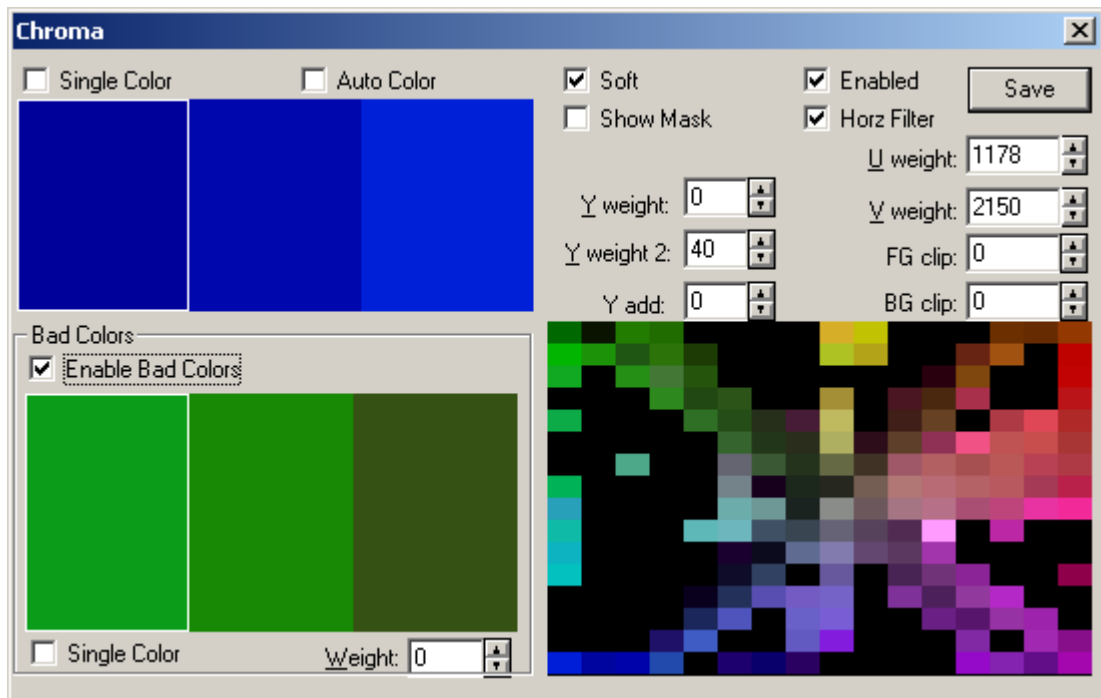


Chroma Key Settings



- | | |
|--------------------------|---|
| Single Color | - using only one base color for Keying (otherwise three colors are used) |
| Auto Color | - automatic color selection according to the maximum covering area on the screen |
| Enable Bad Colors | - enabling of using bad colors for Keying (the colors of the front scene objects that are not the background colors) |
| Single Color | |
| Weight | - influence level of the bad colors (0- no influence) |
| Soft | - soft insert mode |
| Show Mask | - enabling of the Chromo Key mask creation (the color background will be shown in black and the front scene objects will be in white. This option is used for testing purposes) |
| Y weight | - brightness component value (0 value is recommended) |
| Y weight 2 | - brightness correction coefficient (is used for adjusting Keying in shadows) |
| Y add | - brightness correction (is used for adjusting Keying in shadows) |
| Enabled | - enable Chromo Key function |
| Horz Filter | - signal cleaning during the insert |
| U weight | - blue component value (0-4096) |
| V weight | - green component value (0-4096) |
| FG clip | - rough crop of the mask bounds |
| BG clip | - rough crop of the background bounds |

Multicolor diagram in the right bottom corner shows the color statistics for the input video signal. Left-click by mouse on the color defines it as basic one (the color of the background). Right-click by mouse on the color defines it as a bad color (the color of the front scene objects). When the colors are specified, one needs to set U weight ,V weight values and Y weight2 and Y add then. Finally FG and BG parameters should be set.