

***zMATTE***

**zMatte v3 What's New**

# Compatibility

## Macintosh Intel Mac Support Only

Power PC Macintosh systems are no longer supported.

## Photoshop

Photoshop versions CS3 and up.

## After Effects

After Effects versions CS3 and up.

## Final Cut Pro

Final Cut Pro versions 6 and up.

## Avid Editing Systems

Avid Symphony, Media Composer, Xpress Pro.

## Operating Systems

### Macintosh

OSX 10.4 - OSX 10.5.x

### Windows

Windows XP and Windows Vista

**Note:** Since zMatte is a plug-in, we only support the operating system supported by the host application.

# Features

- **Color Suppress - New Filter**

Removes either blue or green from an image. This is usually used to remove the blue or green light that commonly spills onto objects filmed in front of blue or green screens.

- **Frame Averager - New Filter**

The Frame Averager mixes frames together to create interesting motion effects. This plug-in is also useful for smoothing out film grain and video noise which can cause problems when pulling a key or generating a matte.

- **Matte Wrap - New Filter**

Matte Wrap retains the definition of the matte edges while creating a smooth blend of transparency starting at the edge of the matte changing to fully opaque moving inward. This helps blend a foreground into a background by mixing the background into the foreground without softening the edge.

- **Screen Smoother - New Filter**

Smooths out unevenly lit blue and green screens. By default, darker screen areas are brightened.

- **Photoshop Enhancements**

- New User Interface that includes a Histogram, Magnifier and Presets.

- To speed up processing, zMatte now works at a maximum resolution as defined by the Preference > Preview Size--the default being 1024 by 1024 pixels. When your image is saved, zMatte always processes at the resolution of the original image. The Magnifier accurately represents what the filter will look like when applied to the full size image.

- X-Splines and enhanced shape editing tools have been added for the Keyer's Garbage Matte.

- Photoshop Automation: Photoshop version now automatically creates a layer mask and starts zMatte when applied to a layer.

- zMatte can be applied to any layer in the layer window.

- **Apple Final Cut Pro - fxPlug**

Apple's fxPlug is now used for the plug-in format.

- **New Licensing System**

A new licensing system allows you to move your license between machines as long as you have Internet access.

- **Multiprocessing Blurs**

Blurs throughout all of the filters multiprocessing.

# Changes

- **Blur Ranges**

Normalized blur ranges for all filters.

- **De-artifact**

Renamed the De-artifact filter to DeArtifact.

- **DVE Filtering**

Cubic filtering is now being used in the Keyer > DVE resulting in higher quality processing.

- **Edge**

Renamed the Edge filter to Edge Composite.

- **Holdout**

Renamed the Holdout filter to Holdout Composite.

- **Keyer**

- Renamed the De-artifact group to DeArtifact

- Primary/Secondary Matte > Position and Range parameters have been separated from the Background and Foreground parameters. Background, Foreground, Position and Range are now all separate parameters.

- Primary/Secondary Matte > Background and Foreground are only active when Extract On > Blue Screen or Green Screen are selected.

- Primary/Secondary Matte > Position and Range are only active when something other than Extract On > Blue Screen or Green Screen are selected.

- Set the Primary/Secondary Matte > Background to 50 and Foreground to 0 as defaults.

- Set the Primary/Secondary Matte > Position to 100 and Range to 80 as defaults.

- Added Secondary Matte > Enable parameter at the very top of the group and set it to off by default.

- Removed Secondary Matte > Blend > None and defaulted Blend to Screen.

- **Matte Generator**

Added a Wrap parameter in Matte's 1-5 after Gang Blur. Matte Wrap retains the definition of the matte edges while creating a smooth blend of transparency starting at the edge of the matte changing to fully opaque moving inward.

- **Selection Range Expanded**

Expanded the range of values set with the Range parameter.

## Bug Fixes

- **After Effects Background Inputs**

Previously, zMatte filters that used Background inputs required that the background and foreground be the same resolution. Now, different resolutions can be used. However, the background layer is cropped or padded to the foreground resolution.

- **Holdout Composite - After Effects**

For the Background input, if you selected a background image of a different resolution from the foreground, After Effects would crash if you selected View > Background.