

Good lighting is the key to getting good greenscreen results. If you are using lights you'll want to have one light positioned as the sun, and possibly you'll want to have a second just on the background to try and get as flat as possible lighting on it.

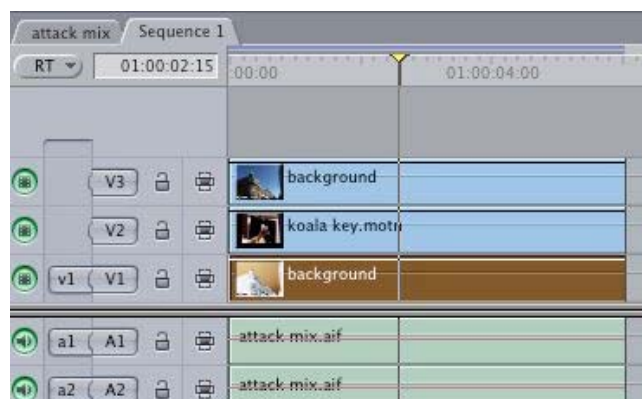
- 6) Shoot the footage as you jiggle your monster about and capture your footage into the computer. If you are using FCS you'll use Final Cut, if you are using Adobe software you'll get the best results from After Effects.
- 7) The first problem to solve will be getting the building in front of the monster. To do this we can use a simple alpha channel matte, since the foreground is a tripod shot.
- 8) Export a single frame of the background shot

- 9) Open that frame in Photoshop and select all the sky and the building at the right side of the frame, and fill that area with solid white. Then fill the area of the building with solid black until you have an image like the one at right. We need to leave the buildings at the left white since there is a moving flag against the sky there, and this method of matting is only good for non-moving things such as buildings. Call your file 'Matte.psd'



- 10) In **FCP** you'll need to put the files in the timeline like this:

You'll have the background clip on the top and bottom, with your new footage sandwiched in the middle. The top version of the background will be the foreground buildings. In **After Effects** you'll do it a little differently – don't put the top background layer in place just yet.



- 11) **FCP:** Apply the Image Matte filter to the top background clip. In the filter dialogue there's a well with a question mark in it – drag Matte.psd to the well. If you find that you've got the key the wrong way around (i.e. the sky is visible but the buildings are transparent) then hit the 'invert' checkbox.
- 12) **FCP:** Here's a neat trick to get a much better key out of the file. You could just apply the Chroma Key filter in FCP, but this way gives you a lot more control and a much better result.
 - a) Right click on the monster's clip (in the same position as the koala key clip I've used above) and select 'Send to... > Motion Project' and save it as something you can find later if you need to