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# Chroma Key Node

The *Chroma Key* node determines if a pixel is a foreground or background (and thereby should be transparent) based on its chroma values.

Use this, for example, to composite images that have been shot in front of a green or blue screen.

## Inputs

### Image

Standard color input.

### Key Color

The background color usually selected using the color picker and the original image.

## Properties

### Acceptance

An angle on the color wheel that represents how tolerant the keying color is. Larger angles allow for larger variation in the keying color to be considered background pixels.

### Cutoff

Controls the level that is considered the pure background. Higher cutoff levels mean more pixels will be 100% transparent if they are within the angle tolerance.

### Falloff

Increase to make nearby pixels partially transparent producing a smoother blend along the edges.

## Outputs

### Image

Image with its alpha channel adjusted for the keyed selection.

### Matte

A black-and-white alpha mask of the key.

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