



easily generate a mask by removing
a single color from an image.

Primatte 2.0.

a powerful chromakey tool for Adobe Photoshop

from Digital Anarchy and Photron



primatte 2.0 quickstart guide

This section is a down n' dirty overview of the Primatte 2.0 interface and process. It's good for folks who are familiar with chromakey software, and just need to know where the functions they expect are hiding. Please refer to the Primatte manual for clarification about individual tools and functions.

If you are NOT familiar with chromakeying, the full Primatte manual has a very lengthy and complete tutorial. Note that Primatte can extract a foreground from any solid color, but for simplification, we refer to the background color as 'blue' and 'bluespill'.

Step 1

Select the Photoshop layer that contains the object to be masked. The bottommost layer of that file will be used as the background. If there are no additional layers, the masked object will appear on a gray background.

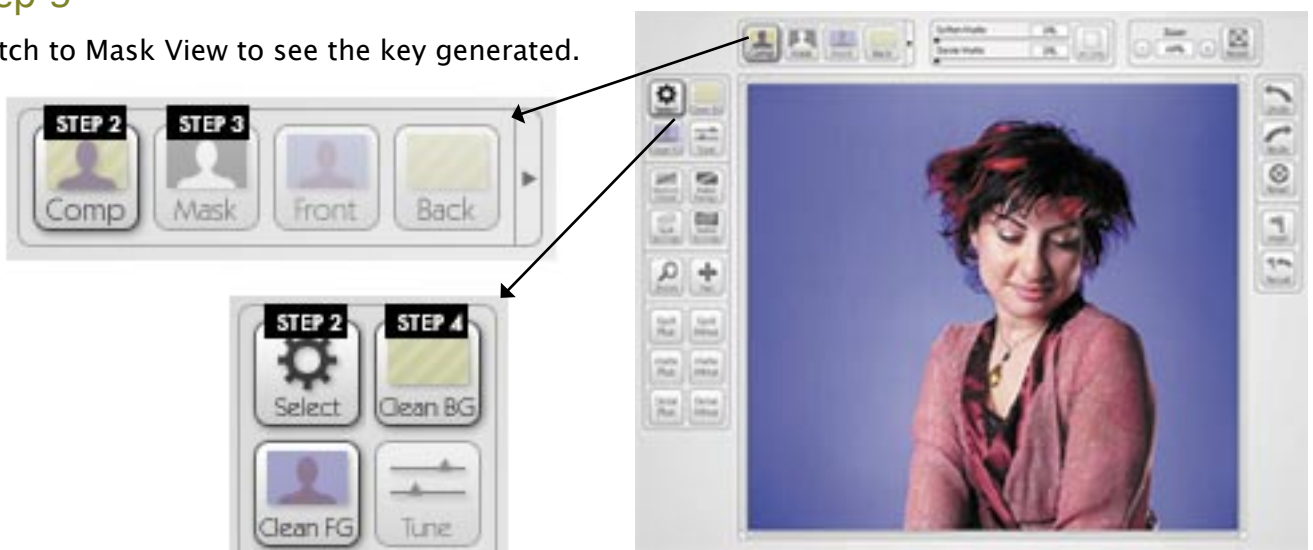


Step 2

To generate the initial mask, click in the area of the photo to be keyed out (usually the blue or green background). You are in Select mode (button on left side) and Comp view (button along top).

Step 3

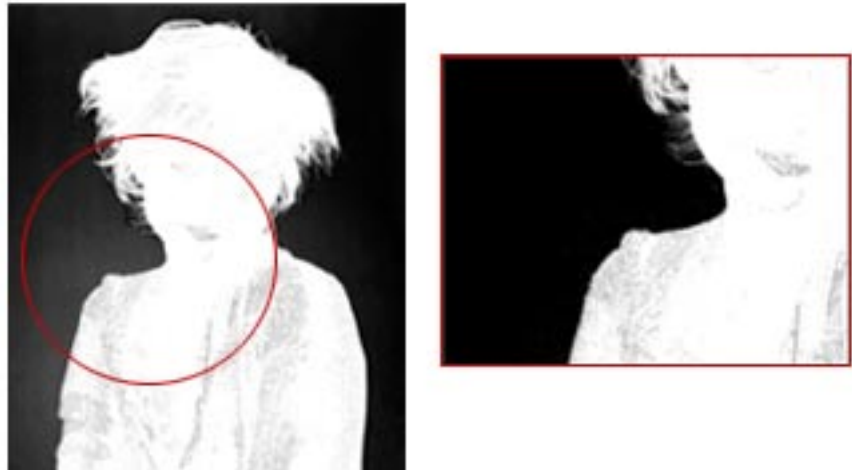
Switch to Mask View to see the key generated.



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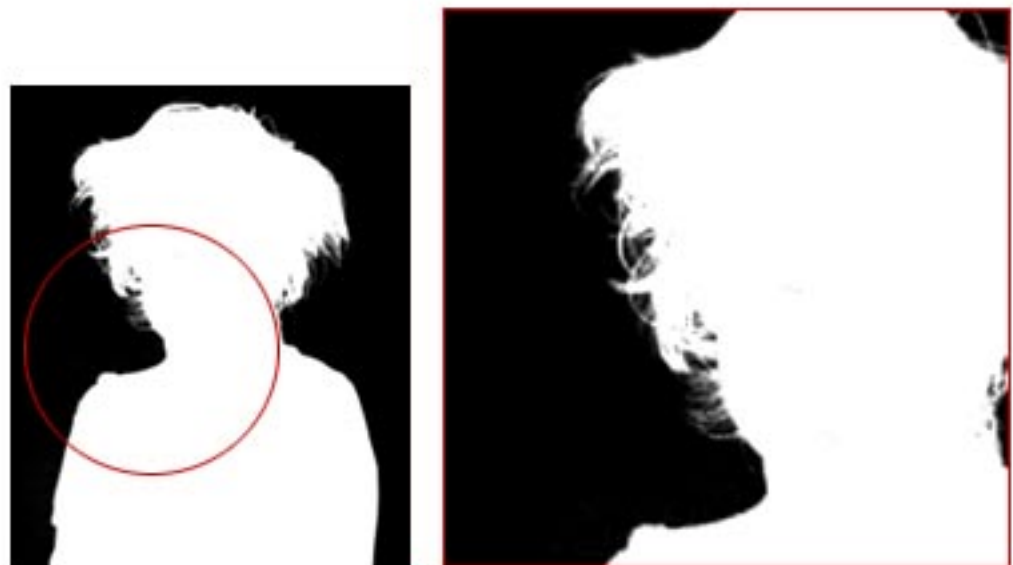
Step 4

Click on the Clean BG button. Click on any areas in the background that are not completely black. This selects the colors to be made transparent. You want all the background pixels to be transparent.



Step 5

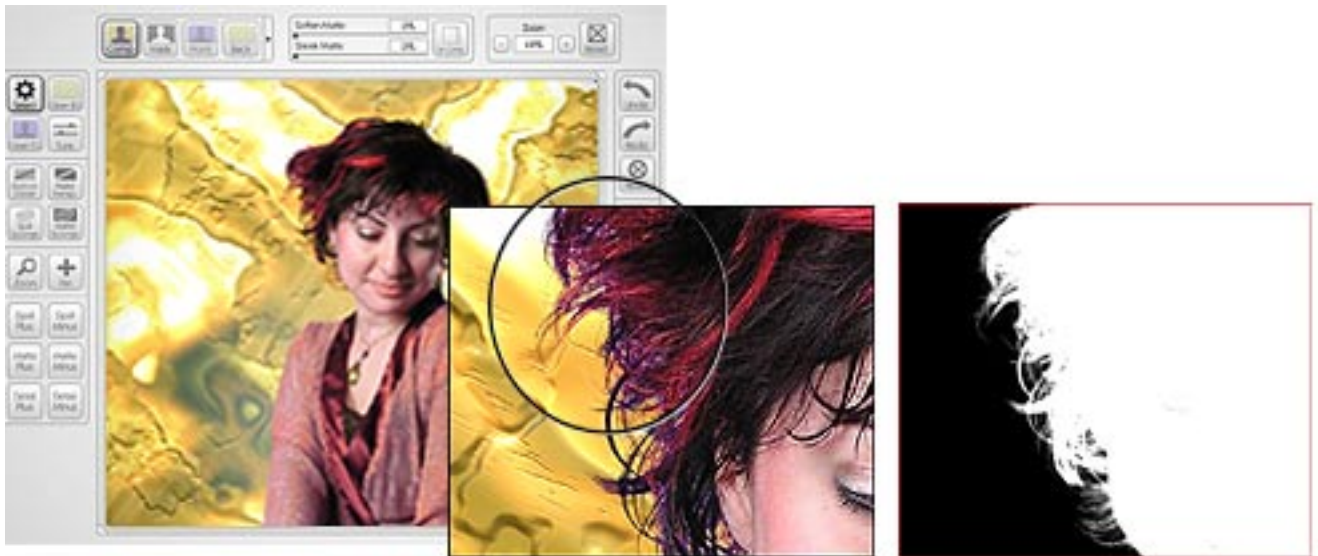
Click on the Clean FG button. Click in any areas of the foreground object that are not completely white. You want the object that is being masked to be completely white in the Mask view EXCEPT any areas that are meant to be transparent or partially transparent (like hair, shadows, glass).



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Step 6

Click on the Comp button to view the composite of your masked object and whatever background is in the Photoshop file. If there is no background, the object will appear on a gray background.



You will now probably see your masked object with some blue spill on it, either because the blue from the background is showing through transparent areas (such as hair) or because light is bouncing off the blue background onto the object you're trying to mask.

In our example, the model's hair has a purplish tinge from bluespill.

Step 7

Click on the Spill Sponge and click on the areas tinged with blue. The blue should be removed.

The Spill Sponge may, however, remove TOO MUCH color. If too much color is removed, hit the Undo button and use the Spill Minus button instead.



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Step 8

Try using the Spill Minus button. This tool will remove a lot less of the blue than the Sponge. You may have to click multiple times to see an effect.

If you go too far with Spill Minus, you can undo in one of two ways. Either click the Undo button or click the Spill Plus button, to back up as many steps as needed.

