

## Reading Guide #6 - Fluid Frames Digital Effects 1 - Compositing 101

### Adding Color & Combining Techniques pp. 93-118

1. When it comes to sand, post-production should be a \_\_\_\_\_ based on how you want your final work to look.
2. Layering can be done in-camera with a \_\_\_\_\_, or it can be done digitally by shooting sequences separately and \_\_\_\_\_ them together.
3. Describe the three options the author describes for using layers *to animate a character walking through a landscape*.

**Option 1.**

**Option 2.**

**Option 3.**

4. Blending modes control how each layer \_\_\_\_\_ with layers beneath it.
5. The \_\_\_\_\_ and \_\_\_\_\_ blending modes work best with high-contrast footage and strong silhouette shapes.
6. When there is too much movement in the footage to realistically use the \_\_\_\_\_, another useful compositing technique is \_\_\_\_\_.
7. What are the two main problems to overcoming in color keying sand footage and how do you fix them?

**Problem 1.**

**Problem 2.**

8. Before digital workflow, the only way to add color was by using \_\_\_\_\_ or \_\_\_\_\_ and filters.
9. What techniques were combined to make the following three animated projects. Elaborate on at least one process.

**Christmas Greeting *Heart of the World?***

**Three Scenarios in Which Hanna Grows Tall**

**Vezo**