

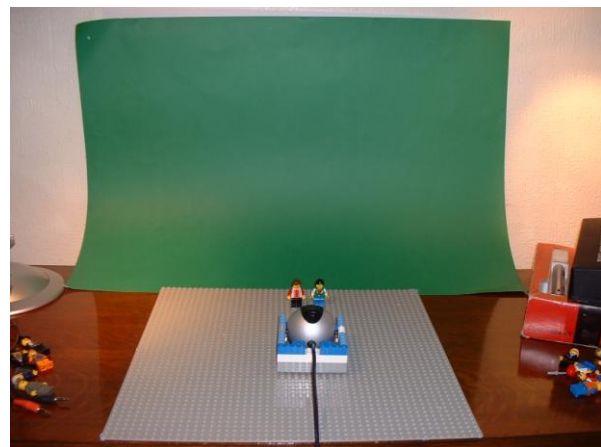


Green Screening For n00bs

You will need:

- A frame capture program that saves animation AVI files
- Masterkey
- Good lighting
- A piece of green or blue card- A3 is best.
- Bluetack
- A webcam and a PC
- A set or characters
- Eyes

Firstly, set up your GreenScreen- or BlueScreen if you prefer. It depends really on what colours you are using in your set- if you have a Minifig with a blue torso, it may be a good idea to use a GreenScreen, as otherwise the Minifig could be left with a gaping hole around his stomach. The best size of card to use is A3, as this means you could have a shot from long away, or if you want to fit a particularly tall building in for instance. Stick your piece of card against a wall, or board behind where your set will be. Bluetack is good for sticking the card in place.



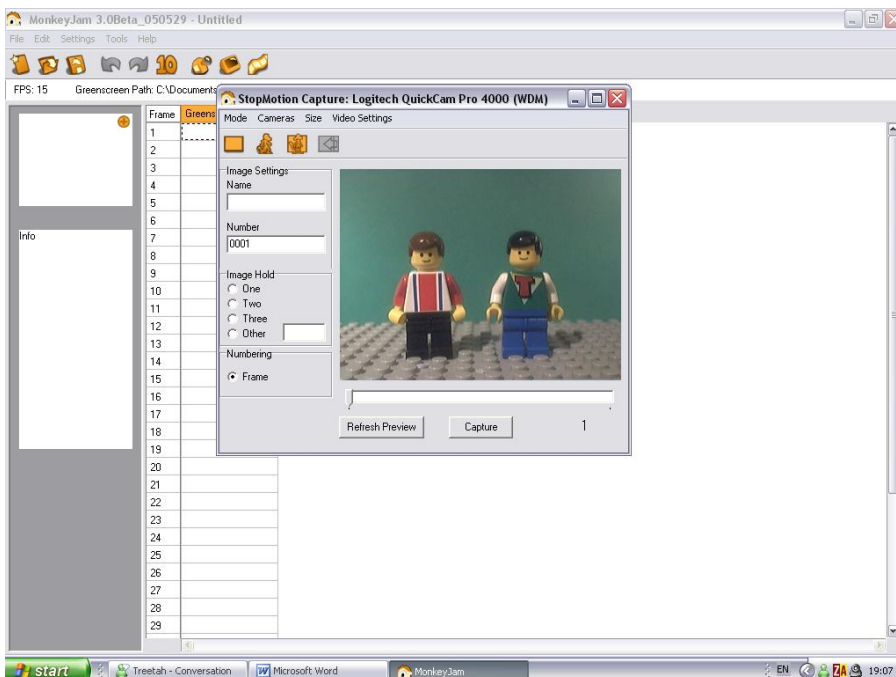
Then, put your ready assembled characters or set in front of the green screen, in this instance, I'm going to use Jim and Bob. After you have done this, put your webcam in the place you would like to

film from, and open up your frame capture program to make sure that only the GreenScreen can be seen as the background.



Now, this is the really important bit. Set up your lights, so with your eyes the card appears to be all one colour, so there are not parts which are lighter or darker than other areas.

Also, this is the part where your frame capture program *really* comes in useful. Open it up (I'm using MonkeyJam), and using the live preview, check once more that your background appears to be all the same colour.



If it looks ok, film your scene, and then export it as an AVI file.

Also, you should have the background you want to use as an AVI file. If your backdrop's a picture, no matter, simply import it into your frame capture program and copy the picture for as many frames

as you need. (Most stop motion programs allow this) Then export it making sure it **is exactly the same resolution as your video**. In my case, I filmed Jim and Bob at 640*320, so that is what the backdrop picture below needs to be.



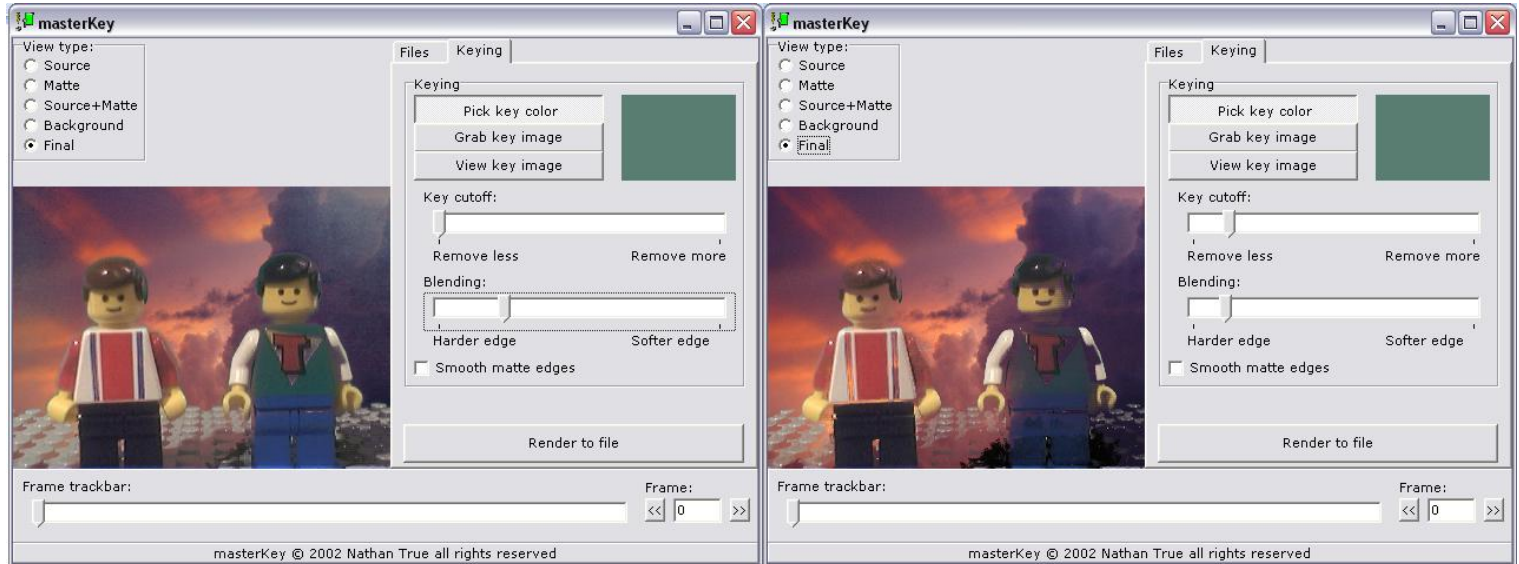
The image I'm using as my backdrop.

Then, open up masterKey, and load your animation as the source file, and the backdrop you want to use as the background file



Then, switch to the keying window and click "Pick Key Colour" and press your mouse in the GreenScreen area, the box to the right hand corner should then change colour.

Then, move the “Key Cutoff” and “Blending Bars” up or down to change how much area you cut off or green colour you lose.



Good

Not Good

When you're happy, click “Render to file” and choose where you want to save it.

acericardo

This article is part of the Brickfilming Journal Series, “Articles for n00bs”

Not Good