Arexx_Hooks

COLLABORATORS

	TITLE : Arexx_Hooks	

ACTION	*NAME*	*DATE*	*SIGNATURE*
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REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

Arexx_Hooks

1.1 ImageFX Commands

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                Hook CineMatte
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1.2 Hook CineMatte

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HOOK CINEMATTE (2.7?)

   FORMAT
      Hook CineMatte  BlueScreen/S, GreenScreen/S, RedScreen/S, CyanScreen/S,
         MagentaScreen/S, YellowScreen/S, AutoDetectScreen/S, DetectAnyColor/S,
         OutputMatteAndKeyedFG/S, OutputComposite/S, OutputMatteAndComposite/S,
         OutputMatte/S, OutputKeyedFG/S,
         DynamicRange/S, DynamicRangeOff/S,
         ForceBlack/N, ForceWhite/N, Gamma/N, Protection/N,
         LightColorRed/N, LightColorGreen/N, LightColorBlue/N,
         ScreenRemoval/N, Blend/N, NoiseFilter/N,
         CorrectionRed/N, CorrectionGreen/N, CorrectionBlue/N,
         CleanPlate/S/K, CleanPlateError/N, MatteBlur/N, MatteChoking/N,
         File/F/K


   FUNCTION
      Run the CineMatte hook.

   INPUTS
      BlueScreen, GreenScreen, RedScreen,
      CyanScreen, MagentaScreen, YellowScreen,
      AutoDetectScreen, DetectAnyColor
         Select the color screen to process.

         AutoDetectScreen samples the foreground image to detect the most
         frequent color from the RGBCMY color set.  Then it makes the
         matte using that screen color.  So if the foreground image is
         mostly blue it would make the matte using the BlueScreen code.
```

DetectAnyColor samples the foreground image to detect the most frequent 24 bit color value. Then it makes the Matte using special non-color specific matte code. This code does not work as well as the color specific code but it can sometimes make a matte for colors that are not pure enough for the RGBCMY code.

OutputMatteAndKeyedFG, OutputComposite,
OutputMatteAndComposite, OutputMatte, OutputKeyedFG
Select the type of output.

DynamicRange, DynamicRangeOff
Turns dynamic range option on or off.

ForceBlack
Force matte values that are almost black to be black.
(0 to 255)

ForceWhite
Force matte values that are almost white to be white.
(0 to 255)

Gamma
Remove the halo that can sometimes be seen around the subject.
(0 to 255)

Protection
Lets you add in or remove the screen's color from the foreground areas that are in semi-transparent parts of the matte.
(-255 to 256) Negative values add in the screen color.

LightColorRed, LightColorGreen, LightColorBlue
Add back this color to replace the screen color that was removed by Protection.
(0 to 255)

ScreenRemoval
Amount of background removal.
(0 to 255)

Blend
Amount to blend foreground into the composite.
(0 to 255)

NoiseFilter
Smooths the foreground image before generating the matte. This does not change the foreground image that is mixed into the outputs.
(0 to 255)

CorrectionRed, CorrectionGreen, CorrectionBlue
Add this RGB color to each foreground image value before making the matte. Allows you to make the foreground image more blue (or green or red...) before calculating the matte. This does not change the foreground image that is mixed into the outputs.
(0 to 255)

CleanPlate
This is an image of the blue (or green or red...) screen without the foreground subjects in it. CineMatte will compare this image to the foreground image while making the matte. If the two images are close enough, the matte value will be 0 (transparent). All other foreground image areas are processed normally using the screen color. See CleanPlateError.

CleanPlateError
Sets how much of a difference there can be between the CleanPlate image and the foreground image and still have a transparent matte. (0 to 255)

MatteBlur
Do a Gaussian blur of the matte. Done after MatteChoking. (0 to 255)

MatteChoking
Shrink (negative values) or expand the matted areas. (-255 to 255)

File
Always the last ARexx parameter. The name of a CineMatte Load style file. The options from the file are loaded before the other ARexx inputs are processed.

RESULT
None.

OBSOLETE INPUTS
These ARexx parameter names have been changed for the new CineMatte. At this time they still work but all new ARexx scripts should use the new parameter names.

OutputBoth
Replaced by OutputMatteAndComposite.

Darken
Replaced by ForceBlack.

Brighten
Replaced by ForceWhite.

RemoveHalo
Replaced by Gamma.

RestoreRed
Replaced by LightColorRed.

RestoreGreen
Replaced by LightColorGreen.

RestoreBlue
Replaced by LightColorBlue.

```
RemoveBG
   Replaced by ScreenRemoval.
```