

Chapter 1 : Adobe SpeedGrade CC Classroom in a Book

Adobe SpeedGrade CC Classroom in a Book contains 10 lessons that cover the basics, providing countless tips and techniques to help you become more productive with the program. You can follow the book from start to finish or choose only those lessons that interest you.

Ideally, each clip within a scene of a movie should look like it was shot at the same time and in the same place. If the cinematographer was careful, there may not be much to do. However, any discrepancy in color or contrast between two clips that have been edited next to one another should be minimized, so the scene plays without any one clip being noticeable in a distracting way. Generally speaking, the process of balancing a scene is as follows. Play through the scene, choose a clip that is representative of how the scene should look, and grade it. You did this in the first exercise in this lesson when you adjusted the wide shot of the wizard. Copy that grade to as many clips that match it as possible to save yourself some work. Clips shot from the same angle with the same lighting ought to be an easy copy. Compare the main clip you graded to the other angles in the scene, such as reverse angles and close-ups, and adjust the other clips to match the first one you graded, either by using the Shot Matcher control or by manually adjusting the controls in the Look panel. You can compare clips by jumping between adjacent clips, by using Snapshots to compare a saved image with any other clip, or by using the two- or three-up Continuity Checker with multiple playheads. Each time you create a new matching grade between a new angle and the first one you graded, copy the new grade to as many matching clips as you can. As you work, keep in mind that the goal is to create a convincing match. You just need to match the overall look and feel of each clip. Move the playhead to the middle of clip 16 the third clip from the end. Press Command-right arrow Ctrl-right arrow. Then press Command-left arrow Ctrl-left arrow to jump the playhead between the first frames of this clip and the next one on the Timeline the wide shot. Flipping between two full-screen images can make it easier to spot overall differences. Move the playhead back to the middle of clip 16, turn off the All Timeline zoom control, and hold down Option Alt while scrolling to zoom the Timeline to a point where you can see the three clips immediately surrounding the playhead. Being zoomed into the Timeline will make it easier to position multiple playheads where you need them. Do one of the following: Click the 2-Up button, and then drag the second playhead that appears onto the next clip on the right. This is the speedy solution. Figure Command-drag Ctrl-drag the Move Playhead handle to the right of the playhead to pull a second playhead out, moving it to clip 17, the next clip to the right the wide shot. Depending on your monitor resolution, you may need to side-scroll to do this.

Chapter 2 : Adobe SpeedGrade CC Classroom in a Book, 1st, Adobe Creative Team | Buy Online at Pearson

Adobe SpeedGrade CC Classroom in a Book 1 Getting Started Adobe® SpeedGrade® CC is a professional color grading system that has support for high-end and stereoscopic video formats.

Chapter 3 : Adobe® SpeedGrade® CC Classroom in a Book® | www.nxgvision.com

The fastest, easiest, most comprehensive way to learn Adobe SpeedGrade CC Classroom in a Book®, the best-selling series of hands-on software training workbooks, offers what no other book or training program does—“an official training series from Adobe Systems Incorporated, developed with the support of Adobe product experts.

Chapter 4 : Adobe Creative Team, Adobe SpeedGrade CC Classroom in a Book | Pearson

The 10 project-based lessons in this book include step-by-step instructions with accompanying screenshots to show students how to color correct footage with Adobe SpeedGrade CC. Students learn to take a project from beginning to end where they'll get the basics down on the interface, customizing.

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Chapter 6 : Balancing a Scene Using Adobe SpeedGrade CC | Comparing clips using multiple playheads |

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