

RESCUE MATTE CLEANER

BLACK OPS EFFECTS

For the best result it is usually best to follow this sequence:

PreClean :

- **Footage is : Excellent/Good/OK/Bad**

This may be adjusted later but this is a guess at how much rounding and de-noising is required. It is a good idea to try OK first. 4K and 6K footage and footage with lower bit depths will usually benefit from using OK or Bad settings. You can go back to this later, this mainly affects selecting colors later and smoothing edges.

- **Pre clean blobs below size**

This tells the plugin to remove any small noise areas in the frame that you don't want. Usually this is larger bits of noise and perhaps tracking dots etc.

This stage of the cleaning is motion sensitive and will try to preserve some motion blur if found on edges.

A value of 0 means do not pre-clean at all.

A value of 1 means use only basic alpha noise clean up at this stage

A value 2 or more means start removing solid areas smaller than 2 etc

Increase this setting until you have cleaned up the frame as much as you can.

Further advanced clean-up :

In general, it is a good idea to try an early frame first and then try to adjust for your worst frame in your footage later.

Isolated areas not joined to the subject

If you have large or small isolated in some specific parts of the screen you want to get rid of now, set **Further processing** to **Remove larger than**, then set the **Size** value

underneath. You can also set the **Found** setting beneath to where on the screen the parts you want to remove are, eg "Touching top of screen" or "Only in top half of screen"

Removing areas that are joined to or part of the subject

If you have parts of the matte you want to get rid of that are actually part of the main matte or joined on to it and not isolated, you will need to use the color selector to isolate them. The goal is to first of all select MORE areas to remove than you need, then reduce this down.

- Set **Further processing** to **Remove** initially
- Open up the **color range picker section** beneath. The color range picker can take a High, mid and low color to be able to select object under different lighting conditions. (don't worry about which order they are in though, the plugin will automatically work this out) These are set to 000 pure black to set to OFF (ie not used)

Usually though, you will only need to select one color (Use HI, but it doesn't matter which one really)

Then increase the **tolerance** adjustment below to try to select the area you want. You will see the areas you have selected disappear.

For better color selecting, set **Process** setting at the top of the plugin to **Show color info**. This will display your selected regions to be removed in **bright red**. Automatically extended regions around this will be shown as **dark red**. The image may be slightly blurred in this mode, this is to help you choose colors more easily.

At this point, if you haven't got a reasonably accurate selection you can use the **Lo** and/or **Mid** color range. Remember you don't need to worry about having other areas in different areas of the screen of this color also selected at this point, you can set a rule below to keep them.

- You can now narrow down your selection by choosing which areas selected to really want to remove. To do this you may want to use the **Further processing** setting to set a specific size of area you want to remove. You can choose only smaller or larger areas if you like. The best way to see this is in **Color info** mode – **RED** areas will be removed, **GREEN** areas will be kept as being too small or large.

- Alternatively, you may wish to use the **Found** selector to set where on the screen the areas you want to remove are. Using the **color info** mode these areas will also light up BRIGHT RED for selected to be removed, DARK RED for automatically extended areas, GREEN for areas that were selected, but will be kept because of where they are on the screen according to the settings below:

The **Found** settings are:

Anywhere on screen - self-explanatory

Touching top of screen

– NB some degree of error is allowed here for masking problems, so this will also cover areas that are Very Nearly touching the edges (ie only a 1 or 5 pixel gap) Similarly :

Touching bottom of screen

Touching left of screen

Touching right of screen

Only top 1/2 of screen

-NB this means NO PIXELS AT ALL of the selected area can be in the bottom of the screen, so won't work if the color selected area reaches into the bottom half of the screen even a tiny amount. Similarly:

Only bottom 1/2 of screen

Only left 1/2 of screen

Only right 1/2 of screen

On an object edge

-NB Use this setting for if the area you want to remove is on the very edge of the subject OR for instance if the object to be removed is behind the subject (so appears to be joined on to it - see the tracking dots example in the advanced tutorial)

If you are using this setting, the area you have color selected in **BRIGHT RED** MUST go right to the edge of the subject. Ignore the dark red area as this is not taken into account for this setting. This is to improve accuracy.

- You may wish to adjust **Footage is** to estimate higher or lower quality. **Excellent** is not usually used as most footage benefits from some removal of grain. This doesn't usually make a massive difference but in general **OK** or **GOOD** make color selecting very precise, **BAD** will make color selecting more lenient and include more surrounding pixels. If you have **On an object edge** selected though, **BAD** mode can make this more difficult to pick up the edge so you may wish to avoid it.
- Once you have got your key, you can set **Process to Show Result** and check your other frames. You may wish to finesse the edges of your matte by adjusting the settings below:
- **Smart Extend** - this setting automatically extends selected areas to remove lone pixels or thin remaining noise around areas removed above . This shows up in **DARK RED in Color**

Info mode. Usually 5 is a good value, however you can increase or decrease this if you need to. In 4K or above particularly you may wish to increase this slightly.

- **Final Shrink<->Grow** - this setting moves the edges of the matte outwards or inwards. Negative values shrink the matte, positive “grow” it outwards and make it larger. Automatic anti-aliasing and smoothing of edges is engaged around 0.
- **Final Feather** - this setting feathers (ie fades out) the edges of the matte and if increased can give a blurred “out of focus” look to edges if required.

Other settings

- **Process** - can also be set to **show alpha** to just show the final output mask in black and white.
- **Treat as solid alpha >** - this setting tells the plugin what to treat as a “solid” area of the mask. 30 is usually good for this, but on **rare** occasions you may wish to reduce this (eg if a lot of the original mask edge you want to keep is very faint and has very low alpha) or increase this (if the background is all partially transparent and clear areas don’t have an alpha of 0, their alpha is always higher than this even in empty regions)

Other notes

- All size values are in pixels, so for 4K footage and higher resolutions you will need to use the higher end of the parameter settings; for lower resolutions you will usually be around the initial settings at the lower end of the scales..