

## Creating Motion Graphics With After Effects Essential And Advanced Techniques 5th Edition Version Cs5

"Learn the fundamentals of creating animations and motion graphics in Adobe Premiere Pro with this video. Adobe Certified Expert (ACE) Navin Kulshreshtha shows you how to add motion graphics that will make any project shine. This video starts with the fundamental concepts of creating motion graphics such as creating keyframes and animating basic properties, including position, scale, and rotation. After covering the basics, you will progress to several intermediate and advanced techniques such as nesting, masking, and easing. You will also learn about importing layered Photoshop files, using the Type tool to create text, working with the Essential Graphics panel, creating animated lower thirds, and animating still images. Adobe Premiere Pro includes powerful tools to create professional motion graphics that will impress your viewers and take your project to the next level without ever leaving the program. After watching this video, you will be able to work with these complex and intricate topics, giving you all the skills you need to make great videos"

--Resource description page.

Demonstrates motion graphics and visual effects programming techniques, including basic animation and key framing, layers, masks, mattes, effects, renderings, and the integration of After Effects with Photoshop and Illustrator. Discover techniques to enhance your videos with complex animation Key Features Design, animate, and sequence a complete motion graphics project Work with compositions and pre-compositions to create animations speedily Maximize your motion graphics and visual effects skills Book Description If you're thinking seriously about making and publishing your videos with professional editing and animation, look no further! Adobe After Effects is a popular tool among video editors and YouTubers to enhance their videos and bring them to life by implementing visual effects and motion graphics. This book will take you right from the basics through to the advanced techniques in Adobe After Effects CC 2018. You will start by setting up your editing environment to learn and improve techniques to sharpen your video editing skills. Furthermore, you will work with basic and advanced special effects to create, modify, and optimize motion graphics in your videos. Lastly, you will not only learn how to create 2.5D animations, but also get to grips with using Cinema 4D Lite to build and animate complete 3D scenes. By the end of the book, you'll have learned how to package a video efficiently with the help of the projects covered. What you will learn Create a lower third project for a TV show with complex layers Work with shape layer animation to create an animated lyrics video Explore different tools to animate characters Apply text animation to create a dynamic film-opening title Use professional visual effects to create a VFX project Model, light, and composite your 3D project in After Effects Who this book is for If you're a student, professional, YouTuber, or anyone who is interested in video editing, animation, and motion graphics, this book is for you. You'll also find this resource useful if you're an Illustrator looking to put your creations in motion.

Motion graphics are no longer just for movie and television screens. You now see motion graphics anywhere there's a moving image, including your desktop web browser, your smartphone, and on digital signage when you shop or travel. Creating motion graphics with Adobe After Effects can enhance your value as a creative professional. Learn Adobe After Effects CC by building cool creative projects that teach you how to: Apply and customize effects and layer styles, and use animation presets to apply pre-built animations and effect combinations Achieve advanced effects quickly using techniques such as green screen background removal, masking, speed changes, motion tracking, and animation in 3D space Animate individual layers of still graphics imported from Adobe Photoshop and Adobe Illustrator Animate text, including changing type size, letter spacing, rotation, and color over time, and flowing text along a path Create a set of visually consistent intro videos for a social media platform, while practicing efficient production techniques Export a motion graphics composition once and render multiple versions for different delivery media (such as television, web sites, and smartphones) This study guide uses over 7 hours of video integrated with text to help you gain real-world skills that will get you started in your career in motion graphics. It lays the foundation for taking the Adobe Certified Associate (ACA) certification exam and helps prepare you for an entry-level position in a competitive job market.

The book features genre-based tutorial sections, with step by step instructions for creating effective horror, comedy, drama, and suspense titling sequences. Tutorials for creating some of the most popular title sequences in blockbuster movies are included (Se7en, The Sopranos, 24, The Matrix). Other tutorials teach you how to effectively use sound and VFX in your titles, and also included is instruction on editing your title sequence. These techniques, as well as chapters on the essentials of typography allow you to apply these lessons to your title sequence regardless of whether it's for TV, the web, or digital signage. Also included is a DVD with sample clips, as well as project files that allow you to refine the techniques you learned in the book. As an added bonus we've included 3 titling chapters from other Focal books, with specific instructions on titling within certain software applications. Cover images provided by MK12, from The Alphabet Conspiracy. Learn more at [www.MK12.com](http://www.MK12.com)

This full-color book reveals expert techniques for creating compelling motion graphics. Step-by-step tutorials demonstrate the concepts, processes, and technical details of the latest version of After Effects 5.5, including its new features of 3D Space, cameras, lights, parenting, and expression.

After Effects CS5.5 Update: [/tv.adobe.com/show/after-effects-cs55-new-creative-techniques/](http://tv.adobe.com/show/after-effects-cs55-new-creative-techniques/) Chris and Trish Meyer have created a series of videos demonstrating how to use their favorite new and enhanced features in After Effects CS5.5. Virtually all of these videos use exercise files from Creating Motion Graphics with After Effects (5th Edition for CS5) as their starting point, extending the usefulness of this book for its owners. These videos may be viewed for free on AdobeTV. \* 5th Edition of best-selling After Effects book by renowned authors Trish and Chris Meyer covers the important updates in After Effects CS4 and CS5 \* Covers both essential and advanced techniques, from basic layer

manipulation and animation through keying, motion tracking, and color management \* Companion DVD is packed with project files for version CS5, source materials, and nearly 200 pages of bonus chapters 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. Never HIGHLIGHT a Book Again! Virtually all of the testable terms, concepts, persons, places, and events from the textbook are included. Cram101 Just the FACTS101 studyguides give all of the outlines, highlights, notes, and quizzes for your textbook with optional online comprehensive practice tests. Only Cram101 is Textbook Specific. Accompanys: 9780240810102 .

Learn how to create powerful motion graphics, including animated logos and identity bumpers, with Blackmagic Design Fusion, the free and full-featured VFX and animation software.

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 11 core lessons plus a final project that pulls it all together, 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 introduced in After Effects CS6, CS5.5, and CS5, 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, track or rotoscope existing footage to add new elements, color key and stabilize a shot to place it in a new environment, 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. Topics include how to: Animate, edit, layer, and composite video and still images. 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 and animate text and shape layers Place your layers in 3D space. Use tracking and keying to create special effects, such as replacing screen displays. DVD contains: All exercise source material and project files for After Effects CS6, CS5.5, and CS5, plus 90 minutes of video tutorials.

"Motion Graphics explores the process of animated graphic design. From the stunning broadcast of Pittard Sullivan, the cutting-edge cool of work from The Attik to the bold, independent film-title designs of BUREAU, this book presents the individuals and designs creating work that is among the best motion graphic design for television and film." -book jacket. Offers twelve tutorials demonstrating the video editing program's updated features--covering 3D space, cameras, lights, parenting, and expressions--and profiles six commercial products designed by prominent studios.

Create Amazing Real-Time Motion Graphics with Quartz Composer! Apple's Quartz Composer makes it amazingly easy to create real-time graphics of all kinds: for screensavers, animations, kiosk art, film effects, Dashboard Widgets, graphically-rich apps, and more. But few content creators use QC, because they've had practically no useful help—until now. In this book/DVD bundle, two renowned VJs who've pushed this tool to the limit show you how to do it, too! You needn't be a technical expert: Graham Robinson and Surya Buchwald introduce each concept through a hands-on project, with videos demonstrating every step. They start extremely simple, offering beautiful visual feedback and encouraging you to freely explore. The video and text work together to help you build mastery fast, as you create everything from data-driven effects to compelling live performance visuals! Coverage includes Mastering Quartz Composer's powerful interface Grabbing live inputs from music or cameras for unique interaction and improvisation Outputting video files for everything from smartphone screens to HD video edits Using built-in image filters to add visual effects Creating organic motion with LFOs, interpolation, and trackballs Fixing problems and figuring out what you did wrong Making rain, fire, and other cool stuff with particles Integrating MIDI musical instruments and other audio resources Mastering lighting and timelines Building richer environments with replication, iteration, and 3D modeling Pushing the boundaries with secret patches, CoreImage filters, and GLSL If you're a motion graphics designer, filmmaker, VJ, artist, interactive programmer, Cocoa developer, or any other type of "Maker," this book will guide you from acolyte to wizard in no time... and it just might be the most fun instructional you'll ever read! 0321636945 / 9780321636942 Learning Quartz Composer: A Hands-On Guide to Creating Motion Graphics with Quartz Composer Package consists of: 013308776X / 9780133087765 Learning Quartz Composer: A Hands-On Guide to Creating Motion Graphics with Quartz Composer 0321857577 / 9780321857576 Learning Quartz Composer, DVD: A Hands-On Guide to Creating Motion Graphics with Quartz Composer 0321857585 / 9780321857583 Learning Quartz Composer, Book Component: A Hands-On Guide to Creating Motion Graphics with Quartz Composer

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.

If you're new to After Effects and want to get up to speed quickly, After Effects Apprentice was created just for you. With 11 core lessons plus a hip final project that pulls it all together, you'll learn how to tap this program's vast potential -whether you want to create motion graphics for network television, corporate communications, or your own work. Fully updated to cover After Effects CS4, this book presents a professional perspective on the most important features a motion graphics artist needs to learn in order to use this program effectively. You'll learn to creatively combine layers, animate eye-catching titles, manipulate 3D space, key and stabilize a shot to place it in a new environment, and use effects to generate excitement or enhance the realism of a scene. DVD contains: All exercise source material and projects, guided video tours, and movies of the finished projects.

This Book Have Valuable Content and Republished Added New After effects Features and Proper Book Format Did you always wanted to make your own Visual effects or motion graphics animations? Then I'll be super excited to introduce you into the wonderful Book of Adobe After Effects! Adobe After Effects CC For Beginners: Create Motion Graphics, Animate Text, Key Framing, Importing, Exporting & More! This Adobe After Effects course is meant for people interested in learning how to create titles for their videos, simple animations, and introduction to motion graphics. This course is probably not for you if you're looking to learn advanced After Effects workflows, techniques, and 3D graphics. Start learning the basics of Adobe After Effects in this complete introduction guide. This Book does not cover boring technical Contents, but rather practical examples and real situations. Buy this book you'll have a complete fundamental understanding of Adobe After Effects and will be able to create your own visual effects and motion graphics.

Adobe After Effects CC is a hugely popular piece of software that covers a wide range of basics, from motion graphics and simple title sequences to full-blown 3D special effects and animation. It is available as part of Adobe's Creative Cloud suite of design tools, giving all the sharing and other benefits that provides. Adobe After Effects CC is an animation, motion graphics, and creative compositing application. As well as assisting in the creation of everything from simple to complex animations, After Effects can be used to create cinematic film titles, transitions, and special effects. Designers, animators and composers use motion graphic software like After Effects to create visual effects and manipulated video content for TV, movies, and the web. This Book is an introduction into Adobe After Effects. It will get you started with understanding the software to create effects, animations, and titles for your video projects. This Book will take you from the very beginning of opening After Effects and learning the windows and settings to creating your first motion graphic title. so buy this book now

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.

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.

This video and full-color book combo has quite an effect for learning After Effects CS5! Adobe After Effects is a leading motion graphics and visual effects program that allows you to create and deliver compelling motion graphics and visual effects. This full-color book-and-video training package gets you quickly up to speed using the capabilities of the newest release of After Effects and deciphers even the most complex After Effects tasks. Sixteen self-paced lessons explain how to edit and apply effects for stellar visual and special effects. The supplementary video lessons included with the book are each approximately five minutes long and demonstrate the concepts and features covered in the lesson. Escorts you through the basics of editing and applying motion graphics and visual effects with Adobe After Effects CS5 Deciphers even the most advanced After Effects tasks and makes them less intimidating Features full-color book and video tutorials with step-by-step training that complement the topics covered in each lesson of the book Encourages you to absorb each lesson at your own pace Jam-packed with information, this book with videos and lesson files is just like having your own personal instructor guiding you through each unique lesson. Note: DVD and other supplementary materials are not included as part of eBook file. These materials are available for download upon purchase.

Never HIGHLIGHT a Book Again Virtually all testable terms, concepts, persons, places, and events are included. Cram101 Textbook Outlines gives all of the outlines, highlights, notes for your textbook with optional online practice tests. Only Cram101 Outlines are Textbook Specific. Cram101 is NOT the Textbook. Accompanys: 9780521673761

"... a book that needs to be on every motion graphic designer's shelf." —Scott Kelby, President, National Association of Photoshop Professionals Author Jeff Foster appeared on the DV Guys, a weekly radio show devoted to DV professionals and enthusiasts, for a LIVE online interview on Thursday, June 17, 2004. If you missed it, you can still listen to their archive. If you're in the business of

motion graphics or desktop digital video production, you know that Adobe's After Effects and Photoshop are two of the most indispensable content creation tools. More integrated than ever before, the world's number-one compositing and image-editing programs can be used in tandem to create quality work at a relatively low cost. But it takes years of experience to figure out how to get the most out of this remarkable duo. With *After Effects and Photoshop: Animation and Production Effects for DV and Film*, graphics guru Jeff Foster has created the first book devoted to showing how you can use these two programs together to produce animations and effects on the desktop. This practical guide focuses exclusively on techniques commonly used in the field as well as cutting-edge production tricks. These hands-on projects will demystify cool Hollywood effects and help you solve your daily challenges. And they'll inspire you to think more artistically when approaching your creations. Inside, you'll discover pro techniques for motion graphics and video production, including how to:

- Add depth and realism to your animations by mimicking real motion
- Use exaggerated movements to enhance characterization
- Apply 3-D animation to 2-D images
- Remove background fodder with blue-screen garbage mattes
- Employ rotoscoping techniques for frame-by-frame retouching
- Construct realistic composites and scene locations using matte painting techniques
- Make movies from stills by simulating 3-D camera motion
- Utilize perspective, speed, and scale to create believable moving objects
- Produce realistic special effects such as noise, clouds, and smoke
- Practice imaginative motion titling effects that grab people's attention
- Develop professional scene transitions using 3-D layer animations

And much more! Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

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- Apply and customize effects and layer styles, and use animation presets to apply pre-built animations and effect combinations
- Achieve advanced effects quickly using techniques such as green screen background removal, masking, speed changes, motion tracking, and animation in 3D space
- Animate individual layers of still graphics imported from Adobe Photoshop and Adobe Illustrator
- Animate text, including changing type size, letter spacing, rotation, and color over time, and flowing text along a path
- Create a set of visually consistent intro videos for a social media platform, while practicing efficient production techniques
- Export a motion graphics composition once and render multiple versions for different delivery media (such as television, web sites, and smartphones)

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Trish and Chris Meyer and Lee Lanier share over 20 years of hard-earned, real-world film and video production experience inside the sixth edition of this critically-acclaimed text. Far 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 comprehensive, full-color book is packed with tips, shortcuts, and sage advice that will help users thrive no matter what projects they might encounter. *Creating Motion Graphics* has been thoroughly revised to reflect the latest features of After Effects CC, incorporating new and redesigned exercises and projects with HD footage, further coverage on AE integration with Cinema4D, using stereoscopic 3D and 360 VR in your projects, visual effects, and much more. The book is also accompanied by an extensive companion website including the project files and source materials for all the techniques demonstrated in the book, as well as several bonus chapters on subjects like expressions, scripting, effects, and integration with other software.

Discover different ways to get and prep logos, and use Photoshop or Illustrator to convert your files into layered images that are ready to animate. Plus, learn about practical design ideas and animation techniques.

Bring your characters to life with Adobe After Effects. Explore the essential tools and techniques for character animation in *Learn After Effects* by working through examples that examine each feature as it applies to an animator's workflow. Discover how to rig characters with the Puppet tools and expressions, animate keyframes in the Graph Editor, and animate on the fly--with your mouse--using motion sketching. Plus, discover how to add 3D layers and cameras to your scenes for a multidimensional perspective on your characters. This Book is an introduction into Adobe After Effects CC. It will get you started with understanding the software to create effects, animations, titles and more for your video projects. This Book will take you from the very beginning of opening After Effects and learning the panel windows and settings to creating your first motion graphic title. This Adobe After Effects book is meant for people interested in learning how to create titles for their videos, simple animations, and introduction to motion graphics. This course is probably not for you if you're looking to learn advanced After Effects workflows, techniques, and 3D graphics. This Book teach you how to use this immensely powerful tool for creating an extensive variety of audio and visual effects. In the view of the fact that Adobe After Effects is an indispensable mean of high quality video and audio production we make sure that we are equipped with advanced technological workstations to better learn and use this software.

This colour-packed book reveals expert techniques for creating compelling motion graphics. Step-by-step tutorials demonstrate the concepts, processes and technical details of the latest version of After Effects. A new lesson has been added to serve as an introduction and tour of the program for new users. The companion CD includes all materials needed to complete the tutorial assignments and projects, as well as a trial version of the After Effects application.

Motion graphics and VFX artist Ran Ben Avraham shows how to use the 3D and compositing features in After Effects to create a volcanic landscape and 3D type.

Combining a guide to theory, practice and history of motion graphics and a practical how-to for using Adobe After Effects, this essential bundle will give any aspiring motion graphics artists a firm foundation on which to build their skills and career. *Motion Graphic Design* is the definitive guide to the art and technique of motion graphics as an applied art - enlightens and inspires to new artistic heights. *After Effects Apprentice* will give real-world skills for the aspiring motion graphics artist. Master the core techniques with 12 engaging lessons that feature step-by-step instructions and professional insights. Bundled together for the first time, this is the ideal way to get up to speed with the fundamentals of motion graphics as quickly and as cheaply as possible.

Take your After Effects skills to a new level! Twelve step-by-step tutorials, designed by industry professionals, explore a

variety of creative approaches as they teach useful design concepts and production techniques. Updated for After Effects 6.5, this new edition covers the most significant Version 5 and 6 features including 3D space, cameras, lights, parenting, text, animation presets, paint, and expressions. Each carefully structured project presents the "why" behind the steps, so you can adapt these techniques to your own designs and motion graphics work. All contain timeless concepts that will be of use for many years to come. After Effects in Production also contains six case studies of commercial projects created by award-winning studios such as ATTIK, Belief, Curious Pictures, The Diecks Group, Fido, and the authors' own studio, CyberMotion. These detail the integration of After Effects, 3D programs, live action, and a variety of animation techniques, revealing the artistic concepts behind the spots as well as the inventive techniques used to execute them. The enclosed DVD contains QuickTime movies of each of the final animations, allowing you to step through them frame-by-frame so you can examine them in detail.

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