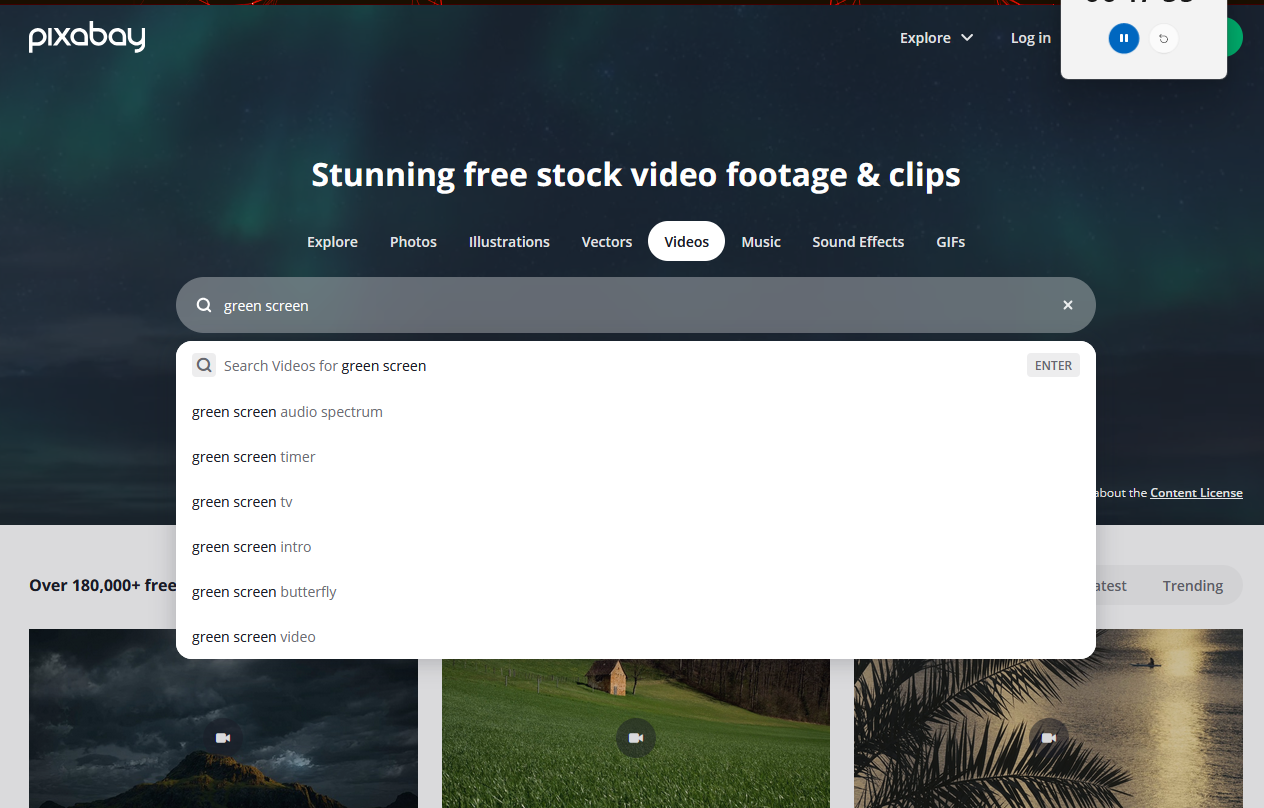
In this lesson we will be playing with the chroma keyer and green screen , blue screen

Black screen trying to remove background from your video and image so te get started we need some footage you might have our own green screen footage if you don’t have then you just grab some to play with at Pixabay

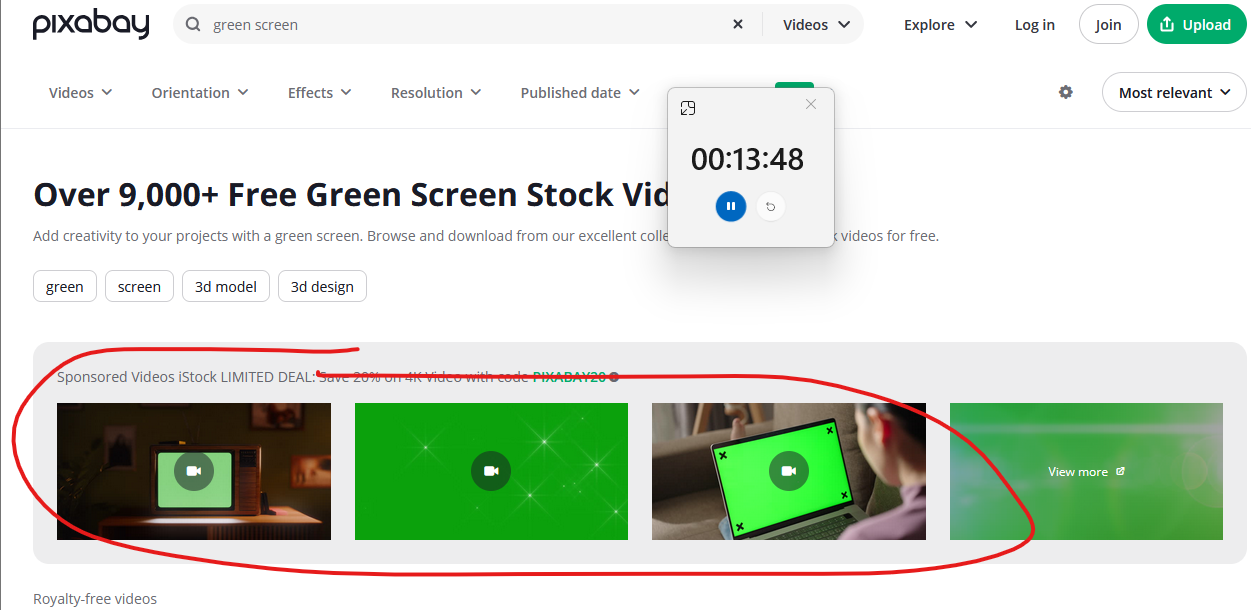
SO pixabay offers free stock photography and videos it

It also has some affiliate links to paid(who knows)

We search for video here and we search green screen

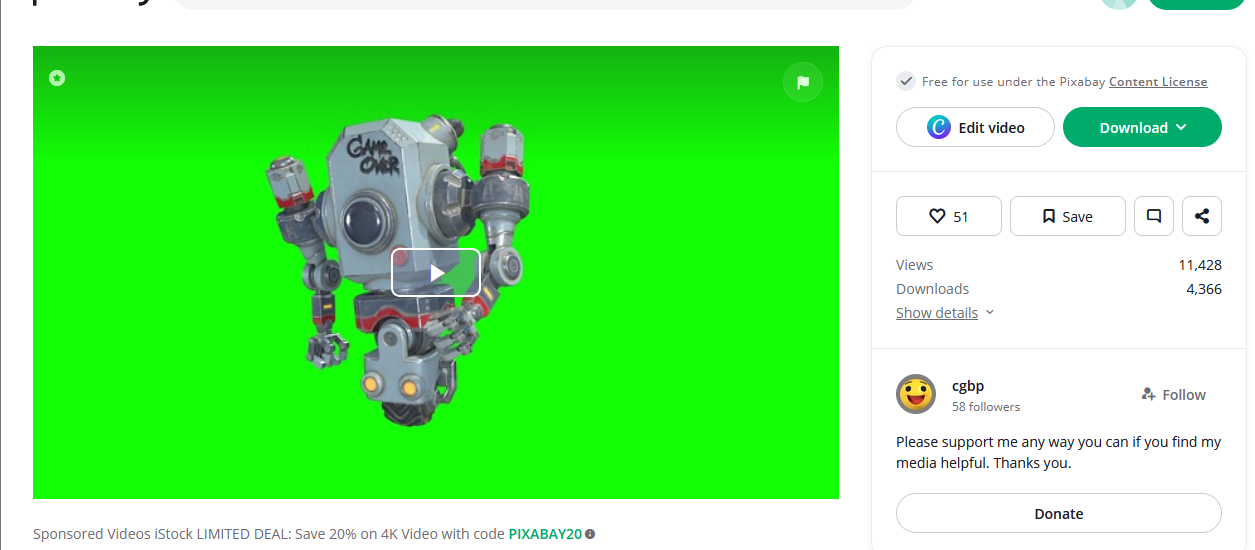


So now we see all these videos that we can download for free and use in our game screen project



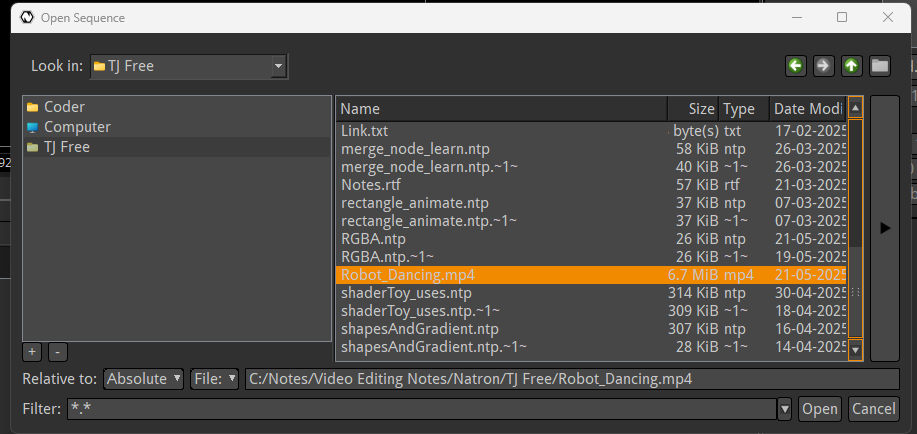
Some are sponsored (as marked above)so they are paid

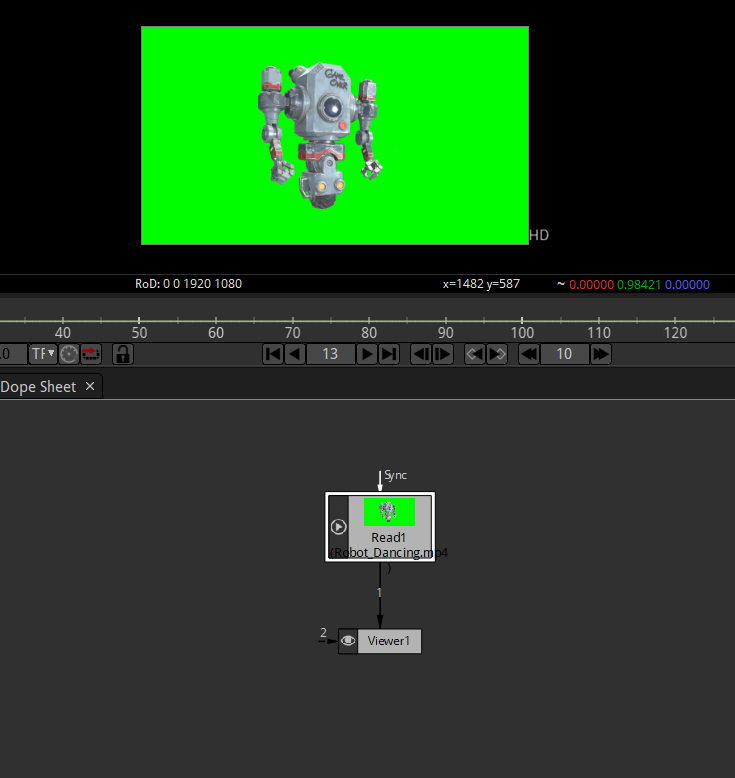
All other are free choose one which you like and download it



Now we read it in our natron so to do that we go the image nodes

And then read and then we find out video and then click on open button





Now we connect the read node to the viewer node

Now It will look like above

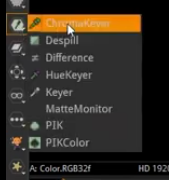
Now we want to remove this green background

To do that we need to go to our keyer nodes as shown below



2:05

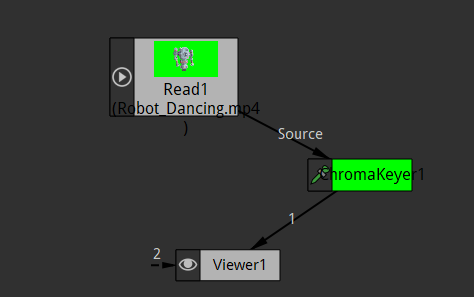
Now we are going to remove this background



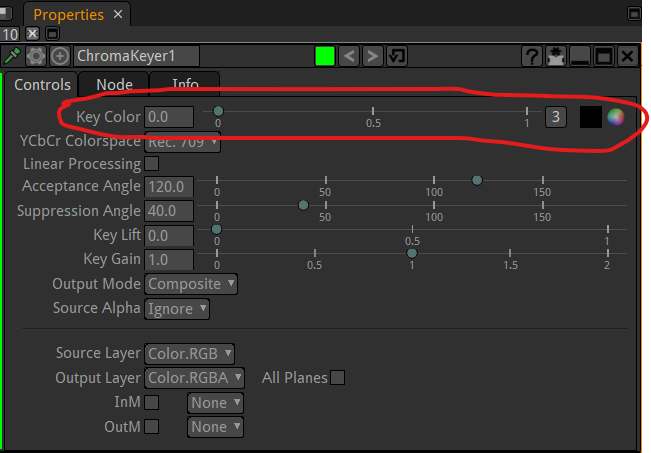
And now we click on ChromeKeyer option to add chromeKeyer node in our node graph

We hold ctrl so that node come in between Viewer node and Read node

As shown below



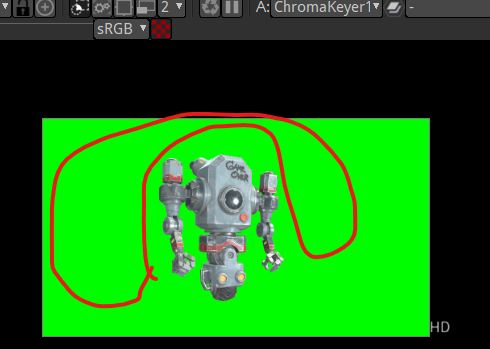
Now in Properties you can see many properties of chromaKeyer



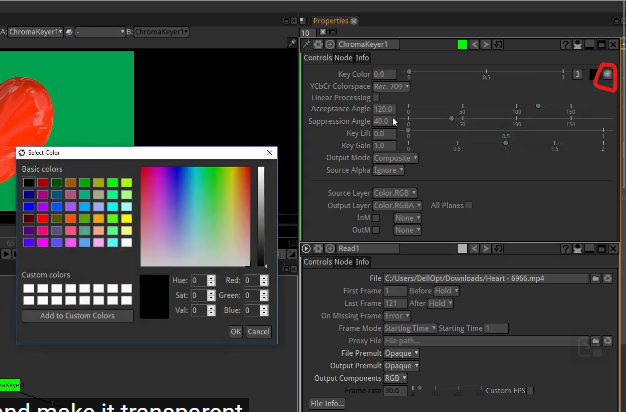
Now you can see above property Key color as marked above

Whatever color we select as the key it will try to turn the color transparent to make it invisible so we can have another background

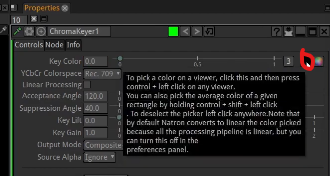
Do right now if we click the transparency in viewer tab we are not seeing any of these transparency squares come through as shown below



Because there is nothing transparent as marked above yet it is just green that’s the reason you do green screen so you can make you choose a color that’s not very common that people are not gonna have like in their skin pigmentation or clothing then you can take it out and make it transparent so we could just choose the color



You can just choose the color on this color we can try like and guess choose the right green or if we check the below marked box then

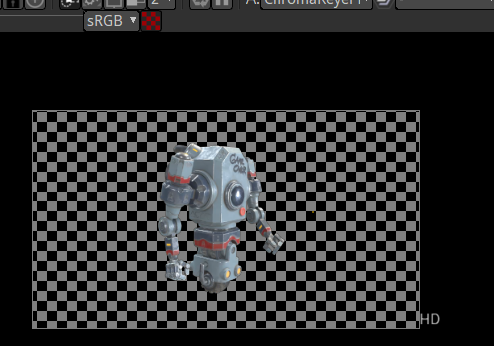


We can pick the color if we hover over it . It gives us the instruction it says you have to hold the ctrl key on your keyboard and then click to select the key the is one pixel that has that color you want to make transparent in your video or image

So in our image we choose our green color by this way



Now if we see it in transparent mode then



Now everything that was green is now just clear transparent

So now we can can add like a merge node We can actually be this our foreground ns we can add in our background by our merge node

We are adding Marge node in between the chromaKeyer and read node

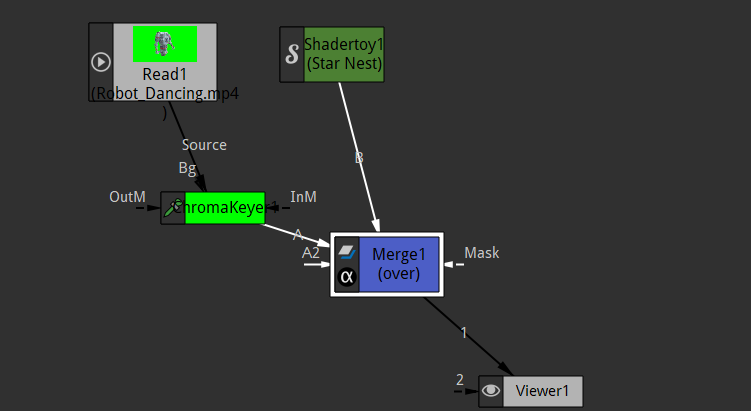
We add a shaderToy for our background We don’t want but for our tutorial purposes we keep It for now in preset I choose star nest and then I keep it as background in merge node now we put the ChromeKeyer in between the Read and Merge node

This has taken a lot more time but you have understaood the process

If you are learning natron then you will definitely experience where something does not work the way you want it and you got to go through it and look at the properties and sometime you got to break the pipes and then reattach them and see what is going on

You may get frame rate warning ignore it by clicking on OK button

Now our node graph will look like below



Now our output will be like below



I change the shader toy to Cloudy sky

So it will look like below

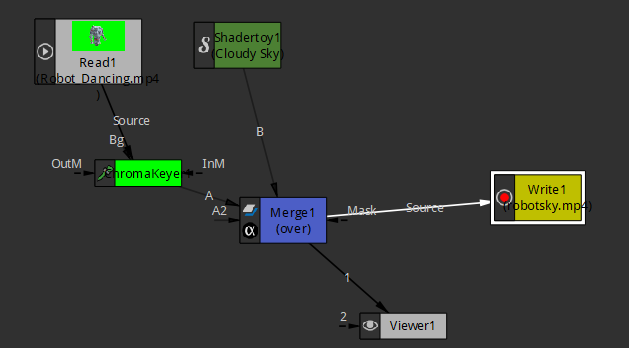


Now we will o the final step of rendering and writing it out

So we write it as we had done it previously and export it in mp4

And now attach our writer node to the last node the viewer is attached to

Now node graph will look like below

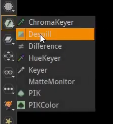


Now we will render this our as we know

It may take some time

So now we will talk about some thing else with the keyer

We have a despill

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What it does is that it will go through and take out all the edges sometimes we have a 3d object as a video we don’t have issue there so much but if you are a filming a person and you have a light reflecting of the sides of their skin

You will sometimes see a green tint on their here or on their skin (I don’t know)

So what it will do is that it will give you some option for taking out green glow around your subject

So there an option too but this does not apply here but maybe we will use that in a future lesson

(I think I will research about it later )

In teacher video export he see some glitches in the starting of the video

Teacher says it is so because our source video is in mp4

So it already has some compression and its not a super high quality

To avoid it we could have done is first rendered it out as like series of still images and then brough it into our project(who knows)

Teacher will talk about some optimisation in some future video

The next lesson may be we will play with the despill a little bit and use an actual real subject instead of a 3d rendered heart and we will see you in the next lesson