Max_Unity Live Chroma Key Manual (PC & Mac Compatible)

1. Import JitReceiveTexture.cs into an Assets folder in Unity.

2. Attach JitReceiveTexture.cs to a Unity object.

3. Using the Inspector in Unity, check that the object Shader is set to Unlit/Transparent, otherwise the Max 7 jit.chromakey cannot be displayed in Unity.

4. Open the max_unity_chroma_key patcher.

5. Attach USB webcam to PC and setup physical chroma key environment.

6. Click the open message and activate the metro toggle to send webcam feed to Max 7.

7. Once video is being received click on the message box that sends suitable starting values to be assigned to jit.chromakey. These can be adjusted using the counters to the right.

8. Click on a colour value in the main video window (a suckah hidden underneath this reads the RGB values of the clicked screen coordinate). Using prepends and vexpr the RGB values are setup to be received by the jit.chromakey object.

9. The jit.chromakey output is displayed in a secondary jit.pwindow for visualisation purposes.

10. Finally, the chroma keyed webcam footage is sent using jit.net.send to a port matching the one specified in the JitReceiveTexture.cs script in Unity (default port is 32005).

Please note that the video feed will only update in Unity if you are clicked into the Unity window. For multiple chroma key instances send to separate ports and add JitReceiveTexture.cs scripts to additional objects in Unity, making sure the port values are matching.