

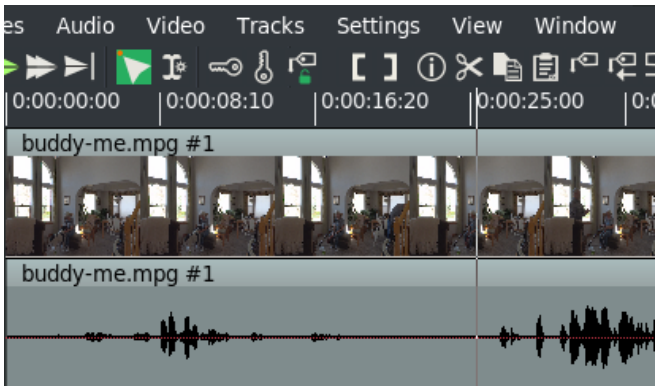
Pulldowns →
Transport & Buttons Bar →

Timebar →

Media Title →

Video Track →

Audio Track →



82



100



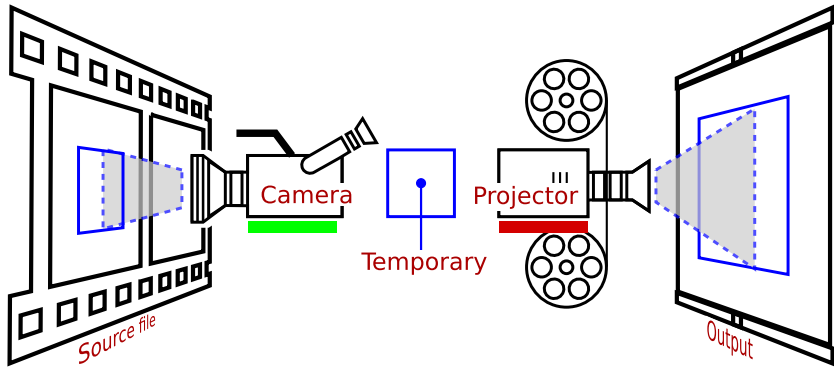
pixels

pixels

1920



HI





Original Media



Temporary Frame



Color3way

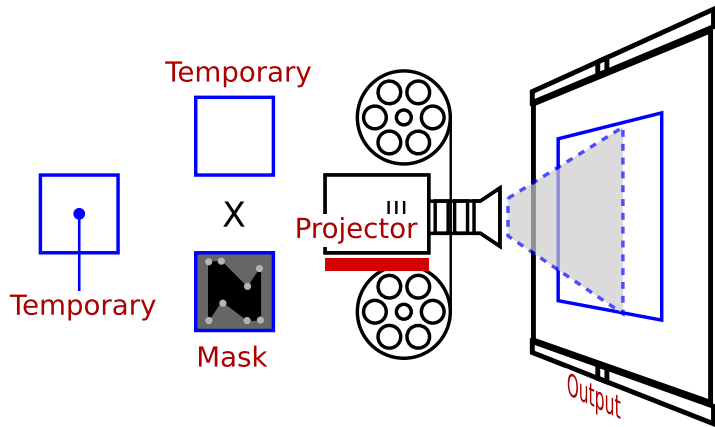


Color3way applied in
Temporary Frame



Program output





Here is the filter that was generated with the original drop



Enter the name of the folder:

media bin

Enable	Target	Op	Value
Or	Patterns	Match	/home/paz/video_editing/prova/1080/neve.3gp
Or	Patterns	Match	/home/paz/video_editing/prova/1080/rodents.p
Or	Patterns		
Or	Patterns		
Or	Patterns		
Or	Patterns		

Add Del Apply

Cinelerra: Modify target

/home/paz/video_editing/prova/1080/rodents.png

+

+

×

×

Enter the name of the folder:

Media

media bin

Enter the name of the folder:

media bin

Enable

Target

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Or Patterns Matche /home/paz/video_editing/prova/1080/neve

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Or Patte Patterns

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Or Patte Time

Or Patte Track type

Width

Height

Framerate

Samplerate

Channels

Duration

Target

Op

Value

attems Matche /home/paz/video_editing/prova/1

attems Matche /home/paz/video_editing/prova/1

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attems M z/video_editing/sound/n

attems M z/video_editing/sound/n

attems M z/video_editing/sound/n

Around

Eq ==

Ge >=

Gt >

Ne !=

Le <=

Lt <

Matches

Visibility

Full Play ▾

Search:

▶ Audio Effects

▶ Video Effects

Audio Transitions

Video Transitions

Labels

Clips

Proxy

Media

neve.3gp

pendolo.pro

rodents.png

Jazz_Piano_Bar.wav

a.png

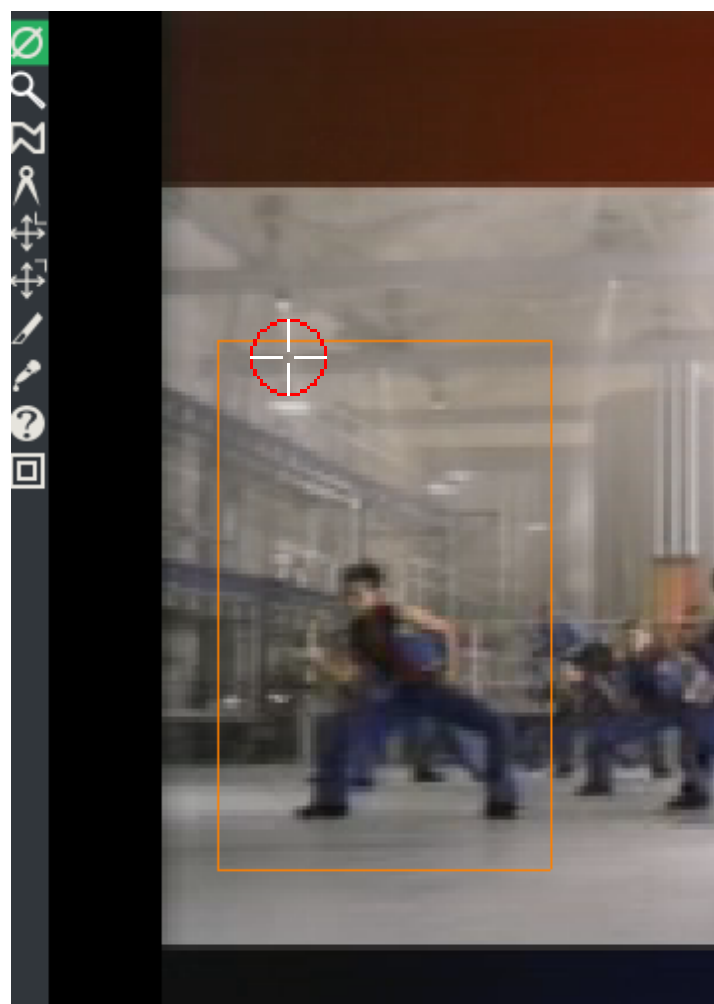
prova2.mp4

track_01.mp3

Allemande.mp3



← Color hue wheel. For illustration only













K1 Label	K2 Future use Splice (viewer)		K3 Future use Copy	K4 Clip Overwrite (viewer)		
K5 Home	K6 Reverse	K7 Stop Fullscreen (viewer / compositor)	K8 Play	K9 End		
Home(Defaults)	MouseBtn1(D)	MouseBtn2(D)	MouseBtn3(D)	End(Defaults)		
Shuttle Outer Wheel						
Play forward (first row) or Play reverse (second row)						
S1=Stop S-1=Stop	S2=1/2 S-2=1/2	S3=Normal S-3=Normal	S4=2x S-4=2x	S5=4x S-5=4x	S6=8x S-6=8x	S7=16x S-7=16x
K14 Toggle In		Jog Left (Inner Wheel) Frame reverse Scroll up(Defaults)		Jog Right Frame forward Scroll down(Defaults)		K15 Toggle Out
K10 Previous Edit Future Use(Viewer)			K11 Next Edit Future Use(Viewer)			
K12 Previous Edit Previous Label			K13 Next Edit Next label			

K5 Home	K6 Reverse	K7 Stop Fullscreen (viewer / compositor)	K8 Play	K9 End		
Home(Defaults)	MouseBtn1(D)	MouseBtn2(D)	MouseBtn3(D)	End(Defaults)		
Shuttle Outer Wheel						
Play forward (first row) or Play reverse (second row)						
S1=Stop	S2=1/2	S3=Normal	S4=2x	S5=4x	S6=8x	S7=16x
S-1=Stop	S-2=1/2	S-3=Normal	S-4=2x	S-5=4x	S-6=8x	S-7=16x
		Jog Left Frame reverse Scroll up(Defaults)	(Inner Wheel)	Jog Right Frame forward Scroll down(Defaults)		



$Width \times Height[pixels] \times BitDepth[bits / pixel] \times Color$

$8[bit / Byte]$

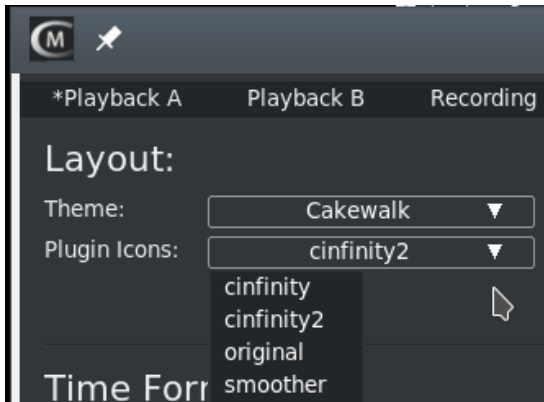
$$\text{DataRate}[\text{MB}/\text{sec}] \times 3600[\text{sec}]$$

$$1024\text{MB}/\text{GB}$$

Preferences Window →

Tab section →

Plugin icon choices →



A user preset Green →

Textbox to type in the title for the chosen preset or name for a new preset. →

Use the Delete, Save or Apply button for operation. →

Presets:

- *blue
- *cyan
- *pink
- *red
- green**


Preset title:

green

Delete

Save

Apply




Keyframe parameters:

Parameter	Value
RED	0
GREEN	1
BLUE	0
MIN_BRIGHTNESS	50
MAX_BRIGHTNESS	100
SATURATION	0
MIN_SATURATION	50
TOLERANCE	15
IN_SLOPE	2
OUT_SLOPE	2
ALPHA_OFFSET	0
SPILL_THRESHOLD	0
SPILL_AMOUNT	90
SHOW_MASK	0
TEXT	
DATA	</CHROMAKE

← ————— →

Edit value:

☐ Apply to all selected keyframes





Blend programming environment

Program: chromakey.bp

Attach...

Edit...

Refresh

Detach

Color space: auto ▼

Parallelize processing



Supplementary color selection

Chroma key or substitution color:



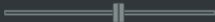
Clip color values



Select key color...

Get from color picker

Substitution opacity:



0.55



Processed tracks arrangement

Track order:

Bottom first ▼



Q

4

W

Q

T

L

O

W











`range(1.0--0)`

`#bins`

$$\frac{f(x_i)}{b}$$

12, 34, 56, 78





1



100















1

scaler factor







WIS



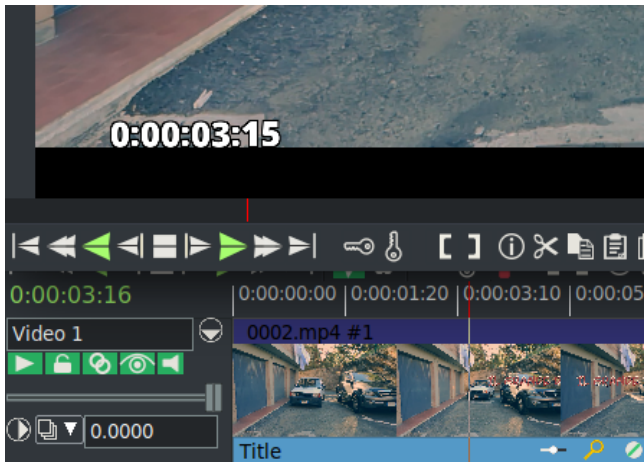
RAI



W E I

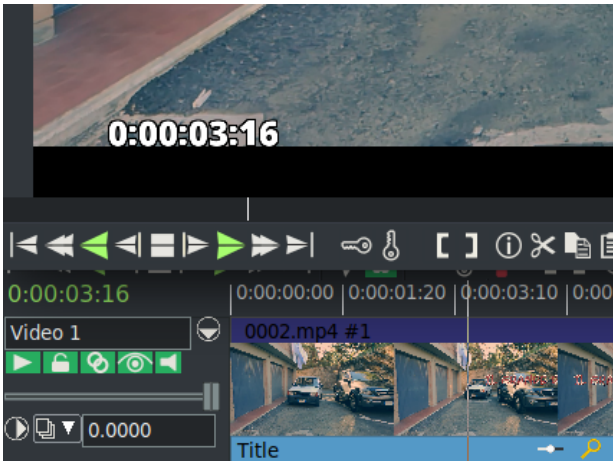






Red cursor in Compositor →

red cursor in Timeline →



White cursor in Compositor →

White cursor in Timeline →



768x2



3



