

Bezier Garbage Matte Pro V3.2

The Garbage Matte with Bezier-Handles for Final Cut Pro

General Info

If you have ever tried to generate a matte from an object that is not a perfect rectangle or at least octagonal, you could clearly see that there is nearly no chance to do the job right with a garbage matte without bezier handles. Even if there is just one small curve you have to outline, you would need way too many points to do the job.

The **Bezier Garbage Matte** is the solution. You can generate a matte with every shape you can imagine.

The plugin **Bezier Garbage Matte** is the first native Garbage Matte plugin for Final Cut Pro with Bezier-handles.

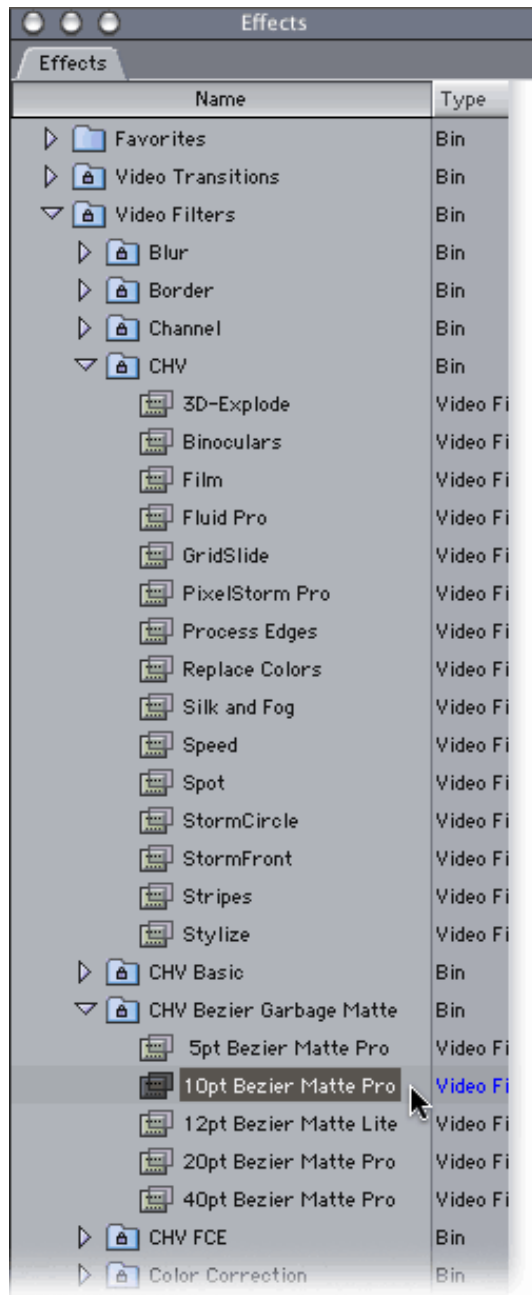
Update from V3.0 to V3.1

- Rewrote distortion-controls completely.
- Added several Scale-center features.
- Added "Invert Matte Area": Now the content of the matte can be inverted.
- Added "Desaturate": Now the content of the matte can be desaturated.
- Added 3 preview-modes:
 - "Source"
 - "Final"
 - "Final (with Labels, look at Matte)": The matte stays in its position in the canvas when the clip is rotated or scaled. This gives better control to the points and bezier-handles.
- Bugfix: "Global Offset" did not work when only X- or Y-offset were set to zero.
- Added info about the current position of the scale-, rotate- and global-offset-center.
- Enhanced quality of the rendered matte.
- Several cosmetic changes.

Update from V3.1 to V3.2

- Removed a bug regarding the border of the matte when using Final Cut Pro 4.
- Some internal cosmetic changes.

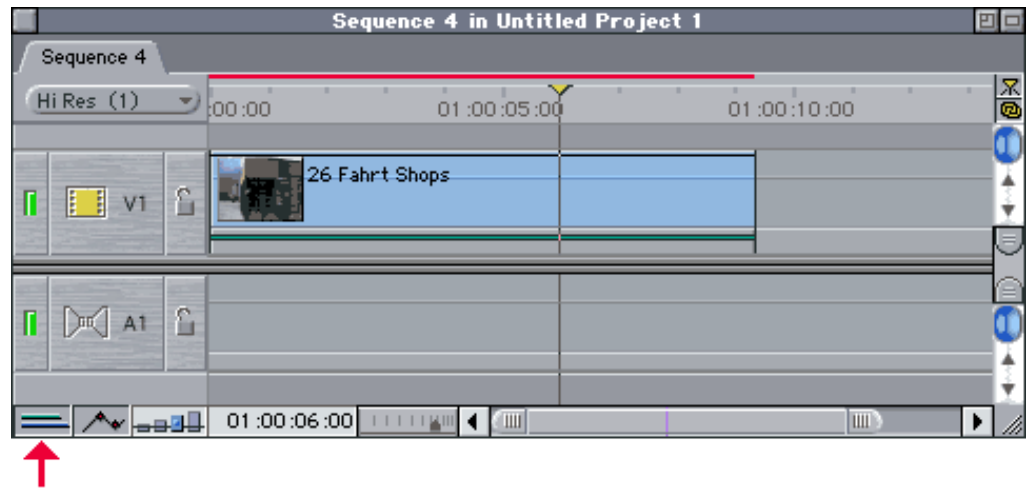
Browser and Timeline



After installing the **Bezier Garbage Matte** plugins, you can find them in the effects-tab of the browser-window as seen to the left.

Open the folder "Video Filters". There you will find a folder named "CHV Bezier Garbage Matte". Open it as well.

If you want to use the filter you just have to drag and drop the filter on the desired clip.



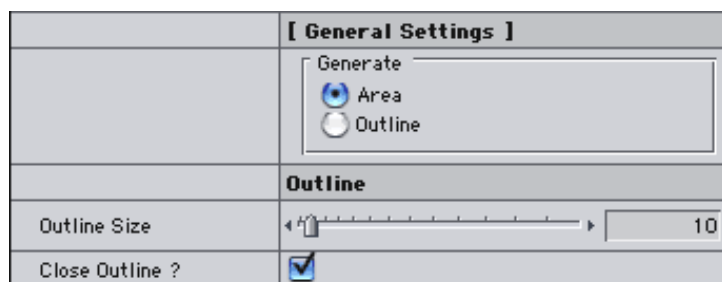
If you have turned on the filter-indicator (red arrow) you can see a green line under the clip. This line indicates that you have successfully applied the filter to the clip.

Double-click the clip on the timeline to load it into the viewer. Click on the "Filters"-tab. There you can find the filter **Bezier Garbage Matte**. Now you can make the necessary changes.

The red line above the filter shows which part of the clip is not rendered yet. Select the clip in the timeline once and press Apple-R to render this part.

Configuration

The first set of controls defines if you want to generate a standard matte or if you want an outline as a matte.



Generate

Area

Select this to generate a standard matte.

Outline

Select this to generate an outline as a matte.

The following two settings are only active if you have selected "Generate Outline":

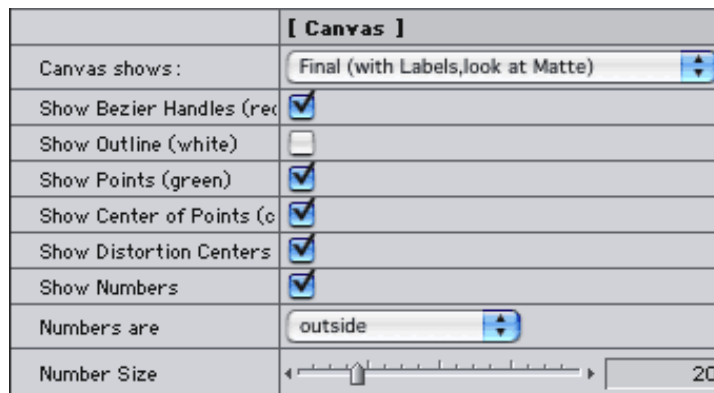
Outline Size

This slider defines the size of the outline.

Close Outline

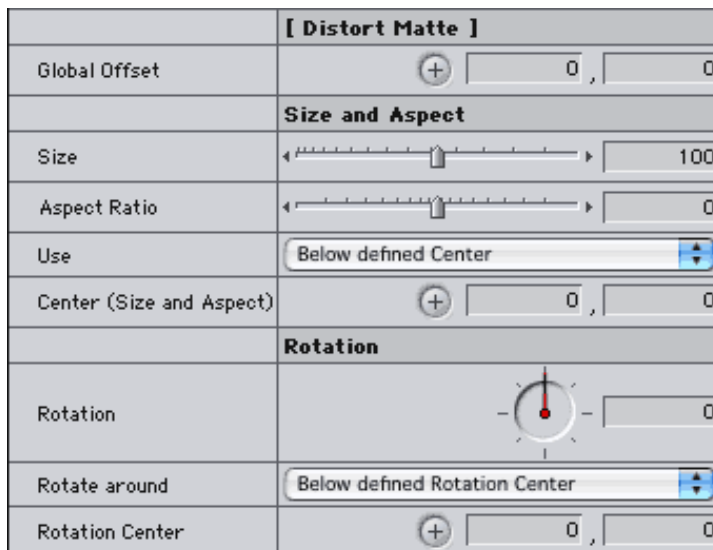
Check this checkbox to generate a loop. Leave this unchecked to generate a line.

These controls only affect the canvas.



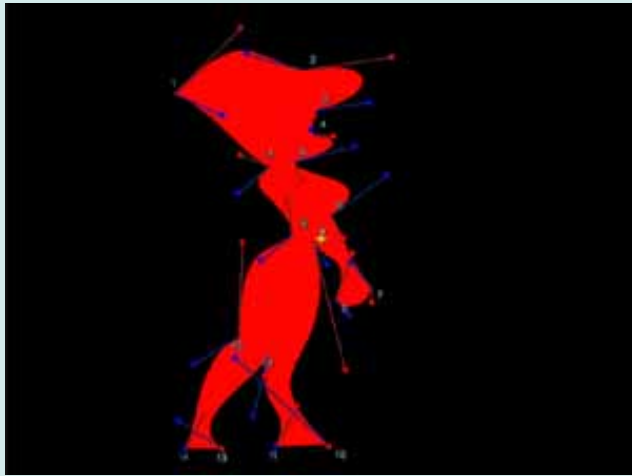
Canvas shows:	<p>There are 4 preview-modes for the canvas:</p> <p>Source (no Labels) If you select this, the canvas shows the source material without any changes.</p> <p>Final (no Labels) If you select this, the canvas shows the final result. No labels or other additional informations will be displayed.</p> <p>Final (with Labels,normal view) This will show the final result in the canvas. All additional information will also be displayed.</p> <p>Final (with Labels,look at Matte) This mode is most usefull if you use the <i>Distortion Controls</i>. The matte will keep it's position in the canvas, even if it is rotated or scaled. Instead the clip will be scaled and rotated. This enables you to the matte as it is, relative to the clip. Even if you have scaled the matte to a very small size, you can still see the exact position of each point.</p>
Show Bezier-handles	If you check this checkbox, the bezier-handles will be displayed in the canvas as red and blue arrows. Handles with the size of 0 will be displayed as a blue or red dot on the respective point.
Show Outline	Check this checkbox to see an outline of the matte in the canvas. This can be used to verify the desired shape of the matte.
Show Points	This will show the position of the points as a small green rectangle.
Show Center of Points	Check this checkbox to see the exact center of the points of the matte. It will be displayed as a cyan cross.
Show Distortion Centers	<p>Check this to see in the canvas where the Distortion Centers are located:</p> <p>S shows the position of the <i>Scale Center</i></p> <p>R shows the position of the <i>Rotation Center</i></p> <p>O shows the <i>Global Offset</i></p>
Show Numbers	Check this to enable small numbers next to the points.
Numbers are	<p>outside The numbers will be placed outside the matte.</p> <p>inside The numbers will be placed inside the matte.</p>
Number Size	This defines the size of the labels. Smaller numbers can be very useful if the points of the matte are close together.

These settings will distort the generated matte.



Global Offset	This defines the global offset. The matte will be moved relative to this point. A setting of 0,0 will leave the matte in its original position.
Size	With this slider you can define the size of the matte. A setting of 100 will leave the matte in its original size.
Aspect Ratio	This slider defines the aspect ratio of the matte.
Use	<p>Below defined Center Use this if you want to use your own scale center. This setting will enable the below definable Rotation Center.</p> <p>Center of Screen This will scale the matte around the center of the screen.</p> <p>Global Offset This will scale the matte around the above <i>Global Offset</i> point.</p> <p>Center of Points If you use this setting, the center of the points will be used.</p>
Center (Size and Aspect)	This setting will be used if you have set Use to Below defined Center .
Rotation	Here you can define the rotation-angle. The matte will be rotated around the below defined center.
Rotate around	<p>Below defined Rotation Center Use this if you want to use your own rotation center. This setting will enable the below definable Rotation Center.</p> <p>Center of Screen This will rotate the matte around the center of the screen.</p> <p>Global Offset This will rotate the matte around the <i>Global Offset</i>-point.</p> <p>Center of Points If you use this setting, the rotation-center of the points will be used.</p>
Rotation Center	This center will be used if you have set Rotate around to Below defined Rotation Center .

Some examples:



The Zoom-feature can only be seen in the canvas. This feature is very useful to place a point to an exact position without being disturbed by the various informations or the mouse-pointer in the canvas.

[Zoom Points in Canvas]	
Mode	Automatic <input type="button" value="v"/>
Manual selected Point	<input type="range" value="1"/> 1
Zoomfactor	<input type="range" value="2"/> 2
Window Size	<input type="range" value="0"/> 0

Mode	<p>Off This disables the Zoom-feature.</p> <p>Automatic If you select this the point that is currently moved will be zoomed.</p> <p>Show manual selected Point This shows always a manual defined point in the canvas. Select the point with the below slider.</p>
Manual selected Point	See <i>Mode</i> .
Zoomfactor	This defines the Zoomfactor.
Window Size	This defines the size of the Zoom-window.

With the controls of this section you can soften the borders of the matte.

[Feather Matte]	
Smooth Outline	<input type="range" value="0"/> 0
Choke	<input type="range" value="0"/> 0
Feather Edges	<input type="range" value="0"/> 0
Invert Matte	<input type="checkbox"/>

Smooth Outline	With this slider you can make the outline of the matte smooth.
Choke	With this slider you can expand or shrink the matte. This slider works in conjunction with <i>Smooth Outline</i> . You need to set <i>Smooth Outline</i> at least to "1" to make this slider work.
Feather Edges	This control blurs the border of the matte.
Invert Matte	Check this checkbox to invert the matte.

With these settings you can tint the matte.



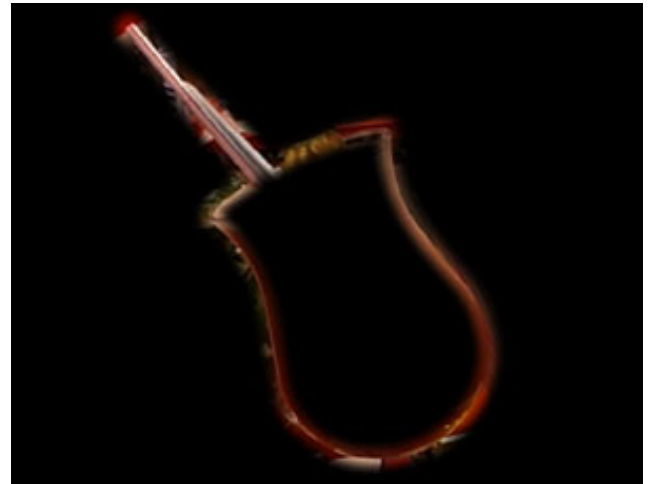
Tint Mode	Off (do not tint) Tint is turned off.
	Tint Use this to enable the tint-function.
	Solid Color This will overlay the matte with a solid color. All brightness-information of the source-clip will be overwritten.
Color	Select the tint-color here.
Tint Amount	This slider defines the amount of the tint-effect. This slider does not work in the <i>Solid Color</i> -mode.

Some examples:

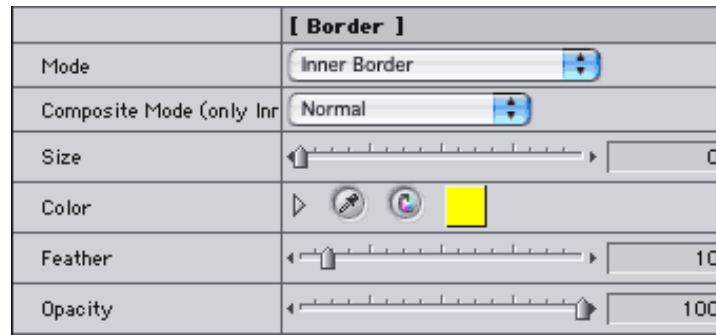
Tinted matte with *Opacity Source* set to 100:



Feathered outline:



These settings enable you to create a border.



Mode	<p>Inner Border This creates a border within the boundaries of the matte.</p> <p>Outer Border Use this to generate a border around the matte. The border will be placed in the background. It will not be visible if you use a clip without an alpha-layer and <i>Opacity Source</i> is set to 100.</p>
Composite Mode (only Inner Border)	<p>This setting is only available in the <i>Inner Border</i>-Mode.</p> <p>The available composite modes are: <i>Normal, Screen, Add, Subtract, Lighten Darken, Multiply and Overlay.</i></p>
Size	This slider defines the thickness of the border.
Color	Select the color of the border here.
Feather	A setting above 0 will soften the border.
Opacity	This defines the opacity of the border. Remember that this slider works in conjunction with the <i>Opacity Source</i> -slider.

Here are the misc. effects.



Blur	This setting will blur the matte. A setting of 0 will turn off this function.
Desaturate	Here you can define the amount of the desaturation of the matte. A setting of 100 will completely desaturate the matte.
Invert Matte Area	Check this checkbox to invert the content of the matte.
Opacity Source	Here you can define the opacity of the source. A setting of 0 will create a perfectly transparent alpha-layer. A setting of 100 will place the source in the background and only the additional features (tint, border, blur, desaturate and invert matte area) will be visible.

In this section you can define the actual matte. There are 5-40 points, depending on which filter you have applied. Each Point can be disabled (except Point 1 and 2). This enables you to create a matte that really fits your personal needs.

	[Points]
Bezier (blue)	<input type="button" value="+"/> <input type="text" value="0"/> , <input type="text" value="0"/>
Point 1	<input type="button" value="+"/> <input type="text" value="-144"/> , <input type="text" value="-172.8"/>
Bezier (red)	<input type="button" value="+"/> <input type="text" value="0"/> , <input type="text" value="0"/>
Bezier (blue)	<input type="button" value="+"/> <input type="text" value="0"/> , <input type="text" value="0"/>
Point 2	<input type="button" value="+"/> <input type="text" value="0"/> , <input type="text" value="-218.88"/>
Bezier (red)	<input type="button" value="+"/> <input type="text" value="0"/> , <input type="text" value="0"/>
Enable Point 3	<input checked="" type="checkbox"/>
Bezier (blue)	<input type="button" value="+"/> <input type="text" value="0"/> , <input type="text" value="0"/>
Point 3	<input type="button" value="+"/> <input type="text" value="144"/> , <input type="text" value="-172.8"/>
Bezier (red)	<input type="button" value="+"/> <input type="text" value="0"/> , <input type="text" value="0"/>
Enable Point 4	<input checked="" type="checkbox"/>
Bezier (blue)	<input type="button" value="+"/> <input type="text" value="0"/> , <input type="text" value="0"/>
Point 4	<input type="button" value="+"/> <input type="text" value="216"/> , <input type="text" value="-57.6"/>
Bezier (red)	<input type="button" value="+"/> <input type="text" value="0"/> , <input type="text" value="0"/>
Enable Point 5	<input checked="" type="checkbox"/>
Bezier (blue)	<input type="button" value="+"/> <input type="text" value="0"/> , <input type="text" value="0"/>
Point 5	<input type="button" value="+"/> <input type="text" value="216"/> , <input type="text" value="57.6"/>
Bezier (red)	<input type="button" value="+"/> <input type="text" value="0"/> , <input type="text" value="0"/>
Enable Point 6	<input checked="" type="checkbox"/>
Bezier (blue)	<input type="button" value="+"/> <input type="text" value="0"/> , <input type="text" value="0"/>
Point 6	<input type="button" value="+"/> <input type="text" value="144"/> , <input type="text" value="172.8"/>
Bezier (red)	<input type="button" value="+"/> <input type="text" value="0"/> , <input type="text" value="0"/>
Enable Point 7	<input checked="" type="checkbox"/>
Bezier (blue)	<input type="button" value="+"/> <input type="text" value="0"/> , <input type="text" value="0"/>
Point 7	<input type="button" value="+"/> <input type="text" value="0"/> , <input type="text" value="218.88"/>
Bezier (red)	<input type="button" value="+"/> <input type="text" value="0"/> , <input type="text" value="0"/>
Enable Point 8	<input checked="" type="checkbox"/>
Bezier (blue)	<input type="button" value="+"/> <input type="text" value="0"/> , <input type="text" value="0"/>
Point 8	<input type="button" value="+"/> <input type="text" value="-144"/> , <input type="text" value="172.8"/>
Bezier (red)	<input type="button" value="+"/> <input type="text" value="0"/> , <input type="text" value="0"/>
Enable Point 9	<input checked="" type="checkbox"/>
Bezier (blue)	<input type="button" value="+"/> <input type="text" value="0"/> , <input type="text" value="0"/>
Point 9	<input type="button" value="+"/> <input type="text" value="-216"/> , <input type="text" value="57.6"/>
Bezier (red)	<input type="button" value="+"/> <input type="text" value="0"/> , <input type="text" value="0"/>

Enable Point

With this checkbox you can disable the points you don't need.

Bezier (blue)

This handle defines the bezier-curve to the previous point. *Bezier Blue of Point 1* will define the curve to the last available point.

Point

This defines the actual point. You can even move a point off the screen.

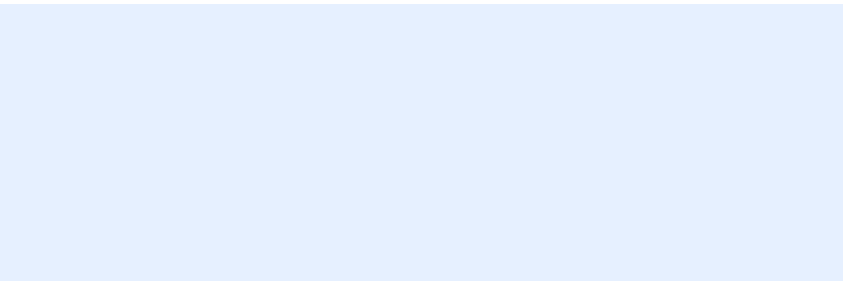
Bezier (red)

This handle defines the bezier-curve to the next available point. *Bezier Red of the last available Point* will define the curve to Point 1.

If you disable all Points only Point 1 and 2 will remain active. Even with only those 2 Points and the respective bezier-handles you can create a heart or a circle for example.

Please note: Points can be moved directly in the canvas. Just click the (+) and then move the point in the canvas. The Bezier-Handles will react differently. They default to the center of the canvas on the yellow cross. If you want to create a handle, don't click on the respective point. The handle would "jump off the screen". Start on the yellow cross to get a feeling how the handles move.

Point 9	<input type="button" value="+"/>	<input type="text" value="-216"/>	,	<input type="text" value="57.6"/>
Bezier (red)	<input type="button" value="+"/>	<input type="text" value="0"/>	,	<input type="text" value="0"/>
Enable Point 10	<input checked="" type="checkbox"/>			
Bezier (blue)	<input type="button" value="+"/>	<input type="text" value="0"/>	,	<input type="text" value="0"/>
Point 10	<input type="button" value="+"/>	<input type="text" value="-216"/>	,	<input type="text" value="-57.6"/>
Bezier (red)	<input type="button" value="+"/>	<input type="text" value="0"/>	,	<input type="text" value="0"/>



Some examples:

Inner border with *Opacity Source* set to 100:



Outer border with *Feather* set to 20:



These settings are only needed if the clip interferes with the informations in the canvas. Normally you don't need to change these settings. All informations drop a small shadow, so even the green points are visible on a green background.

[Misc Canvas Settings]	
Size of Cross	<input type="range" value="50"/> 50
Info-Opacity	<input type="range" value="100"/> 100
Colors	
Blue Handles	<input type="color" value="#0000FF"/>
Red Handles	<input type="color" value="#FF0000"/>
Outline	<input type="color" value="#FFFFFF"/>
Numbers	<input type="color" value="#FFFFFF"/>
Points	<input type="color" value="#00FF00"/>
Cross	<input type="color" value="#FFFF00"/>
Center of Points	<input type="color" value="#00FFFF"/>
Distort-Centers	<input type="color" value="#FF00FF"/>

Size of Cross	This defines the size of the yellow cross in the center of the screen.
Info Opacity	This defines the opacity of the informations in the canvas. The Zoom-window will not be affected by this setting.
Colors	Here you can define the various colors of the informations in the canvas. Remember: Even if you make the blue handles red and the red handles blue, they will not switch their position. Only the colors in the canvas will be changed. :-)