



DUCK_V1.0__by Niccolo' Barbero__

niccolo.barbero@gmail.com



duck_alphaedge

It gives edge of a roto or a key, you have the possibility to dilate or erode , blur or multiply the edge differently inside and outside. Simply the best alpha edge you can find for free.



duck_green_killer

Green spill suppression, you have a restore luminance and red contribution channel option. In the advanced tab you can find options for edge color correction and edge visualization.



duck_blue_killer

Blue spill suppression, you have a restore luminance and red contribution channel option. In the advanced tab you can find options for edge color correction and edge visualization.



duck_object_ID

Useful to extract an id matte from an rgb id pass. It allows to have : red, green, blue, yellow, cyan, magenta, black and white computed alpha. There is an option that allows you to blur the matte before or after computing and multiply to increment the values.



duck_luma_keyer

Based on the Frank Reuter macro it uses curves to create efficient luma key working on different color space as HSV, HSL, LAB, YPbPn. Pre key and post key blur, alpha multiply, Invert alpha and premultiply options.



duck_smart_blur

Smart Blur isn't a common blur, it helps to blur images with heavy grain, surface imperfections, noises, render problems, etc. maintaining the boundary and the edges, and restoring details in highlights and dark regions of the image.



duck_denoise

It helps to denoise a footage, since it is not based on analysis: it just provides a denoise for black/white and colored dots. It doesn't make a reconstruction of the denoised pixels but it helps to fix visually the problem.



duck_skin_cleaner

A tool developed to clean up model's skin in common beauty/fashion shots.



duck_night_vision

It simulates an infrared night vision effect. You have the option to manage the green multiplier , vignette, grain and glow. To work properly you must set the project settings format as the footage you want to give a night vision of.



duck_heat_vision

It provides a heat vision effect using filters on different color spaces (RGB, YpBpR, HSV). There are options to increase the multiply, glow intensity, dilate effects and blur.