

## The After Effects Illusionist All The Effects In One Complete Guide

Put the power of Expressions to work in your animations with controls and efficiencies impossible to achieve with traditional keyframing techniques. No programming skills are required. Foundation concepts and skills orient the new designer and serve as a handy reference to the experienced one. Basics of creating expressions, variables, commands, and expression helpers precede the leap into javascript and math essentials for more advanced expressions that include randomness, physical simularions and 3D. Full color illustrations display the scripts and the resulting effects, pickwhip techniques, and sequential animations. Downloadable companion files include Quicktime movies of the demo animations, and AE project files that permit you to examine the Expressions. Extensive notes are provided to aid you in implementing the extensive library of Expressions available for your use on Adobe LiveDocs.

In 1878, two young stage magicians clash in a darkened salon during the course of a fraudulent seance, and from this moment they try to expose and outwit each other at every turn

The incredible true story of the greatest illusionist of modern times and the man who altered the course of the second world war. Soon to be a major film starring Benedict Cumberbatch Perfect for fans of OPERATION MINCEMEAT Jasper Maskelyne was a world famous magician and illusionist in the 1930s. When war broke out, he volunteered his services to the British Army and was sent to Egypt where the desert war had just begun. Here, he used his unique skills to save the vital port of Alexandria from German bombers and to 'hide' the Suez Canal from them. He invented all sorts of camouflage methods to make trucks look like tanks and vice versa. On Malta he developed 'the world's first portable holes': fake bomb craters used to fool the Germans into thinking they had hit their targets. His war culminated in the brilliant deception plan that won the Battle of El Alamein: the creation of an entire dummy army in the middle of the desert.

In this self-published bestselling e-book by a real illusionist—the first thriller in a sensational series—now available in paperback, FBI agent Jessica Blackwood believes she has successfully left her complicated life as a gifted magician behind her . . . until a killer with seemingly supernatural powers puts her talents to the ultimate test. A mysterious hacker, who identifies himself only as “Warlock,” brings down the FBI’s website and posts a code in its place. It hides the GPS coordinates of a Michigan cemetery, where a dead girl is discovered rising from the ground . . . as if she tried to crawl out of her own grave. Born into a dynasty of illusionists, Jessica Blackwood is destined to become its next star—until she turns her back on her troubled family, and her legacy, to begin a new life in law enforcement. But FBI consultant Dr. Jeffrey Ailes’s discovery of an old copy of Magician Magazine will turn Jessica’s carefully constructed world upside down.

Faced with a crime that appears beyond explanation, Ailes has nothing to lose—and everything to gain—by taking a chance on an agent raised in a world devoted to seemingly achieving the impossible. The body in the cemetery is only the first in the Warlock's series of dark miracles. Thrust into the media spotlight, with time ticking away until the next crime, can Jessica confront her past to embrace her gifts and stop a depraved killer? If she can't, she may become his next victim.

Henry Walker was once a world-class magician, performing to sold-out shows in New York. But now he has been reduced to joining Musgrove's Chinese Circus (which at no point in its tour of the deep South has ever included a single Chinese person) as the shambling Negro Magician, whose dark black skin and electric green eyes bewitch most audiences. But one balmy Mississippi night in 1954, Henry disappears in the company of three rowdy white teens and is never seen again. Wallace pieces together Henry's incredible vagabond life – from a deal with a bone-white devil known only as Mr. Sebastian, to the heartrending loss of his sister Hannah – and creates an enchanting tale of love, loss, identity, and the limitation of magic.

"Yasha the magician - sword swallower, fire eater, acrobat and master of escape - is famed for his extraordinary Houdini-like skills. Half Jewish, half Gentile, a free thinker who slips easily between worlds, Yasha has an observant wife, a loyal assistant who travels with him and a woman in every town. Now, though, his exploits are catching up with him, and he is tempted to make one final escape - from his marriage, his homeland and the last tendrils of his father's religion."--Back cover.

Whether you're new to After Effects and want to get up to speed quickly, or already a user who needs to become familiar with the new features, After Effects Apprentice was created for you. With 12 core lessons including a trio of projects combining After Effects with CINEMA 4D Lite, you'll learn how to tap this program's vast potential – whether you create motion graphics for network television, corporate communications, or your own projects. Fully updated to cover the major new features added in After Effects CC, this edition of the book presents a professional perspective on the most important features a motion graphics artist needs to master in order to use After Effects effectively. You'll learn to creatively combine layers; animate eye-catching titles; manipulate 3D space; color key, track or rotoscope existing footage to add new elements; and use effects to generate excitement or enhance the realism of a scene. Easy to follow, step-by-step instructions guide you through the features, with explanations of the "why" instead of just the "how" behind each technique. You'll learn more than just the tools; you'll learn skills that you can immediately put to work expressing your own ideas in your productions. USER LEVEL: Novice–Intermediate Topics include how to: • Animate, edit, layer, and composite a variety of media. • Manipulate keyframes and the way they interpolate to create more refined

animations. • Use masks, mattes, stencils and blending modes to add sophistication to your imagery. • Create, animate, and extrude text and shape layers. • Explore 3D space, including using CINEMA 4D Lite. • Use tracking and keying to create special effects, such as replacing screen displays. A companion website at [www.routledge.com/cw/meyer](http://www.routledge.com/cw/meyer) makes available for download all exercise source material and After Effects CC project files required to get the most out of this book.

With an abundance of information on how to create motion graphics already available, Design in Motion focuses on the why of moving image and less about the how. By unpacking the reasons behind screen designer's production choices, each chapter deconstructs examples of motion graphics by drawing on case studies of both familiar examples from contemporary cinema and unseen work from postgraduate motion graphic designers. It examines the value of image, text, motion, camera and transitions, explaining in detail why some methods work, while others fail. Whether you work in info-graphics, documentary or design, this book is structured to follow the production process and, together with its multimedia companion website, will be a by-your-side companion to guide you through your next project.

**#1 NEW YORK TIMES BESTSELLER • ONE OF TIME MAGAZINE'S 100 BEST YA BOOKS OF ALL TIME** The extraordinary, beloved novel about the ability of books to feed the soul even in the darkest of times. When Death has a story to tell, you listen. It is 1939. Nazi Germany. The country is holding its breath. Death has never been busier, and will become busier still. Liesel Meminger is a foster girl living outside of Munich, who scratches out a meager existence for herself by stealing when she encounters something she can't resist—books. With the help of her accordion-playing foster father, she learns to read and shares her stolen books with her neighbors during bombing raids as well as with the Jewish man hidden in her basement. In superbly crafted writing that burns with intensity, award-winning author Markus Zusak, author of *I Am the Messenger*, has given us one of the most enduring stories of our time. “The kind of book that can be life-changing.” —The New York Times “Deserves a place on the same shelf with *The Diary of a Young Girl* by Anne Frank.” —USA Today **DON'T MISS BRIDGE OF CLAY, MARKUS ZUSAK'S FIRST NOVEL SINCE THE BOOK THIEF.**

The fastest, easiest, most comprehensive way to learn Adobe After Effects 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. Adobe After Effects CC Classroom in a Book contains 14 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. Purchasing this book gives you access to the downloadable lesson files you need to work through the projects in the book, and to electronic book updates covering new features that Adobe releases for Creative Cloud customers. For access, go to [www.peachpit.com/redeem](http://www.peachpit.com/redeem) and redeem the unique code provided inside this book. "The Classroom in a Book series is by far the best training material on the

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market. Everything you need to master the software is included: clear explanations of each lesson, step-by-step instructions, and the project files for the students." Barbara Binder, Adobe Certified Instructor Rocky Mountain Training  
Highly instructive book by a noted authority on the subject analyzes every phase of conjuring, from sleights, devices, misdirection, and controlling audience attention to incorporating patter and the effective use of assistants.

Trish and Chris Meyer share over 17 years of hard-earned, real-world film and video production experience inside this critically acclaimed text. More than a step-by-step review of the features in AE, readers will learn how the program thinks so that they can realize their own visions more quickly and efficiently. This full-color book is packed with tips, gotchas, and sage advice that will help users thrive no matter what projects they might encounter. Creating Motion Graphics 5th Edition has been thoroughly revised to reflect the new features introduced in both After Effects CS4 and CS5. New chapters cover the revolutionary new Roto Brush feature, as well as mocha and mocha shape. The 3D section has been expanded to include working with 3D effects such as Digieffects FreeForm plus workflows including Adobe Repoussé, Vanishing Point Exchange, and 3D model import using Adobe Photoshop Extended. The print version is also accompanied by a DVD that contains project files and source materials for all the techniques demonstrated in the book, as well as nearly 200 pages of bonus chapters on subjects such as expressions, scripting, and effects. Subjects include: Animation Techniques; Layer Management; Modes, Masks, and Mattes; Mastering 3D Space; Text Animation; Effects & Presets; Painting and Rotoscoping; Parenting, Nesting, and Collapsing; Color Management and Video Essentials; Motion Tracking and Keying; Working with Audio; Integrating with 3D Applications; Puppet Tools; Expressions; Exporting and Rendering; and much more.

Presents eighty-eight tricks which can be worked with different groupings of playing cards from the traditional deck.

This cookbook contains recipe after recipe that allow you to harness the full power of the native plug-in effects in the After Effects application. In a step-by-step manner, author Chad Perkins guides you through the creation and application of each and every native plug-in effect available for use in the AE toolset. The book also shows you how each can be used optimally in your media project, when and why it makes sense to use each, and also how to combine multiple effects. From color correction effects to distortion effects to stimulation effects and all in between, this book puts the full power of the AE plug-in effects in your hands. It shows you how to create, among others: - the shatter effect - the fractal noise effect - the glow effects - the Particle playground effect - the 3D Channel Extract effect - the Colorama effect

Just when you think you've learned all that you could ever know about working in Photoshop, digital artist and photomontage king Steve Caplin comes along with yet another masterful method for creating incredible works of art in Photoshop. This time, he'll show you how to create complete images, from start to finish, entirely within the software program. No source material, photographs, or existing files from other software packages are needed, saving you valuable time and resources. The techniques you'll learn in this ground-breaking new book will help you combine your artistic vision and skills with an understanding of how to manipulate the built-in Photoshop filters to produce impressive, eye-catching artwork. Each chapter opens with a complete double

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page illustration, created entirely in Photoshop. Then, carefully laid out step-by-step instructions show you how each element in the illustration is created, and how they are all combined in the end to make a convincing final image. Using Steve's proven methods for success, you'll be able to produce images that reflect a more finely crafted, hand drawn approach, whether you're an artist for your own enjoyment or a working professional looking for a leg up on the competition.

CD-ROM contains: Tutorial project files enabling hand-in-hand work with the lessons contained in the book.

Stories from the Edgar Award-winning author of the famous locked-room mystery, *Death of a Top Hat*, "a cornerstone of detective fiction" (*The New York Times*). The Great Merlini waits impatiently at the door of the Hotel Astor. Inspector Church is late for his meeting with the famed magician, with whom he consults when homicide cases venture outside the realm of the possible. A ventriloquist has attempted suicide in the wake of his wife's mysterious strangulation. Among the suspects are a snake charmer, a nine-foot giant, a tattooed man, and a gaggle of crap players—and this is one of Merlini's simple cases. He will pick out the killer, with no more effort than he might a rabbit in a top hat. In these twelve short stories, all originally published in *Ellery Queen Mystery Magazine*, cofounder of *Mystery Writers of America* and Special Edgar Award winner Clayton Rawson's greatest detective confronts puzzles that would leave a lesser magician's head spinning. From vanishing blackmailers to murderous mediums, no cosmic crime can baffle the Great Merlini.

**#1 NATIONAL BESTSELLER** • Two starcrossed magicians engage in a deadly game of cunning in the spellbinding novel that captured the world's imagination. • "Part love story, part fable ... defies both genres and expectations." —*The Boston Globe* The circus arrives without warning. No announcements precede it. It is simply there, when yesterday it was not. Within the black-and-white striped canvas tents is an utterly unique experience full of breathtaking amazements. It is called *Le Cirque des Rêves*, and it is only open at night. But behind the scenes, a fierce competition is underway: a duel between two young magicians, Celia and Marco, who have been trained since childhood expressly for this purpose by their mercurial instructors. Unbeknownst to them both, this is a game in which only one can be left standing. Despite the high stakes, Celia and Marco soon tumble headfirst into love, setting off a domino effect of dangerous consequences, and leaving the lives of everyone, from the performers to the patrons, hanging in the balance.

The X-Men meets *Ocean's Eleven* in this edge-of-your-seat sci-fi adventure about a band of "super" criminals. When the deadly MK virus swept across the planet, a vaccine was created to stop the epidemic, but it came with some unexpected side effects. A small percentage of the population developed superhero-like powers, and Americans suffering from these so-called adverse effects were given an ultimatum: Serve the country or be declared a traitor. Some people chose a third option: live a life of crime. Seventeen-year-old Ciere Giba has the handy ability to change her appearance at will. She's what's known as an illusionist. She's also a thief. After crossing a gang of mobsters, Ciere must team up with a group of fellow super powered criminals on a job that most would have considered impossible: a hunt for the formula that gave them their abilities. It was supposedly destroyed years ago—but what if it wasn't? Government agents are hot on their trail, and the lines between good and bad, us and them, and

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freedom and entrapment are blurred as Ciere and the rest of her crew become embroiled in a deadly race that could cost them their lives.

An illustrated, illuminating insight into the world of illusion from the world's greatest and most successful magician, capturing its audacious and inventive practitioners, and showcasing the art form's most famous artifacts housed at David Copperfield's secret museum. In this personal journey through a unique and remarkable performing art, David Copperfield profiles twenty-eight of the world's most groundbreaking magicians. From the 16th-century magistrate who wrote the first book on conjuring to the roaring twenties and the man who fooled Houdini, to the woman who levitated, vanished, and caught bullets in her teeth, David Copperfield's History of Magic takes you on a wild journey through the remarkable feats of the greatest magicians in history. These magicians were all outsiders in their own way, many of them determined to use magic to escape the strictures of class and convention. But they all transformed popular culture, adapted to social change, discovered the inner workings of the human mind, embraced the latest technological and scientific discoveries, and took the art of magic to unprecedented heights. The incredible stories are complimented by over 100 never-before-seen photographs of artifacts from Copperfield's exclusive Museum of Magic, including a 16th-century manual on sleight of hand, Houdini's straightjackets, handcuffs, and water torture chamber, Dante's famous sawing-in-half apparatus, Alexander's high-tech turban that allowed him to read people's minds, and even some coins that may have magically passed through the hands of Abraham Lincoln. By the end of the book, you'll be sure to share Copperfield's passion for the power of magic.

This is the only book to focus exclusively on the creation of visual effects for After Effects, and is a one-stop resource for anyone who wants in-depth explanations that demystify the realm of visual effects and how they were created, thanks to veteran author Mark Christiansen's friendly and accessible style. A thoroughly packed, informative read, this masterful guide focuses on explaining the essential concepts, features, and techniques that are key to creating seamless movie-quality visual effects. Users who are comfortable with After Effects will find a helpful review of the fundamentals—managing footage, viewing and editing layers, animating type, and more—so they can learn how to work smarter and more efficiently. Readers of all levels will learn core techniques for effects compositing including color matching, keying, rotoscoping, motion tracking, emulating the camera, and concluding with using expressions in After Effects, written by contributor and expert Dan Ebberts. The final section of the book delves into creative explorations, demonstrating professional effects that readers might want to re-create. ; Readers will also find comprehensive coverage of all that's new in CS6, including variable mask feathering, Rolling Shutter Repair, Camera Tracker, and the new ray-traced 3D rendering engine which allows users to quickly design in 3D space. ; Included with the book are files used for many of the techniques in the book: Sample clips and projects include HD footage from Pixel Corps and Artbeats, as well as demos of plug-ins that you can use to experiment with in your own effects. All of Peachpit's eBooks contain the same content as the print edition. You will find a link in the last few pages of your eBook that directs you to the media files. Helpful tips: If you are able to search the book, search for "Where are the lesson files?" Go to the very last page of the book and scroll backwards. You

will need a web-enabled device or computer in order to access the media files that accompany this ebook. Entering the URL supplied into a computer with web access will allow you to get to the files. Depending on your device, it is possible that your display settings will cut off part of the URL. To make sure this is not the case, try reducing your font size and turning your device to a landscape view. This should cause the full URL to appear.

The Matrix meets Oliver Twist, WARP: The Reluctant Assassin is the first of a major new series by Eoin Colfer, the bestselling author of Artemis Fowl. It all began with the FBI and WARP (Witness Anonymous Relocation Programme). Hiding witnesses in the past to protect the future - until now . . . Riley is a Victorian orphan, hurtled into the twenty-first century and on the run from his evil master . . . Albert Garrick, the terrifying assassin-for-hire pursuing Riley through time, along with . . . Chevie Savano, the FBI's youngest and most impulsive special agent. As Garrick relentlessly hunts them down, Riley and Chevie face a desperate race to stay alive and stop Garrick from returning to his own time - armed with knowledge and power that could change the world forever. Colfer has the ability to make you laugh twice over: first in sheer subversive joy at the inventiveness of the writing, and again at the energy of the humour - Sunday Times Readers mourning the end of the Artemis Fowl series can take heart: this first book in the time-bending WARP series is an all-out blast. - Publishers Weekly

2019 Best-Of Lists: 10 Best Science Books of the Year (Smithsonian Magazine) · Best Science Books of the Year (NPR's Science Friday) · Best Science and Technology Books from 2019” (Library Journal) An astute and timely examination of the re-emergence of scientific research into racial differences. Superior tells the disturbing story of the persistent thread of belief in biological racial differences in the world of science. After the horrors of the Nazi regime in World War II, the mainstream scientific world turned its back on eugenics and the study of racial difference. But a worldwide network of intellectual racists and segregationists quietly founded journals and funded research, providing the kind of shoddy studies that were ultimately cited in Richard Herrnstein and Charles Murray’s 1994 title *The Bell Curve*, which purported to show differences in intelligence among races. If the vast majority of scientists and scholars disavowed these ideas and considered race a social construct, it was an idea that still managed to somehow survive in the way scientists thought about human variation and genetics. Dissecting the statements and work of contemporary scientists studying human biodiversity, most of whom claim to be just following the data, Angela Saini shows us how, again and again, even mainstream scientists cling to the idea that race is biologically real. As our understanding of complex traits like intelligence, and the effects of environmental and cultural influences on human beings, from the molecular level on up, grows, the hope of finding simple genetic differences between “races”—to explain differing rates of disease, to explain poverty or test scores, or to justify cultural assumptions—stubbornly persists. At a time when racialized nationalisms are a resurgent threat throughout the world, *Superior* is a rigorous, much-needed examination of the insidious and destructive nature of race science—and a powerful reminder that, biologically, we are all far more alike than different.

Traces the life and legacy of the turn-of-the-twentieth-century magician, covering his vaudeville successes, rivalry with Houdini, and role in setting the standard for magical performances today.

A BEST BOOK OF THE YEAR: The Washington Post, NPR, Entertainment Weekly, Real Simple, Marie Claire, New York Public Library, LibraryReads, The Skimm, Lit Hub, Lit Reactor AN INSTANT NEW YORK TIMES BESTSELLER "A captivating family saga."--The New York Times Book Review "This literary family saga is perfect for fans of Celeste Ng and Donna Tartt."--People Magazine (Book of the Week) If you knew the date of your death, how would you live your life? It's 1969 in New York City's Lower East Side, and word has spread of the arrival of a mystical woman, a traveling psychic who claims to be able to tell anyone the day they will die. The Gold children--four adolescents on the cusp of self-awareness--sneak out to hear their fortunes. The prophecies inform their next five decades. Golden boy Simon escapes to the West Coast, searching for love in '80s San Francisco; dreamy Klara becomes a Las Vegas magician obsessed with blurring reality and fantasy; eldest son Daniel struggles to maintain security as an army doctor post-9/11; and bookish Varya throws herself into longevity research, where she tests the boundary between science and immortality. Both a dazzling family love story and a sweeping novel of remarkable ambition and depth, *The Immortalists* probes the line between destiny and choice, reality and illusion, this world and the next. It is a deeply moving testament to the power of story, the nature of belief, and the unrelenting pull of familial bonds.

Charles Carter, dubbed Carter the Great by Houdini himself, was born into privilege but became a magician out of need: only when dazzling an audience can he defeat his fear of loneliness. But in 1920s America the stakes are growing higher, as technology and the cinema challenge the allure of magic and Carter's stunts become increasingly audacious. Until the night President Harding takes part in Carter's act only to die two hours later, and Carter finds himself pursued not only by the Secret Service but by a host of others desperate for the terrible secret they believe Harding confided in him. Seamlessly blending reality and fiction, *Gold* lays before us a glittering and romantic panorama of our modern world at a point of irrevocable change.

This novel of love in the world of 1950s vaudeville is a masterwork of literary magic from the Booker Prize-winning author of *Last Orders* and *Mothering Sunday*. It is 1959 in Brighton, England, and the theater at the end of the famous pier is having its best summer season in years. Ronnie, a brilliant young magician, and Evie, his dazzling assistant, are top of the bill, drawing a full house every night. And Jack is everyone's favorite master of ceremonies, holding the whole show together. But as the summer progresses, the drama among the three begins to overshadow their success onstage, setting in motion events that will reshape their lives. Vividly realized, tenderly comic, and quietly shattering, *Here We Are* is a masterly work of literary magic.

This thrilling sequel to *Illusive* will have readers on the edge of their seats. You don't belong with us. These are the words that echo through the minds of all immune Americans--those suffering the so-called adverse effects of an experimental

vaccine, including perfect recall, telepathy, precognition, levitation, mind control, and the ability to change one's appearance at will. When great numbers of immune individuals begin to disappear, fear and tension mount, and unrest begins to brew across the country. Through separate channels, superpowered teenagers Ciere, Daniel, and Devon find themselves on the case: super criminals and government agents working side by side. It's an effort that will ultimately define them all, for better or for worse.

**NEW YORK TIMES BESTSELLER** • The beloved author of *The Handmaid's Tale* reimagines Shakespeare's final, great play, *The Tempest*, in a gripping and emotionally rich novel of passion and revenge. "A marvel of gorgeous yet economical prose, in the service of a story that's utterly heartbreaking yet pierced by humor, with a plot that retains considerable subtlety even as the original's back story falls neatly into place."—*The New York Times Book Review* Felix is at the top of his game as artistic director of the Makeshiweg Theatre Festival. Now he's staging a *Tempest* like no other: not only will it boost his reputation, but it will also heal emotional wounds. Or that was the plan. Instead, after an act of unforeseen treachery, Felix is living in exile in a backwoods hovel, haunted by memories of his beloved lost daughter, Miranda. And also brewing revenge, which, after twelve years, arrives in the shape of a theatre course at a nearby prison. Margaret Atwood's novel take on Shakespeare's play of enchantment, retribution, and second chances leads us on an interactive, illusion-ridden journey filled with new surprises and wonders of its own. Praise for *Hag-Seed* "What makes the book thrilling, and hugely pleasurable, is how closely Atwood hews to Shakespeare even as she casts her own potent charms, rap-composition included. . . . Part Shakespeare, part Atwood, *Hag-Seed* is a most delicate monster—and that's 'delicate' in the 17th-century sense. It's delightful."—*Boston Globe* "Atwood has designed an ingenious doubling of the plot of *The Tempest*: Felix, the usurped director, finds himself cast by circumstances as a real-life version of Prospero, the usurped Duke. If you know the play well, these echoes grow stronger when Felix decides to exact his revenge by conjuring up a new version of *The Tempest* designed to overwhelm his enemies."—*Washington Post* "A funny and heartwarming tale of revenge and redemption . . . *Hag-Seed* is a remarkable contribution to the canon."—*Bustle*

The Sunday Times Bestseller 'Really brilliant and just crammed with wisdom and insight. It will genuinely make a difference to me and the way I think about myself.' Stephen Fry \_\_\_\_ Everyone says they want to be happy. But that's much more easily said than done. What does being happy actually mean? And how do you even know when you feel it? In *Happy* Derren Brown explores changing concepts of happiness - from the surprisingly modern wisdom of the Stoics and Epicureans in classical times right up until today, when the self-help industry has attempted to claim happiness as its own. He shows how many of self-help's suggested routes to happiness and success - such as positive thinking, self-

belief and setting goals - can be disastrous to follow and, indeed, actually cause anxiety. Happy aims to reclaim happiness and to enable us to appreciate the good things in life, in all their transient glory. By taking control of the stories we tell ourselves, by remembering that 'everything's fine' even when it might not feel that way, we can allow ourselves to flourish and to live more happily. \_\_\_\_ What readers are saying: \*\*\*\*\* 'Immensely positive and life-affirming' \*\*\*\*\* 'This is the blue print to a good life' \*\*\*\*\* 'Thought provoking and potentially life-changing.'

"A supremely enjoyable, intoxicating work." —Nature How did we come to have minds? For centuries, poets, philosophers, psychologists, and physicists have wondered how the human mind developed its unrivaled abilities. Disciples of Darwin have explained how natural selection produced plants, but what about the human mind? In *From Bacteria to Bach and Back*, Daniel C. Dennett builds on recent discoveries from biology and computer science to show, step by step, how a comprehending mind could in fact have arisen from a mindless process of natural selection. A crucial shift occurred when humans developed the ability to share memes, or ways of doing things not based in genetic instinct. Competition among memes produced thinking tools powerful enough that our minds don't just perceive and react, they create and comprehend. An agenda-setting book for a new generation of philosophers and scientists, *From Bacteria to Bach and Back* will delight and entertain all those curious about how the mind works.

Truth and lies are two sides of the same coin. But who's flipping it? A thought-provoking and brilliantly entertaining work of nonfiction from one of the world's leading deceivers, the creator and star of the astonishing theater show and forthcoming film *In & Of Itself*. Derek DelGaudio believed he was a decent, honest man. But when irrefutable evidence to the contrary is found in an old journal, his memories are reawakened and Derek is forced to confront--and try to understand--his role in a significant act of deception from his past. Using his youthful notebook entries as a road map, Derek embarks on a soulful, often funny, sometimes dark journey, retracing the path that led him to a world populated by charlatans, card cheats, and con artists. As stories are peeled away and artifices are revealed, Derek examines the mystery behind his father's vanishing act, the secret he inherited from his mother, the obsession he developed with sleight-of-hand that shaped his future, and the affinity he felt for the professional swindlers who taught him how to deceive others. And once he finds himself working as a crooked dealer in a big-money Hollywood card game, Derek begins to question his own sense of morality, and discovers that even a master of deception can find himself trapped inside an illusion. *A M O R A L M A N* is a wildly engaging exploration of the fictions we live as truths. It is ultimately a book about the lies we tell ourselves and the realities we manufacture in others.

Edit and apply effects for stellar visual and special effects This important resource is like having a personal instructor guiding you through each lesson, while you work at your own pace. It includes 10 self-paced lessons that let you discover

essential skills and explore the new features and capabilities of Adobe After Effects. Every lesson is presented in full color with step-by-step instructions. Video tutorials and lesson files on a companion DVD were developed by the same team of professional instructors and After Effects experts who have created many of the official training titles for Adobe Systems. Combines a full-color, step-by-step instructional book along with lesson files and video training from expert instructors Written for After Effects CS6, a leading motion graphics and visual effects program that allows users to create and deliver compelling motion graphics and visual effects Demonstrates how to quickly get up to speed using After Effects to create and animate text, images, and video for the web, TV, and digital displays After Effects CS6 Digital Classroom takes you from the basics through intermediate-level topics, teaching you this complex software in a clear, approachable manner. DVD and other supplementary materials are not included as part of the e-book file, but are available for download after purchase.

"How to Cheat in After Effects is an easy-to-follow book that lets you in on all of the little secrets to create those commonly needed effects with ease and speed. With clear pictures illustrating the step-by-step procedures, this is the perfect tool for the arsenal of any After Effects user, from novice to advanced." - Michele Yamazaki, Vice President Marketing and Web Development Czarina, Toolfarm.com Compose eye-popping After Effects projects quickly and creatively with dozens of concise, step-by-step tutorials accompanied by vivid 4-color illustration. Covering features new to CS5 such as Freeform AE, Refine Matte, Roto Brush, and more, this book clearly explains how to perform advanced, typically time-consuming tasks in simplified, quick steps. \* Create an entire 3D planet scene from scratch \* Create true 3D text \* Make smoke, snow, rain, chocolate, molten gold, and more from scratch with particles \* Create animated growing vines \* Fake a tilt shift effect, and so much more The companion DVD includes project files allowing you to work alongside the exercises in the book, as well as QuickTime movies displaying the techniques shown in the book. Chad Perkins is an award winning software trainer, as well as a filmmaker, musician, and visual effects artist. He is also the creator/owner of Movies and Computers (moviesandcomputers.com), which provides training in independent filmmaking. He is an Adobe Certified Instructor in After Effects, Photoshop, Illustrator, and Premiere. Chad is also the author of the book The After Effects Illusionist (Focal Press, 2009).

"[A] well-paced, evocative, and adventurous historical novel..."—Publishers Weekly, STARRED Review "This is a book in which storylines twist, spiral and come together again in an ending as explosive as a poof of smoke from your chimney...or a top hat." — Oprah.com Water for Elephants meets The Night Circus in The Magician's Lie, a debut novel in which the country's most notorious female illusionist stands accused of her husband's murder - and she has only one night to convince a small-town policeman of her innocence. The Amazing Arden is the most famous female illusionist of

her day, renowned for her notorious trick of sawing a man in half on stage. One night in Waterloo, Iowa, with young policeman Virgil Holt watching from the audience, she swaps her trademark saw for a fire ax. Is it a new version of the illusion, or an all-too-real murder? When Arden's husband is found lifeless beneath the stage later that night, the answer seems clear. But when Virgil happens upon the fleeing magician and takes her into custody, she has a very different story to tell. Even handcuffed and alone, Arden is far from powerless—and what she reveals is as unbelievable as it is spellbinding. Over the course of one eerie night, Virgil must decide whether to turn Arden in or set her free... and it will take all he has to see through the smoke and mirrors. "Smart, intricately plotted...a richly imagined thriller." —PEOPLE magazine "This debut novel is historical fiction that blends magic, mystery, and romance."—Boston Globe, Pick of the Week "It's a captivating yarn.... Macallister, like the Amazing Arden, mesmerizes her audience. No sleight of hand is necessary. An ambitious heroine and a captivating tale are all the magic she needs."—Washington Post

Get the most from the most widely used application in the postproduction field! Gain the insider tips you need to compose eye-catching, imaginative Adobe After Effects projects quickly and effectively. In *How to Cheat in After Effects, Second Edition* seasoned AE expert Chad Perkins provides dozens of concise, step-by-step tutorials and lavish 4-color illustrations to get you on the fast track to producing amazing motion graphics and visual effects. Updated for CS6, this new edition has been revised to include: A brand new chapter on the most popular 3rd party effects including Trapcode Particular and Video Copilot's Element 3D New cheats on professional compositing, expressions, and high end visual effects Tons of cool light tricks and lessons on how to use Video Copilot's Optical Flares A thorough explanation of the Ray-trace 3D engine introduced in After Effects CS6 An all new companion DVD with project files allowing you to work alongside the exercises in the book, as well as QuickTime movies displaying techniques There's no time to waste!

Whether you are an intermediate After Effects user in need of its more advanced tools or a novice looking for techniques to up your game, this book will bring your motion graphics, visual effects, and graphic compositions to the next level. For customers who buy an electronic version of the book, all the DVD project files are available for download at [www.focalpress.com/9780415661065](http://www.focalpress.com/9780415661065)

In *The Illusion of Separateness*, award-winning author Simon Van Booy tells a harrowing and enchanting story of how one man's act of mercy during World War II changed the lives of strangers, and how they each discover the astonishing truth of their connection. Whether they are pursued by Nazi soldiers, old age, shame, deformity, disease, or regret, the characters in this utterly compelling novel discover in their, darkest moments of fear and isolation that they are not alone, that they were never alone, that every human being is a link in an unseen chain. *The Illusion of Separateness* intertwines the stories of unique and compelling characters who—through seemingly random acts of selflessness—discover the vital

parts they have played in each other's lives.

On the eve of the 20th century, Chinese magician Ching Ling Foo, one of the greatest illusionists ever seen on American soil, along with his talented family of musicians and acrobats overcomes deportation attempts, homeland tragedy, crooked managers and a diabolically clever American copycat to make an indelible impact on American culture becoming one of the highest paid and most popular acts in the United States twice. First, between 1898 and 1900 then once more between 1912 and 1915. Foo's story is indeed a magical one but, it is also so much more. With its focus on the interplay between Chinese and Western culture, celebrity, intercultural teen singing sensations, geopolitics, international intrigue, nativism, and disruptive technology, careful readers will discover "Foo" may hold many lessons for our own increasingly unruly era.

Sorcerer's Apprentice is the amazing story of Shah's apprenticeship to one of India's master conjurers, Hakim Feroze, and his initiation into the brotherhood of Indian godmen. Told with self-deprecating wit, panache, and an eye for the outlandish, it is an account of a magical journey across India. Feroze teaches the author the basics of his craft, such as sleights of hand, immersing his hands in boiling oil and lead, and—Aaron's old trick from the Bible—turning a rod into a serpent. To complete his training and prove himself, he is sent on a quest to discover the ways illusion is manifested in every corner of the subcontinent. Saddled with a hilarious sidekick and guide he calls the Trickster, Shah travels from Calcutta to Madras, from Bangalore to Bombay. Even as he recounts the most miraculous and bizarre feats of the sadhus, sages, sorcerers, avatars, fortune-tellers, healers, hypnotists, and humbugs whom he encounters, he reveals—and admires—the imagination and resourcefulness ordinary Indians deploy in order to survive. In this incredible book, Tahir Shah lifts the veil on the East's most puzzling miracles and exposes a side of India that most never imagine exists.

ee Harness the full power of After Effects by mastering its native plug-in effects. Author Chad Perkins breaks down the creation and application of each native plug-in effect available in the After Effects toolset. He also shows you how each can be used optimally in your own media project, when and why it makes sense to use each, and how to "break the rules" by using effects in unconventional ways. Completely updated for CS6 and revised to include coverage of Keylight and the Cycore effects, you will learn every effect from color correction to distortion to simulation and all in between, putting the full power of After Effects in your hands. Included is instruction for using, among others: ee The 3D Camera Tracker The Cycore effects Matte tools, including Keylight and Refine Matte Color correction tools A wide array of pattern generating tools ee The DVD includes project files, allowing you work hand-in-hand with the lessons contained in the book. Customers who buy an electronic version of the book can contact Dennis McGonagle

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