

EFX Keying/Alpha free plugins for After Effects

[Installation](#)

[Alpha select](#)

[Despill](#)

[Luma select](#)

Installation.

To install:

- find your After Effects plugins directory, ie.:

Windows:

C:/Program Files/Adobe/Adobe After Effects CS6/Support Files/Plugins

Mac:

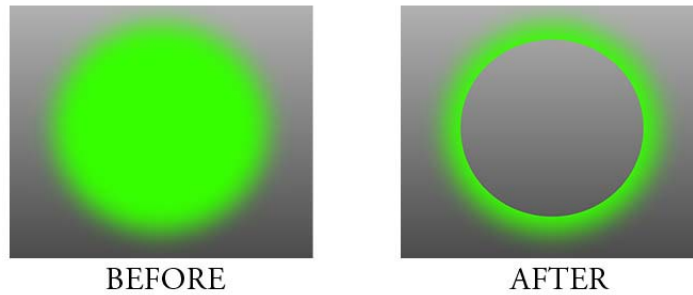
/Applications/Adobe After Effects CS6/Plugins

- copy the efx plugins folder that corresponds to your After Effects version.

It doesn't matter exactly what subdirectory the plugin files are in, as long as they are within the After Effects' main plugins directory.

In After Effects you'll find the plugins in Effects under **EFX keying/alpha group**.

Alpha select



Lets you select pixels based on their alpha value.



Min alpha - minimum alpha threshold, if alpha lower than this - the pixel will be removed.

Max alpha - maximum alpha threshold, if alpha higher than this - the pixel will be removed.

Invert - invert selection.

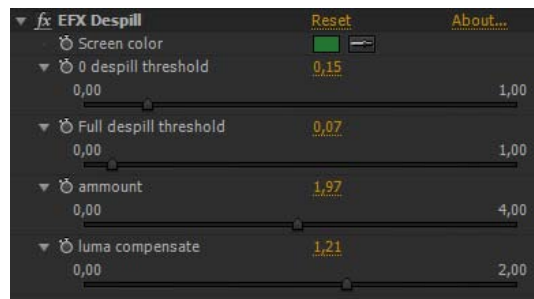
Mode - output format of the filter:

- **normal alpha** - just a regular result of the operation with all transparencies,
- **full alpha** - the result with all opacities larger than 0 turned into full opacities,
- **luma** - like normal alpha but the result is stored as luminosity data instead of alpha,
- **full luma** - like full alpha but the result is stored as luminosity data instead of alpha.

Despill



Lets you remove a color spill after keying operations.



Screen color - the color whose spill you want to remove.

0 despill threshold - pixels whose color differs from the screen color by more than this value will not be despilled at all.

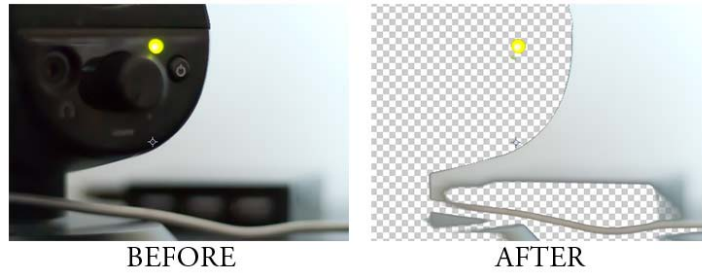
Full despill threshold - pixels whose color differs from the screen color by less than this value will be fully despilled.

All remaining pixels will be despilled partially.

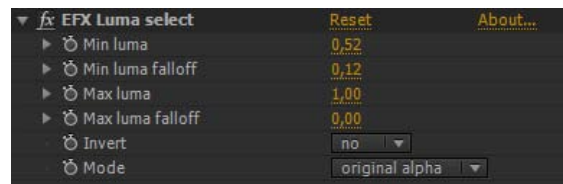
amount - set the strength of despilling.

luma compensate - lighten or darken despilled pixels.

Luma select



Lets you create a selection based on the luminosity of the image.



Min luma - pixels with luminosity lower than this value will be keyed out.

Min luma falloff - soft selection for Min luma threshold.

Max luma - pixels with luminosity higher than this value will be keyed out.

Max luma falloff - soft selection for Max luma threshold.

Invert - inverts the selection.

Mode - output format of the filter:

- **normal alpha** - just a regular result of the operations with all transparencies,
- **full alpha** - the result with all opacities larger than 0 turned into full opacities,
- **luma** - like normal alpha but the result is stored as luminosity data instead of alpha,
- **full luma** - like full alpha but the result is stored as luminosity data instead of alpha.