

## Main settings

For most uses you will only need to set 4 of the parameters – these are indicated on the menu with a >, and it is usually best to run through them in order.

In general it is a good idea to try an early frame and then try to adjust for your worst frame in your footage.

- **>Close edge gaps**

Set this to the smallest value you can to fill in all the edge gaps around your image. You may not have any edge gaps – see the 3 minute tutorial video of an example of a typical edge gap.

- **>Only fill holes smaller than**

You may have gaps that are real in your object (if your target has holes in it in real life like a donut for example.) These gaps may have been filled in by Rescue Matte Filler. You can slowly increase this until all the real gaps in your image are unfilled. If you have small areas flashing on and off in your resultant image (because of noise affecting the key), you may want to increase this until they go also.

- **>Fill with**

See below for a full explanation but in brief this is usually set OK when you start, so you probably don't need to touch it, unless your footage is missing color data or features fast movement. See detailed guide below for full info.

- **>Decontam from background**

This allows you to adjust the overall tint to the patch up filled areas added to the image. For a should set somewhere inbetween grey and your background green screen / blue screen color.

**See below for detailed settings.**

# All settings in depth

In general it is a good idea to try an early frame and then find the worst frame in in your footage and tweak the settings for that. All settings can be animated but usually you won't need to.

- **Process**

This allows you to view the summed output (original image + filled areas) or just the filled areas. Also you may select to show just the alpha filled as white.

In addition there is an Info setting to allow you to see which areas have been patched (purple) and the edges of the image (blue.)

- **>Close edge gaps**

This is the distance in pixels of the largest edge gap that you need to close. The smaller setting the better so as not to lose other details around the edge of the subject. See the 3 minute tutorial video of an example of a typical edge gap.

- **>Only fill holes smaller than**

Also in pixels. The value is the smallest height or width of the areas you want filled. Any areas bigger than this in either direction don't get filled in.

- **Fill holes below alpha**

As a percentage. This adjusts the point that the utility fills at, so normally around 98% is considered solid. 100% is completely solid, and 0% completely transparent. The utility will smooth and anti-alias the image in edge areas to blend in beyond this value though around the edges. Only touch this setting if you have an object that is very cloudy or fuzzy around the edges, or has a semi-transparent area (eg a car window) in it.

- **>Fill with**

Rescue Matte Filler will try to fill using color from the best available source.

Usually the color information is still preserved in the frame if you are using a keyer that is in the same composition. However, sometimes the color information may be missing, for instance if your footage is pre-keyed or you just have footage with the alpha channel set already. Additionally, you might want to try different settings on this if you are experiencing jitter in your footage caused by noise affecting your key or other artefacts.

The different color sources are searched in order as given on the setting, so for instance if you select:

## Existing > +/-1 Frame > Set color

Then for each pixel the utility fills in, to get the color for filling an area:

- 1) It will first look in the Existing frame,
- 2) Then if this has no color data it will then look +1 and -1 frames at the same point
- 3) Then if there is still no color data it will use the user specified Set Color (see next setting below)

The different sources are :

**Existing** : The color from the location in the current frame, transparent or semi-transparent.

**+/-1 Frame** : Look for valid color in the prior and next frames.

**+/-3 Frames** : Look for valid color within 3 frames before and after this frame.

**Adjacent blur** : Blur in color from around the current frame from solid areas surrounding the area filled.

**Set color** : The user defined color set in the plugin **Set Color** setting underneath.

- **Set color**

This sets the color to be used as a last resort in the **Fill with** setting above.

- **Feather in**

The amount the filled areas are blurred into the solid image areas next to them. NB This does not affect the outer edges of the images, these are simply aliased to remain sharp.

- **Shrink<->grow**

This expands or contracts the filled areas. For example, a value of -5 will shrink the filled areas by 5 pixels, and a value of +5 will grow the filled areas outwards by 5 pixels.

- **>Decontam from background**

This allows you to adjust the overall tint to the patch up filled areas added to the

image. This should usually be set somewhere inbetween 50% grey and your background green screen / blue screen color. Again the best approach is usually to find your worst frame, and gently tweak this color towards a place where your final image looks realistic.

## Other notes

- All values are in pixels, so for 4K footage and higher resolutions you will need to use the higher end of the parameter settings; for lower resolutions you will usually be around the initial settings at the lower end of the scales..