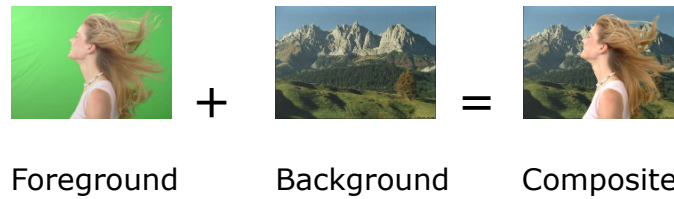


Quick Guide - Using the Chroma Key

Chroma key is a technique for mixing two images or frames together, in which usually a single colour from one image is removed (or made transparent), revealing another image behind it. The technique is also known by other names, green-screen, blue-screen, colour keying and colour-separation overlay. Now used extensively in the film industry for special effects.

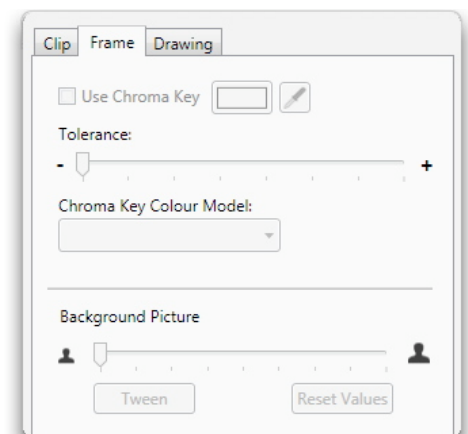


- You need to shoot your animation against a green screen. The screen needs to be bright and a uniform colour.
- The scene needs to be well lit, any shadows on the backdrop will produce a poor chroma key.
- Each clip you shoot can have a different picture for its backdrop.
- Pictures used for the backdrop should be as high a quality as possible.
- Shoot each scene of your animation as separate clips.

Applying the Chroma Key

- Select the first clip in the timeline for applying the chroma key.
- Choose the Frames view so that all frames in the clip can be seen.

- Select the first frame in the clip.
- Select *Load background...* from the Clips menu.
- Navigate to, and select, the picture you wish to use.
- Select the Frame tab in I Can Animate.
- Use the pipette tool to choose the chroma key colour from your main preview window. The colour well should now show the same colour as your chroma key.
- Select the Use Chroma Key checkbox.
- The **Colour Model** needs to be set to *From Colour*.
- Your background picture will now appear behind your animated characters in the preview window.
- The tolerance slider allows you to remove any 'noise' that might be visible.



Applying the Chroma Key to all the Frames in a Clip

- Select all the frames in your clip and repeat the process described previously.
- The chroma key will now be applied to all frames in the clip.
- This might take a few moments to complete.
- If you find interference appearing on some of the frames, these can be individually 'tweaked' by selecting each in turn and using the Tolerance slider.

