The Art and Technique of Matchmoving: Solutions for the VFX Artist

By Erica Hornung

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Matchmoving has become a standard visual effects procedure for almost every situation where live action materials and CG get combined. It allows virtual and real scenes that have been composited together to seamlessly appear as though they are from the same perspective. This authoritative step-by-step guide from one of the best matchmovers in the business allows you to master this technique that has been called the foundation upon which all VFX work stands. Author Erica Hornung (sr. matchmover for Lord of the Rings: The Two Towers, Matrix: Revolutions, and more) imparts her techniques, tips, and wisdom from the trenches that will have you matchmoving like a true professional in no time.

Lessons in the most popular matchmoving software (Maya, Boujou, and others) are included, as well as tips and techniques for surveying on set, dolly moves, and operating nodal cameras. Individual chapters dedicated to object and character matchmoves show you how to matchmove for shadow casting, adding weapons and other objects, focusing on center of gravity, as well as complete CG character support.

The companion DVD includes Quicktime examples of techniques shown in the book, as well as project files that allow you to master these techniques yourself by working alongside the lessons featured in the text.

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Editorial Review

Review

"The definitive text on an under-appreciated, but yet fundamental, profession within the Visual Effects Industry.

This book makes clear and approachable what can be a very technical, sometime arcane, subject that sits on the edge between Movie Production and Movie Post-Production.

It's a must-read for anyone starting out in Visual Effects, but also contains an abundance of information that even seasoned VFX Professionals won't already know, but should." - Jake Morrison, Visual Effects Supervisor, Tooth Fairy, Fantastic Four: Rise of the Silver Surfer, Iron Man 2

"The Art and Technique of Matchmoving is a must-have reference for anyone beginning their VFX career -- it's not only a textbook on Matchmove, but a practical guide to everything that goes on in the strange and wonderful world of Visual Effects. Erica brings humor and experience to demystify Matchmove and all that springs from it. I've been in this business for 14 years and I learned a thing or two!" - Joanie Karnowski, Senior VFX Artist, G-Force, Beowulf, Spider-Man 3

"For anyone who wants to learn the art of matchmove, this book is a must read. Erica not only gives an overall look at what matchmove is and how it works, she makes it easy to understand. Her book is a new addition to my toolkit." Michael "Mac" Condro, Matchmover, Stuart Little 2, The Haunted Mansion, Spider-Man 2

From the Back Cover

This authoritative step-by-step guide from one of the best matchmovers in the business allows you to master the skill that is the foundation upon which all VFX work stands. Author Erica Hornung (Senior Matchmover on the Spider-Man series, Ghost Rider, and more) imparts her techniques, tips, and wisdom from the trenches that will have you matchmoving like a true professional in no time.

Featuring:

- Up close looks at different types of camera moves, practical advice for surveying on set, and valuable information about the inner workings of both film and video cameras
- A chapter on the author's specialty, character matchmove, shows you how to match character movements for the purpose of adding objects, shadow casting, or providing a framework for CG smoke and fire- an important matchmoving technique, and one where little instruction currently exists
- Detailed instructions on using various VFX software packages and character rig controls specifically from the matchmover's perspective

The companion DVD includes Quicktime examples of techniques shown in the book, and project files that allow you to master these techniques yourself by working alongside the lessons featured in the text.

- Master the fundamental VFX technique task of matchmoving with tips, techniques, tools, and workflow considerations from a seasoned professional
- Incorporate the real-world advice into your problem-solving arsenal
- In depth lessons on methods of CG set construction without set data, as well as information mining tips for matchmove

About the Author
Technical Director at Academy Award winning (most recently for The Golden Compass) Hollywood visual effects studio Rhythm and Hues. She was the VFX technical director on Spider-Man 3, and matchmover or senior matchmover on films such as Lord of the Rings: The 2 Towers, The Matrix Reloaded and The Matrix Revolutions, SpiderMan 2, Polar Express, and dozens of other blockbuster movies. Erica is also an adjunct professor at Art Institute Online, teaching matchmoving, compositing, and other VFX related courses.

Users Review

From reader reviews:

Jessie Nathan:

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John Casteel:

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Barry Bennett:

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