## **Lesson: Keylight in After Effects (Simplified)**

Start by going to the menu and select Composition > New Composition

For DSLR footage, make sure Preset is **HDTV 1080 24** For camcorder, make sure Preset is **HDTV 1080 29.97** 

Beside Duration, type: **1.00.00**Background colour: make it red

Click OK

File > Import your footage into the Project panel

Click and drag your footage onto the composition.

In the Effect & Presets panel, type, keyl in the blank space and Keylight (1.2) should appear

Click and drag Keylight (1.2) onto the composition > an Effect Control window will appear with all the Keylight settings

Beside Screen Color, click on the eyedropper icon

Click a shade of green close to the talent's body

Beside **View**, there is a drop down menu > Change **Source** to **Screen Matte** (The composition will turn black and white.)

Just to the left, on the menu you will see **Screen Matte**Twirl down **Screen Matte** for more options

(Twirl down = There is an triangle pointing to the right. Click on it. More options will appear.)

Slowly bring up **Clip Black** until most of the black area becomes solid. (Stop at the point when the black looks solid. Don't overdo it.)

Slowly bring down **Clip White** until most of the while looks solid. (Stop at the point when the black looks solid. Don't overdo it.)

To smoothen out the outside contour of the acting talent, click **Clip Rollback** until it is smooth. (Not very much. Don't overdo it)

Beside Screen **Shrink/Grow**, bring it down (negative), just a little, say -2.0ish

There may be speckles or spots of black or white left over.

- To get rid of black spots in the white area, click **Screen Despot Black** and increase to get rid of black spots.
- To get rid of white spots in the black area, click **Screen Despot White** and increase to get rid of white spots.

Go back to the drop down menu beside **View** > Change **Screen Matte** to **Final Result** (You should see the keyed out acting talent with a red background)

Use the pen tool to apply a garbage mask to remaining areas.