
 - recoil with, 78–82
 - smooth landings, 74–75
 - inertia and friction, 82–84
- ChairDrag.aep file, 82
- ChairShadowSmall.psd file, 83
- chroma clean plates, 168–172
- chroma keying plug-ins
 - dvMatte Pro, 179–180
 - Keylight, 163–167
 - Primatte Keyer, 177–178
 - tests for
 - blue-screen textures, 186–189
 - blue skies, 183–186
 - one-click wonder, 181–183
 - Ultimatte AdvantEdge, 168–175
 - zMatte, 175–177
- chroma spill, removing, 165–167
- classic sudden stops, 92–95
- Clean Plate layers, 168–172
- Clip White Screen Matte setting, 166
- Clone Stamp tool
 - for displacement maps, 33
 - for extracting subjects from images, 236
 - for location matte painting, 193–195
 - for rotoscoping, 137, 142, 145
 - in simulated forward motion, 241–242
- CloseFireClip.mov file, 336
- cloth for green screen, 154

- clouds
 - from layers, 294–299
 - in motion titling effects, 308
 - moving, 296
 - in simulated forward motion, 241
 - in still mattes, 224–225
- Clouds filter
 - for clouds, 294
 - for displacement maps, 33, 37–38
 - for fog, 297
 - for foreground mattes, 217
- CloudsBlur720.jpg file, 34–35
- CoinStacks.psd file, 60
- collisions with gravity, 76–78
- color, 269
 - matching lighting and focus with, 273–274
 - for shapes, 15
- Color Balance setting, 273–274
- Color Blending Mode, 147–149
- Color Correct arrow, 177
- Color Correction settings, 188
- Color_Focus.aep file, 273
- Color Overlay
 - for leaf shadow, 19–20
 - in transferred layers, 30
- Color Picker, 297
- Color Saturation setting, 166
- colorizing old movies, 146–150
- comp windows
 - for 3-D layers, 46
 - for positioning layers, 29
- Complex_Popcorn.aep file, 88
- Compression Settings dialog box, 7–8
- Cone Angle setting
 - for bouncy 3-D titles, 316
 - for transitions, 346
- Cone Feather setting, 316
- Contour setting, 15
- contrast
 - in focus, 270
 - for green screen, 154
- Convert Vertex tool, 105
- Cowboy.jpg file, 293
- crop lines, 168
- curves
 - for masks, 282
 - for rubber planets effect, 105–107
- cycloramas for green screen, 155

D

- Darken Blending Mode
 - for garbage mattes, 126
 - for still cameras with moving subjects, 251
- Define Pattern option, 22
- delay
 - adjusting, 6
 - in bouncing and falling effects, 97
 - for leaf shadow, 21
 - for neon text, 18
- Delete Animation option, 140
- deleting
 - background layers, 4
 - rotoscoping, 137–141
- depth, 13–14
 - leaf shadow, 18–21
 - masks for, 281–282
 - neon text, 14–18
 - rolling eyes, 21–25
- depth of field
 - blur for, 281
 - in simulated 3-D layers, 230
- Desert Vista Time Lapse.mov file, 306
- Despill Bias setting
 - in Keylight, 166–167
 - for location matte painting, 202

- Detail Channel setting, 188
 - details
 - in relocating locations, 209–211
 - removing chroma spill from, 165–167
 - DFT 55mm Faux Film effect plug-in
 - for noise, 207, 286, 290–291
 - in relocating locations, 210
 - Difference Clouds filter, 37–38
 - Diffusion setting, 110
 - DigiComp paint, 155
 - Digital Anarchy provider, 354
 - Digital Film Tools provider, 354
 - Digital Video Producers Association (DVPA), 355
 - DinoCity.mov file, 259
 - Direction Stopwatch, 72
 - Directional Blur filter
 - for 3-D layers, 47
 - for bouncing, 98
 - for collisions, 76–77
 - for falling objects, 72, 98
 - for inertia, 83–84
 - for popcorn animation, 86
 - for recoil, 81
 - for rubber planets effect, 102, 106, 108–109
 - for still cameras with moving subjects, 252
 - for sudden stops, 94
 - Displacement Map Effect plug-in, 33
 - Displacement Map filter, 252
 - Displacement Map layer, 186–187
 - displacement maps, 32
 - applying, 34–37
 - creating, 33–34
 - for dynamic lower thirds, 329–332
 - masking and adjusting, 37–39
 - DistAirplaneProject.aep file, 270
 - distance
 - focus and light relationships to, 270–272
 - perspective and speed relationships to, 258–262
 - for water mass, 262–265
 - DistanceRelativity.mov file, 258
 - DistanceSpeed.mov file, 261
 - distortion
 - for background in motion, 216
 - for clouds, 296
 - dot-matrix style font, 309
 - drag, 82–84
 - drop shadows
 - for dynamic lower thirds, 326–327
 - for leaf shadow, 18–19
 - for motion titling effects, 306
 - for neon text, 17
 - in transferred layers, 30
 - dual-screen mode, 172
 - Duplicate Selected Frame option, 10
 - duplicating layers in motion, 60–65
 - dvGarage provider, 354–355
 - dvMatte Pro plug-in, 179–180
 - blue-screen textures test in, 188
 - blue skies test in, 185
 - one-click wonder test in, 183
 - DVPA (Digital Video Producers Association), 355
 - dynamic lower thirds, 323–324
 - animated displacement maps for, 329–332
 - layers in motion for, 332–333
 - static animated layers for, 327–329
 - static graphics for, 324–327
- ## E
- Earth in rubber planets effect, 99–103
 - Earth.psd file, 100
 - Ease High setting, 314
 - Ease In setting, 340
 - Ease Out setting, 231
 - Easy Ease In setting, 83, 237
 - Easy Ease Keyframe Assistant
 - for bouncing and falling, 96–97
 - for camera, 51, 57–58
 - for collisions, 76–77
 - for dynamic lower thirds, 328
 - for inertia, 83
 - for matching color, lighting, and focus, 274
 - for popcorn motion, 86
 - for recoil, 79, 81
 - for still cameras with moving subjects, 250, 252
 - for zoom effects, 238–240
 - Easy Ease Out setting
 - for simulated 3-D layers, 231
 - for transitions, 340
 - for zoom effects, 237
 - edges for rotoscoping, 142
 - Edit Original option, 29, 245
 - Effect Controls palette, 176
 - Effects Stopwatch and effects
 - for 3-D layers, 47
 - for popcorn animation, 86
 - for tweening, 11–13
 - in Ultimatte AdvantEdge, 168
 - Elevation setting, 264
 - embellishing on locations, 192–203
 - Emboss setting, 306
 - Emboss style, 326–327
 - environmental conditions for water surface, 262
 - Eraser tool
 - for extracting subjects from images, 234–235
 - for location matte painting, 195–196
 - for roto sequences, 137–140
 - for simulated forward motion, 241
 - exaggeration, 91
 - bouncing and falling, 95–99
 - kinematics, 112–119
 - rubber planets, 99
 - Earth, 99–103
 - lights in, 110–112
 - Mars, 103–106
 - moon, 107–108
 - Saturn, 108–110
 - sudden stops, 92–95
 - Export Animation Frames As Files dialog box, 8–9
 - Export Original dialog box, 7–8, 141
 - Export Original Document option, 18
 - exporting
 - from ImageReady, 7–9
 - for rotoscoping, 132
 - exposure
 - in lighting and transparency, 275–280
 - in old movies, 144
 - extracting subjects from images, 234–241
 - EyeBallAnim.psd file, 21
 - Eyedropper tool
 - with dvMatte Pro, 179–180
 - for garbage mattes, 126
 - with Keylight, 164, 166
 - eyes, rolling, 21–25
- ## F
- falling objects
 - bouncing, 95–99
 - with gravity, 70–73
 - field of view (FOV), 51
 - FieldBackground.psd file, 226
 - film. *See also* movies
 - grain in, 290–291
 - video noise in, 286–289
 - FilmReel.psd file, 42
 - Final Matte Gamma setting, 180
 - FireFighterClip.mov file, 336
 - flames, 300–301
 - flat text layer files, 309–310
 - flicker for neon text, 18

fluorescent lighting, 156
 fly-in zoom titling, 313–315
 flying letters, 321–323
 focus, 269
 distance and light relationships to, 270–272
 matching color and lighting with, 273–274
 fog, 294–299
 footage, resources for, 354–355
 Footbridge.psd file, 245
 FootbridgePan.aep file, 247
 forced depth of field, 230
 foreground mattes, 217–218
 Foreground setting, 176–177
 forward motion, simulated, 241–245
 FOV (field of view), 51
 frame delay, 6
 frames from Photoshop layers, 4–9
 freefall, 70–73
 friction, 82–84
 From Beginning To End option, 130
 FullertonMaster.psd file, 192

G

Gamma setting, 275
 garbage mattes, 123–124
 boundaries of, 125–127
 combined techniques for, 133
 dvMatte Pro for, 179
 in motion, 127–130
 for rotoscoping, 130–132, 141–143
 Gaussian Blur
 for backlit glow, 278
 for displacement maps, 33
 for distance, 275
 in focus, 270, 275
 for horizontal scanning titles, 319
 for masks, 281
 in matching color, lighting, and focus, 273–274
 in simulated 3-D layers, 228–231
 for smoke, 300–301
 for still cameras with moving subjects, 251
 Gaussian noise, 286
 GIF files, 7
 Global Angle setting, 306
 Global Light setting, 18
 glow
 backlit, 277–279
 for horizontal scanning titles, 320
 for neon effect, 14–17
 for rolling eyes, 23
 grain in film, 290–291
 graphics
 for dynamic lower thirds, 324–327
 extracting subjects from, 234–241
 Grass.jpg file, 50
 gravity
 in collisions, 76–78
 exaggerating, 95–99
 freefall, 70–73
 recoil with, 78–82
 smooth landings, 74–75
 grayscale displacement maps, 32
 applying, 34–37
 creating, 33–34
 masking and adjusting, 37–39
 green screen, 124
 vs. blue screen, 154
 lighting for, 154, 156–161
 materials for, 154–156
 Grid Size setting, 262–264
 gritty floor surface, 83
 guides
 for bouncing and falling effects, 95
 for collisions, 76
 for falling objects, 70
 for kinematics, 118

H

hang time
 in bouncing and falling effects, 96–97
 with gravity, 76–78
 Hard Light Blend Mode, 277
 HD_V-Rod.psd file, 92
 Healing brush, 236
 hiding layers, 88
 Highlight Mode, 22
 highlights test for plug-ins, 186–189
 hips in kinematics, 117–118
 History Brush tool, 139–140
 History palette, 139
 horizons, 205–207
 horizontal scanning titles, 318–321
 HorseStabilize.mov file, 144
 Hue-Saturation setting
 for backlit glow, 277
 in lighting, 275–276
 for luminance mattes, 338
 human figure characters, 112–119

I

Image Sequence option, 132, 145
 images
 for dynamic lower thirds, 324–327
 extracting subjects from, 234–241
 Images Only option, 7
 importing layers, 28
 inertia
 with friction, 82–84
 in sudden stops, 92
 Inner Glow setting, 15
 Inner Shadow setting, 30
 Input Black setting, 275
 Input White setting, 53–54
 Intensity setting
 for bouncy 3-D titles, 316
 for transitions, 346
 internal glow for text, 320

J

JF-NYC1.mov file, 222

K

key frames in tweening, 9
 Keyframe Velocity setting
 for bouncing and falling effects, 97
 for collisions, 76–77
 for popcorn animation, 86
 for recoil, 79
 in simulated 3-D layers, 231
 for still cameras with moving subjects, 250
 for zoom effects, 238
 Keylight plug-in, 163–167
 blue-screen textures test in, 186–187
 blue skies test in, 184
 for location matte painting, 202
 one-click wonder test in, 181
 KidsZoom.aep file, 226
 kinematics, 112–119
 Kino Flos light fixtures, 156

L

landings, smooth, 74–75
 Landscape Mode, 245
 Lasso tool
 for extracting subjects from images, 234
 for garbage mattes, 126

- Layer Style dialog box
 - for leaf shadow, 20
 - for neon text, 15–17
 - for rolling eyes, 22–24
 - layer transfers, 28–29
 - displacement maps for, 32
 - applying, 34–37
 - creating, 33–34
 - masking and adjusting, 37–39
 - with style effects, 30–32
 - layers
 - 3-D. *See* 3-D layers
 - clouds and fog from, 294–299
 - for colorizing old movies, 146–150
 - for dynamic lower thirds, 332–333
 - frames from, 4–9
 - hiding, 88
 - text. *See* text layers
 - titles from, 306–309
 - for transitions, 341–344
 - Layers As Files option, 132
 - leaf shadow, 18–21
 - Leaf1.psd file, 50
 - Leaf2.psd file, 50
 - Leaf3.psd file, 50
 - levels
 - for camera, 54
 - in exposure, 275–276
 - in lighting, 276
 - light and lighting, 269
 - for 3-D layers, 46–49, 64–65
 - for camera, 59–60
 - for depth, 13
 - distance and focus relationships to, 270–272
 - in exposure and transparency, 275–280
 - for green screen, 154, 156–161
 - matching color and focus with, 273–274
 - in motion, 18–21
 - for rubber planets effect, 110–112
 - light burst for horizontal scanning titles, 321
 - light glow for neon effect, 14–17
 - Lighten Blend Mode
 - for 2-D titling, 312
 - for smoke, 301
 - for still mattes, 225
 - Lighthouse.mov file, 339
 - LightMotion.mov file, 21
 - Link Merged option, 307
 - Liquify option
 - for moving clouds, 296
 - for smoke, 301–302
 - locations
 - matte painting, 192–203
 - relocating, 203–211
 - locked-off shots, 192–193
 - loops
 - animation, 12–13
 - noise, 286–289
 - LoungeGuy_MED.MOV file, 136
 - lower thirds, 323–324
 - animated displacement maps for, 329–332
 - layers in motion for, 332–333
 - static animated layers for, 327–329
 - static graphics for, 324–327
 - luma information for green screen, 154
 - Luma Matte, 336–337
 - for luminance mattes, 336–338
 - for smoke, 300–301
 - luminance mattes, 336–338
 - LuminanceMatteProject.aep file, 336
- M**
- Magic Wand tool, 223
 - Make Frames From Layers option, 4, 140, 287
 - maps, displacement, 32
 - applying, 34–37
 - creating, 33–34
 - for dynamic lower thirds, 329–332
 - masking and adjusting, 37–39
 - Mars in rubber planets effect, 103–106
 - Mars.psd file, 100
 - Mask Expansion setting
 - for backlit glow, 279
 - for horizontal scanning titles, 320
 - Mask Feather setting
 - for backlit glow, 279
 - for horizontal scanning titles, 320
 - Mask Pen tool
 - for location matte painting, 202
 - for running water, 209
 - for skies, 205–206
 - masks
 - for backlit glow, 279
 - for depth, 281–282
 - for displacement maps, 37–39
 - for horizontal scanning titles, 320
 - for motion, 200–203, 222–226
 - mass
 - size and speed relationships to, 259–260
 - water, and distance, 262–265
 - Master Comp view, 346
 - Master Lightness setting, 338
 - Master Saturation setting, 277
 - matching color, lighting, and focus, 273–274
 - Material Options setting
 - for 3-D layers, 43–44
 - for camera, 55–56
 - for rubber planets effect, 112
 - for transitions, 346
 - matte paintings
 - motion, 213
 - for 3-D mattes and layers, 226–231
 - for background in motion, 213–219
 - for masks and mattes in motion, 222–226
 - static, 191
 - for embellishing locations, 192–203
 - for relocating locations, 203–211
 - Matte Sponge, 178
 - mattes
 - 3-D, 226–231
 - garbage. *See* garbage mattes
 - luminance, 336–338
 - in motion, 222–226
 - painting. *See* matte paintings
 - rotoscoping, 141–143
 - Max Horizontal Displacement setting, 186
 - Max Vertical Displacement setting, 186
 - Merge Down option, 137
 - Merge Layers option, 31
 - Merge Linked option, 137–139
 - MGLA (Motion Graphics Los Angeles), 355
 - midtone markers, 33
 - mist, 297–299
 - Monochromatic filter, 286
 - moon in rubber planets effect, 107–108
 - Moon.psd file, 100
 - motion
 - background, 213–219
 - camera, 50–59
 - forward, 241–245
 - light in, 18–21
 - patterns in, 21–25
 - static layers in, 32–39
 - styles in, 14–18
 - tweening, 10–11
 - motion blur
 - for 3-D layers, 47–48
 - for bouncing and falling effects, 99
 - for bouncy 3-D titles, 317
 - for dynamic lower thirds, 328

- for falling objects, 72
- for inertia, 83
- for recoil, 81
- for rubber planets effect, 102, 106, 108
- for still cameras with moving subjects, 248, 252–253
- for sudden stops, 94–95
- motion drag, 82–84
- Motion Graphics Los Angeles (MGLA), 355
- motion layers, masking, 200–203
- motion matte painting, 213
 - for 3-D mattes and layers, 226–231
 - for background in motion, 213–219
 - for masks and mattes in motion, 222–226
- motion paths
 - for cameras, 62–64
 - for garbage mattes, 128–129
- motion titling, 305
 - 2-D, 309–312
 - dynamic lower thirds, 323–324
 - animated displacement maps, 329–332
 - layers in motion, 332–333
 - static animated layers, 327–329
 - static graphics, 324–327
 - from layers, 306–309
 - text layers, 312–313
 - bouncy 3-D, 315–317
 - buzzing letters, 321–323
 - fly-in zoom, 313–315
 - horizontal scanning, 318–321
- MotionTweening.psd file, 10
- motorcycle sudden stops, 92–95
- Move All Attributes Into The New Composition option, 35
- movies
 - colorizing, 146–150
 - luminance mattes from, 336–338
 - stabilizing and rotoscoping, 144–146
 - from stills, 233
 - 3-D moving camera pans, 245–247
 - extracting subjects from images, 234–241
 - simulated forward motion with zoom effects, 241–245
 - still cameras with moving subjects, 247–253
- MovieText.psd file, 42
- moving camera pans, 245–247
- moving clouds, 296
- moving layers for zoom effects, 237–241
- moving subjects, still cameras with, 247–253
- Multiply Blend Mode
 - for background in motion, 219
 - for dynamic lower thirds, 331
 - for location matte painting, 202
 - for noise, 289
 - for rolling eyes, 23
 - for running water, 209

N

- names for layers, 28
- NAPP (National Association of Photoshop Professionals), 355
- neon text, 14–18
- noise, 285
 - 55mm Faux Film plug-in for, 207, 286, 290–291
 - for background in motion, 219–220
 - in film, 286–289
 - in location matte painting, 202–203
 - for rolling eyes, 23
 - for still cameras with moving subjects, 250–251
 - TV, 291–293
- Noise.mov file, 219
- Normal Blend Mode
 - for colorizing old movies, 147
 - for motion titling effects, 308
 - for neon text, 16
- NTSC DV settings, 324–325
- NYC1-Stablz-Project.aep file, 222

O

- Offset filter, 33
- Offset rate for buzzing letters, 323
- old movies
 - colorizing, 146–150
 - stabilizing and rotoscoping, 144–146
- one-click wonder plug-in test, 181–183
- opacity
 - for 2-D titling, 312
 - for background in motion, 219–221
 - for backlit glow, 278–279
 - for buzzing letters, 322
 - for dynamic lower thirds, 329
 - for fly-in zoom titling, 314–315
 - for fog, 298
 - for horizontal scanning titles, 321
 - for location matte painting, 194–195
 - for motion titling effects, 308
 - for neon text, 15–17
 - for noise, 289, 292–293
 - for rolling eyes, 22
 - for smoke, 301
 - for smooth landings, 74
- Open New Composition option, 35
- OR_HighwayFlat.tif file, 241
- OrangeSlicedSmall.psd file, 70
- organizations, 355
- Outer Glow option
 - for neon text, 16
 - for rolling eyes, 23
- Output to Matte option, 176
- Output White level setting, 275

P

- paint for green screen, 155
- Paint On Transparency option, 339
- Paint palette, 339
- Paintbrush tool, 141–142
- painting
 - matte. *See* matte paintings
 - transitions, 339–341
- PaintTransProject.aep file, 339
- paper airplanes, 74–75
- PaperAirplane.psd file, 74
- Parent option in kinematics, 114
- parenting layers, 44–46
- paths
 - for cameras, 62–64
 - for garbage mattes, 128–129
 - for zoom effects, 238
- Pattern library, 22
- Pattern Overlay option
 - for leaf shadow, 19
 - for rolling eyes, 23–24
- patterns in motion, 21–25
- peeling paint illusion, 198
- Perspective option and perspective
 - for background in motion, 215–216
 - distance and speed relationships to, 258–262
 - for location matte painting, 196
 - for motion titling effects, 307
 - in simulated forward motion, 241
- Photoshop layers, frames from, 4–9
- PhotoSpin.com provider, 354
- pineapple bouncing and falling effects, 95–99
- Pineapple.psd file, 95
- PineappleJump-320.mov file, 98
- Pixel Aspect Ratio Correction option, 325–326
- PlanetProject.aep file, 99
- planets, rubber, 99
 - Earth, 99–103
 - lights in, 110–112

- Mars, 103–106
 - moon, 107–108
 - Saturn, 108–110
 - Playback controls for tweening, 11
 - playback speed, 6
 - plug-ins
 - dvMatte Pro, 179–180
 - Keylight, 163–167
 - for lighting, 279–280
 - Primatte Keyer, 177–178
 - resources for, 354–355
 - tests for
 - blue-screen textures, 186–189
 - blue skies, 183–186
 - one-click wonder, 181–183
 - Ultimatte AdvantEdge, 168–175
 - zMatte, 175–177
 - PMS colors, 155–156
 - Point Of Interest circle, 51, 59
 - popcorn animation, 85–89
 - PopcornLayers.psd file, 86
 - portability for green screen, 154–155
 - Position Stopwatch and positioning
 - for 2-D titling, 310
 - for 3-D layers, 47, 64–65, 228–230
 - for backlit glow, 278
 - for bouncing and falling effects, 96
 - for bouncy 3-D titles, 316
 - for camera, 51, 57
 - for clouds, 294–295
 - for collisions, 76
 - for colorizing old movies, 148–150
 - for dynamic lower thirds, 324–325, 328
 - for green screen subjects, 158
 - for horizontal scanning titles, 321
 - for inertia, 83
 - for layers, 29
 - for luminance mattes, 337–338
 - for popcorn animation, 86
 - for recoil, 79
 - for rubber planets effect, 100, 103–104, 107, 109
 - for smoke, 301–302
 - for still cameras with moving subjects, 250
 - for transitions, 342
 - pre-compositions, 35–36
 - previewing
 - in default browsers, 4–6
 - displacement maps, 35–37
 - tweening, 11
 - in Ultimatte AdvantEdge, 172
 - Primary Matte arrow, 176
 - Primatte Keyer plug-in, 177–178
 - blue-screen textures test in, 189
 - blue skies test in, 186
 - one-click wonder test in, 183
 - production composition, 173–175
 - Psunami plug-in, 203–204
 - for running water, 208–209
 - for water mass, 262–265
 - Psunami-test1.mov file, 262
 - Psunami-test2.mov file, 264
 - Psunami-test3.mov file, 264
 - Psunami-test4.mov file, 265
 - Psunami-test5.mov file, 265
 - puzzle file, 344–350
- Q**
- QuickTime movies
 - for rotoscoping, 130
 - saving animations as, 7
- R**
- Radial Blur filters, 332
 - RAM Preview option, 35–37
 - Range Selector animator, 318
 - Range Selector Start percentage Stopwatch, 314
 - Range text animator, 313
 - for buzzing letters, 321
 - fly-in zoom titling, 313
 - Ray Length setting, 279
 - RE:Vision Effects provider, 354
 - recoil with gravity, 78–82
 - Red Giant Software provider, 354
 - RedBarn-Corn-ShortClip.mov file, 299
 - Reflect.jpg file, 37
 - Reload Footage option, 29, 245
 - relocating locations, 203–211
 - Remove Overlay tool, 168, 174
 - Remove Spill tool, 174
 - removing
 - background layers, 4
 - chroma spill from details, 165–167
 - rotoscoping, 137–141
 - resolution in simulated 3-D layers, 229
 - resources, 353–355
 - restoring old movies, 144–146
 - Reverse Frames option, 12–13
 - RF108.mov file, 299
 - RF108M.mov file, 299
 - rolling eyes, 21–25
 - rotation
 - for bouncy 3-D titles, 316
 - for falling objects, 71–72
 - in kinematics, 114–117
 - for layers, 55–56
 - for popcorn animation, 86
 - for recoil, 79
 - for smooth landings, 75
 - for text, 45
 - for transitions, 341–343
 - Rotation Stopwatch, 57
 - Rotation tool, 55, 57
 - rotoscoping, 135
 - blue-screen matte, 141–143
 - for old movies
 - colorizing, 146–150
 - restoring, 144–146
 - preparing for, 130–132
 - removing, 137–141
 - sequences for, 136
 - rubber planets effect, 99
 - Earth, 99–103
 - lights in, 110–112
 - Mars, 103–106
 - moon, 107–108
 - Saturn, 108–110
 - rulers
 - for bouncing and falling effects, 95
 - for collisions, 76
 - for falling objects, 70
 - in kinematics, 118
 - running water, 208–209
- S**
- Sample Backing Eyedropper, 168, 171, 173
 - Saturation setting
 - in lighting, 275–277
 - in zMatte, 188
 - Saturn in rubber planets effect, 108–110
 - Saturn.psd file, 100
 - Save Optimized As option, 7
 - Scale Stopwatch
 - for bouncing and falling effects, 96–97
 - for horizontal scanning titles, 320–321
 - for rubber planets effect, 100–101
 - scaling
 - for 3-D layers, 228–230
 - for bouncing and falling effects, 96–97
 - for colorizing old movies, 148–150

- for fly-in zoom titling, 313
- for fog, 298
- for horizontal scanning titles, 320–321
- for location matte painting, 193–195
- for luminance mattes, 337–338
- for rubber planets effect, 100–101, 103–105, 107, 109
- for simulated forward motion, 243–244 and speed. *See* speed
- for still cameras with moving subjects, 250
- for zoom effects, 237–239
- scene transitions, 335
 - 3-D layers for, 341–344
 - animating layers for, 344–350
 - luminance mattes from movies, 336–338
 - painting, 339–341
- Screen Balance setting, 167, 184
- Screen Blend Mode
 - for background in motion, 221
 - for backlit glow, 279
 - for clouds, 294
 - for foreground mattes, 217
 - for location matte painting, 198
 - for masks, 282
 - for still cameras with moving subjects, 252
- Screen Strength setting
 - in Keylight, 167
 - for location matte painting, 202
- Select All Frames option, 4, 6
- sequences for rotoscoping, 136
- Set Marker option, 128
- shading for depth, 13
- Shadow Blue Balance setting, 273
- Shadow Darkness setting
 - for 3-D layers, 45, 64
 - for bouncy 3-D titles, 316
 - for rubber planets effect, 110
- Shadow Diffusion setting, 45, 64
- Shadow Mode, 22
- Shadow Stopwatch, 59
- shadows
 - for 3-D layers, 45, 64
 - for bouncy 3-D titles, 316
 - for camera, 59
 - for dynamic lower thirds, 326–327
 - for leaf, 18–21
 - for motion titling effects, 306
 - for neon text, 17
 - plug-ins test for, 186–189
 - for rubber planets effect, 110
 - for smooth landings, 74
- Shift Center option, 35
- Shift Pixels brush, 301
- Shine plug-in, 275, 279
- shoulders in kinematics, 117
- Silhouette Luma Blend Mode, 301
- simulations
 - 2-D titling, 309–312
 - 3-D mattes and layers, 226–231
 - forward motion, 241–245
- size, mass and speed relationships to, 259–260
- Skeleton_Practice.aep file, 113, 116
- SkeletonProject1.aep file, 117
- SkeletonProject2.aep file, 117
- SkeletonSmall.psd file, 113
- skew
 - for background in motion, 216
 - for bouncing and falling effects, 298
 - in location matte painting, 195
 - for rubber planets effect, 101–102
 - for sudden stops, 93–95
- Skew stopwatches
 - for bouncing and falling effects, 98
 - for sudden stops, 93–95
- skies
 - adding, 205–207
 - mattes for, 222–226
 - plug-in test for, 183–186
- SkyClouds.mov file, 342, 345
- SkyWalker_Comp.aep file, 214
- Small-LargeDinos.mov file, 260
- SmartSound provider, 354
- smoke, 299–302
- Smoke.tif file, 301
- smooth landings, 74–75
- Smoothness setting, 262
- Softness Black Point setting, 180
- softness in dvMatte Pro, 180
- speed, 257
 - distance and perspective relationships to, 258–262
 - for fly-in zoom titling, 314
 - size and mass relationships to, 259–260
 - time-lapse footage, 265–267
 - water mass, 262–265
- speed-up effects, 265–267
- Spill Sponge tool, 177
- split-screen mode, 172
- spotlights
 - for bouncy 3-D titles, 316
 - for camera, 59
 - for rubber planets effect, 110–111
 - for transitions, 346
- Stabilize Motion option, 145
- stabilizing old movies, 144–146
- Starglow plug-in, 275, 279
- Stars.psd file, 100
- Start Stopwatch, 318
- static graphics for dynamic lower thirds, 324–327
- static layers
 - in dynamic lower thirds, 327–329
 - in motion, 32–39
- static mattes
 - boundaries of, 125–127
 - painting, 191
 - for embellishing on locations, 192–203
 - for relocating locations, 203–211
- still mattes in motion, 224–226
- stills, movies from, 233
 - 3-D moving camera pans, 245–247
 - extracting subjects from images, 234–241
 - simulated forward motion with zoom effects, 241–245
 - still cameras with moving subjects, 247–253
- stock imagery resources, 354–355
- Streak Length setting, 279
- Stretch Factor setting, 259–260
- String.psd file, 79
- styles
 - layer transfers with, 30–32
 - in motion, 14–18
- subjects, extracting from images, 234–241
- sudden stops, 92–95
- Sun in rubber planets effect, 110–112
- swells for water surface, 262

T

- technical and training references, 355
- text
 - in 3-D layers, 44–46
 - neon, 14–18
 - for transferred layers, 31–32
- text layers, 312–313
 - bouncy 3-D titles, 315–317
 - fly-in zoom titling, 313–315
 - flying letters, 321–323
 - horizontal scanning titles, 318–321
- Text tool, 313, 315
- TheSwarm-Title.aep file, 321
- third-party plug-ins. *See* plug-ins
- time-lapse footage, 265–267
- Time Stretch setting
 - for scale and speed, 259–260
 - for skies, 206
 - for time-lapse footage, 265–267

- Time-Vary Stopwatch
 - for displacement maps, 35
 - for zoom effects, 237–238
 - TimeImage provider, 354
 - TimeLapse-Traffic1.mov file, 266
 - Timeline window, 29
 - timing for neon text, 18
 - Title-Safe areas, 324
 - titling, motion
 - 2-D, 309–312
 - dynamic lower thirds, 323–324
 - animated displacement maps, 329–332
 - layers in motion, 332–333
 - static animated layers, 327–329
 - static graphics, 324–327
 - from layers, 306–309
 - text layers, 312–313
 - bouncy 3-D, 315–317
 - buzzing letters, 321–323
 - fly-in zoom, 313–315
 - horizontal scanning, 318–321
 - Tools for Television provider, 354
 - Track Matte option
 - for dynamic lower thirds, 331
 - for horizontal scanning titles, 320
 - for masks, 223–224
 - for noise, 292
 - for relocating locations, 205
 - for smoke, 300–301
 - Track Matte Alpha option, 208
 - Tracker Controls palette, 145
 - transfers, layer, 28–29
 - displacement maps for, 32
 - applying, 34–37
 - creating, 33–34
 - masking and adjusting, 37–39
 - with style effects, 30–32
 - Transform options, 194
 - transitions, 335
 - 3-D layers for, 341–344
 - animating layers for, 344–350
 - luminance mattes from movies, 336–338
 - painting, 339–341
 - transparency
 - and exposure and lighting, 275–280
 - for noise, 292
 - Trapcode provider, 354
 - traveling down the road illusion, 243–244
 - tubing for neon effect, 14–16
 - TV noise, 291–293
 - TV.psd file, 292
 - Tween dialog box, 6, 10–12
 - tweening, 9
 - effects with, 11–13
 - motion, 10–11
 - for rolling eyes, 25
 - Twirl brush, 301
- ## U
- Ultimatte AdvantEdge plug-in, 168
 - blue-screen textures test in, 186–187
 - blue skies test in, 184
 - for chroma clean plates, 168–172
 - one-click wonder test in, 182
 - for production composition, 173–175
 - Ultimatte provider, 355
 - Use Global Light option, 13
- ## V
- vertical path for zoom effects, 238
 - Vertical Scale setting, 262–263
 - video noise in film, 286–289
- ## W
- Walker Effects provider, 355
 - WalkingBlueScreen.mov file, 125–126
 - Warp Text dialog box, 11–12
 - water, adding, 208–209
 - Water.jpg file, 32–34, 36
 - water mass and distance, 262–265
 - Water-Matte.mov file, 265, 291
 - WaterMassProject.aep file, 262
 - weight, size and speed relationships to, 259–260
 - Wiggly text animator, 313
 - for bouncy 3-D titles, 315–316
 - for buzzing letters, 321
 - for horizontal scanning titles, 318
 - wind for water surface, 263–264
 - Work Areas, 129–130
 - wrap around
 - in 2-D titling, 311–312
 - for displacement maps, 33
- ## Y
- yo-yo image, 78–82
 - YoYoLayersSmall.psd file, 78
- ## Z
- Z-axis Anchor Point setting, 43
 - zMatte plug-in, 175–177
 - blue-screen textures test in, 188
 - blue skies test in, 184–185
 - one-click wonder test in, 182
 - zoom effects
 - forward motion with, 241–245
 - moving layers for, 237–241
 - titling, 313–315