

FX



Chroma Keyer Blur & Sharpen

EFFECTS

VOLUME 1

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CHROMA KEYER BLUR & SHARPEN

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CHROMA KEYER

Keying is definitely the most well-known and popular effect in the TV world. The term 'Blue Screen' is also commonly used for this technique.

Television presenters and announcers can be seen daily working in front of the most varied backgrounds. The presenter is actually recorded in front of a blue background (blue is the favorite because people give off predominately reddish tones). The background (key color) is then cut out and another background is blended in. Of course this has its problems; suppose the presenter is wearing a blue tie and the keyed footage is a film of a burning forest - then his tie would also be burning!

Of course you can do this yourself with MoviePack; just record yourself standing in front of a monochrome background and then cut out the background using a chromkeyer. Now, if you use another scene as a background, you can achieve outstanding results.

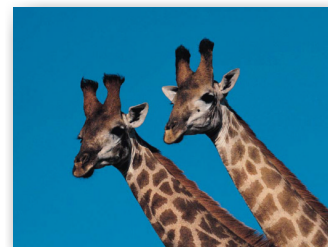


Chroma Key

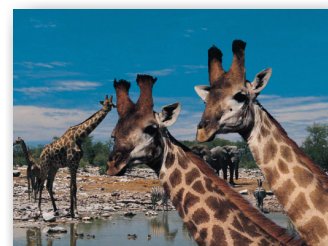


The chroma key effect leaves areas of the image transparent. A key color, which will be made completely or partially transparent depending on the amplitude, can be set absolutely or selected from the image.

Parameter	Setting/ Change	Range of Values
Amplitude		
Amplitude	Transparency	0 to 100
Key Color	RGB/HSB/pipette	Change
Operation	Normal/Show Alpha	Change
Threshold		
Hue	Tolerance of color area	0 to 100
Saturation	Saturation	0 to 100
Brightness	Brightness	0 to 100
Smooth		
Hue	Increase in color area	0 to 100
Saturation	Contrast reduction	0 to 100
Brightness	Contrast reduction	0 to 100
Alpha Processing		
Gamma	Gamma values	0 to 100
Desaturate	Removal of light mist	0 to 100
Matte Choking	Contour blur	0 to 100
Matte Chunky	Fine corrections	0 to 100



The sky becomes transparent through the key color.



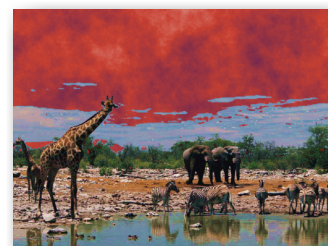
New background is visible.

Amplitude

Amplitude determines the level of transparency. At lower values the chosen key color remains visible, like a mist.

Key Color determines which part of the object will disappear. The color can be selected numerically or by clicking on the color wheel. The color can also be selected from the small preview window using the **Pipette** (which appears as a mouse-pointer). **Zoom** enlarges the image.

There are two displays available in **Operation**. In addition to **Normal**, **Show Alpha** can be selected and means that the alpha mask is shown in black and white.



Low Threshold values mean only dark blue areas are transparent and light blue areas remain visible.

Threshold sets the tolerance limits which determine the key color. The transparent areas can then be expanded or reduced. Colors similar to



the key color can be included in the effect using the **Hue** slider. **Brightness** and **Saturation** also increase the tolerance in these areas.

Smooth has similar parameters to **Threshold**, but the tolerance limits of the key color are calculated differently. **Brightness** and **Saturation** change the contrast of the original so that the extended transparent area has softer edges. Likewise, the **Hues** will become more alike.

Alpha Processing

The **Gamma** value determines how many mid- or contrasting brightness values will be included in the key color. Values lower than one extend the transparent area, while higher values reduce it (cf. Gamma effect in Image Control).

Desaturate makes the fine color mist, which lies over the visible areas, completely transparent.

Matte Choking blurs the contours of the transparent area, thus expanding it (cf. Matte Choking in Alpha Processing).

Matte Chunky has the opposite effect. This allows more subtle corrections to be made to the transparent area.



Matte Choking blurs the contours of the transparent area.



Linear RGB Key

This effect erases sections of a chosen color and allows the background, i.e. the object or Canvas, to shine through.



Parameter	Setting/ Change	Range of Values
Amplitude	Strength of effect	0 to 100
Key Color	HSB or RGB Pipette/Color wheel	
Threshold	Setting/ Change	Range of Values
Threshold	Tolerance threshold	0 to 100
Threshold Components	Red, Green, Blue	-100 to 100
Smooth	Setting/ Change	Range of Values
Smooth	Contour smoothness	0 to 100
Smooth Components	Red, Green, Blue	-100 to 100

Amplitude determines the strength of the effect. At low amplitudes, the key color is only slightly transparent.

The **Key color** determines which part of the image will disappear. The color can be selected numerically or by clicking on the color wheel or by selecting the color from the small preview window using the **Pipette** (which appears as a mouse-pointer). **Zoom** enlarges the image.

Threshold

This increases the colored area to be included in the effect. **Threshold Components** determine which color components will be emphasized in the effect.

Smooth

This parameter smooths the contours between the original (unaffected) and transparent areas, thus extending the transparent area. **Smooth Components** smooth the contours of the selected colored area further.



Original.



Key color is black with a low threshold.



High threshold - all darker areas, including the profile of the title, become transparent.



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Effects

BLUR & SHARPEN

Blur & Sharpen effects make images look either blurred and out of focus or they reinforce contrasts and contours so that the image appears in focus. You can use these effects to simulate the focus of a camera or to simply produce interesting clips and transitions. It is often very useful, when working with other effects, to be able to create clean lines or a romantic blur etc. to ensure that the various effects are used to the best possible advantage.



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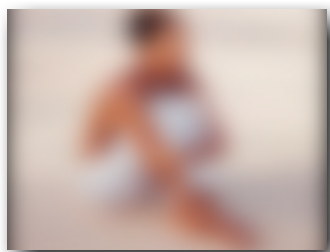


Effects

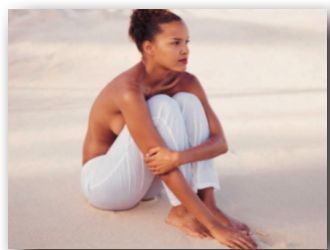
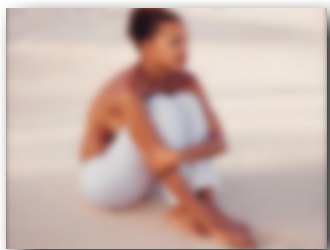


Blur

This effect blurs the image by reducing the contrast between neighboring pixels. If the blur is changed over time, the effect is like a camera focusing.



The image is almost unrecognisable at a high amplitude.



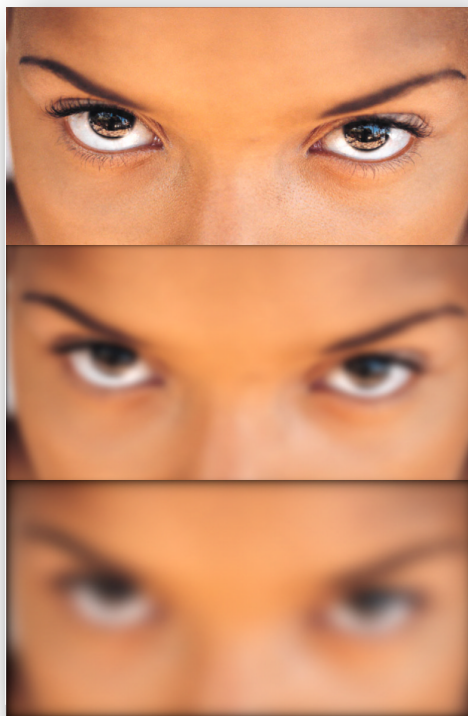
The lower the amplitude, the sharper (in focus) the image becomes.

Parameter	Setting/ Change	Range of Values
Amplitude	Strength of effect	0 to 100
Blue, Green, Red	Activates color channel	-100 to +100
Alpha	Alpha blur	0 to 100

Amplitude determines the degree of the blur.

Colors which are to be included in the effect and those that are not can be selected from the three **Color Channels**; shadows in the complimentary colors result.

Alpha is intended for objects with an alpha mask.

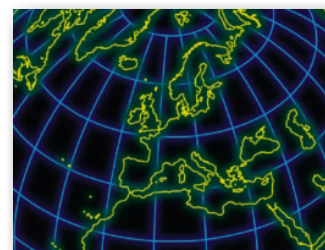


Fragment



This effect blurs the contours of the image. It is different to the **Blur** effect in that it creates a shaking camera effect by displacing and blurring the contours slightly. As a result, when the clip is played, a camera shake is obvious.

Parameter	Setting/ Change	Range of Values
Main		
Amplitude	Strength of effect	0 to 100
Lightness	Lightness of entire image	-100 to +100
Advanced		
Red, Green, Blue	Activate color channel	On / Off
Thickness	Width of contours	5 to 10
Direction	Rotations on the object	0 to 27777



Original.

Main

Amplitude determines the strength of effect.

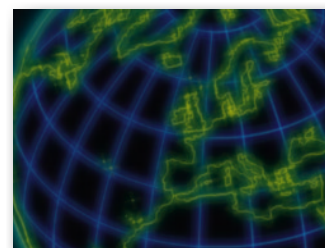
The **Lightness** of the entire image can be increased or decreased as desired.

Advanced

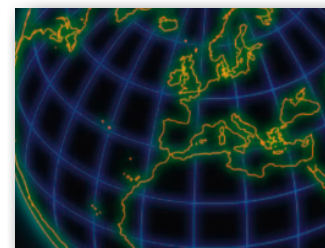
Colors which are to be included in the effect can be selected from the three **color channels**. If blue is turned off for example, the blue pixels remain in focus, i.e. they are not displaced.

Thickness alters the size of the contrasting areas. The effect is intensified and the contours become more blurred.

Direction finely adjusts the contours. Enlarge a section and change the **Angle** to see how the pixels change direction. **Rotation** determines the number of full rotations of the effect on the image. When the clip is played, a blurred effect results.



Higher Amplitude - the lines are blurred.

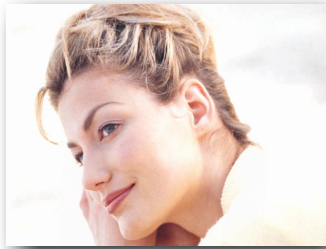


Red is switched off - only the red pixels in the lines remain in focus.

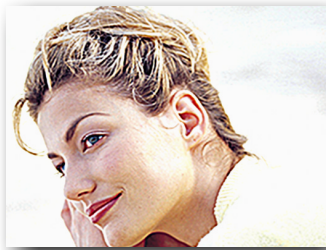


Sharpen

This effect improves the sharpness of an image by increasing the contrast of neighboring pixels.



Original.



At higher amplitudes contrasts are clearer and the image is more focused.



Popart effect on the original (above) and on a sharpened image (left).

Parameter	Setting/ Change	Range of Values
Main		
Sharpen	Strength of effect	0 to 100
Advanced		
Red,Green, Blue	Activation of color channels	On / Off
Details	Precision of details	5 to 20

Sharpen determines the strength of effect.

Colors which are to be included in the effect and those that are not can be selected from the three **color channels**.

Details alters the size of the contrasting areas. The higher the setting, the more extensive the highlights and shadows become and details disappear. At very high amplitudes, the images become blurred and an interesting distortion effect results.



Edge Enhance



This effect emphasizes the contours of an image. Contrasting contours are emphasized with colored pixels (black & white clips with darker pixels).

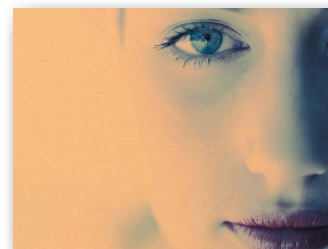
Parameter	Setting/ Change	Range of Values
Main		
Amplitude	Strength of effect	0 to 100
Brightness	Brightness of entire image	-100 to +100
Advanced		
Red, Green, Blue	Activation of color channels	On / Off
Outline	Width of contours	5 to 20

Amplitude determines the strength of the effect.

The **Brightness** of the whole image can be adjusted and the contrasting contours are unaffected.

Colors which are to be included in the effect can be selected from the three **color channels**.

Outline alters the size of the contrasting areas. The higher the setting, the thicker the emphasized contours will be. At very high amplitudes the image is visibly distorted.



Original.

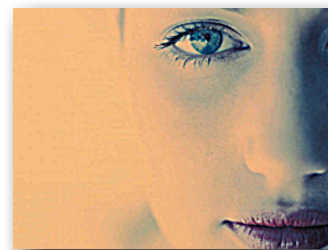


Image is more in focus at lower amplitudes.

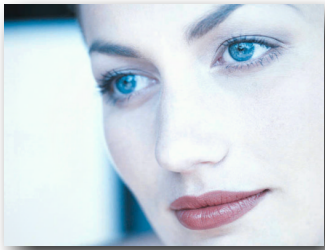


Contours are wide and they become blurred. Red is deactivated.



Monochrome Sharpen

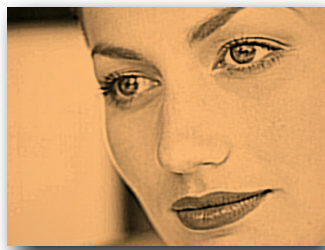
This effect improves the focus of the image by increasing the contrast of neighboring pixels and emphasizing the contours. The entire image is colored according to the amplitude.



Original.



Blue has been selected at mid amplitude.



Original colors disappear completely at an amplitude of 100.

Parameter	Setting/ Change	Range of Values
Main		
Amplitude	Strength of effect	0 to 100
Lightness	Lightness of entire image	-100 to +100
Color	Color	HSB/RGB
Advanced		
Width	Width of contours	5 to 30
Direction	Rotations on the object	0 to 27777
	Angle	0 to 360

Main

Advanced

Main

Amplitude determines the strength of the effect.

The **Lightness** of the entire image can be adjusted.

The **Color** of the image can be selected from the color wheel or chromaticity diagram. HSB or RGB settings are both possible (cf. Color setting in Image Control).

Advanced

Width alters the size of the contrasting areas and the contours are heavily emphasized. The lines become blurred at very high amplitudes and an interesting distortion effect results.

Direction finely adjusts the light and dark pixels of the contours. Enlarge a section and change **Angle** to see how the pixels change direction. **Rotation** determines the number of full rotations of the effect on the object.





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