

OLM Open Tools OLM Color Key User Manual

OLM Digital, Inc.

Table of Contents

1.	Introduction	4
1.1.	Supported Environment	4
1.2.	Install	4
2.	Using OLM Color Key	4
3.	OLM Color Key parameters	4
4.	Other	8

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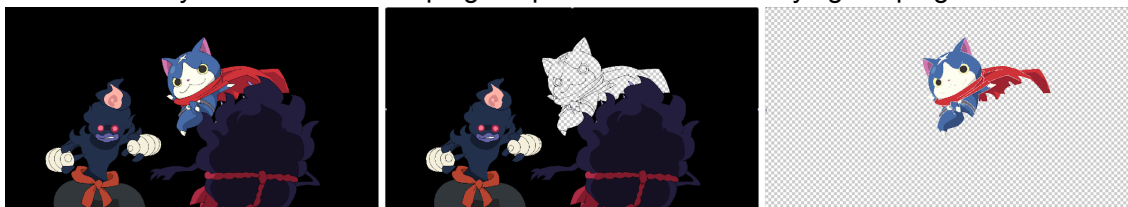
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Figure 1, 3, 5, 7,9
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1. Introduction

OLM Color Key is an After Effects plug-in specialized in color keying/keeping effects.



**Figure 1 (Left) Original Image, (Middle) After OLM Color Key (Key-ing effect)
(Right) After OLM Color Key (Keeping effect)**

1.1. Supported Environment

Please refer to OLM Open Tools [website](#) for a complete list of supported environment.

1.2. Install

The zip archive you can download from OLM OpenTools web site contains the files listed in Table 1. To install OLM Color Key copy the plug-in file (for windows: OLMColorKey.aex, for Mac: unzip OLMColorKey.plugin.zip) in A E plug-in directory

(example:

for windows: C:\Program Files\Adobe\Adobe After Effects 2022\Support Files\Plug-ins\OLM
)

Folder	File Name	Explanation
Plugins\[32/64] \[Version]	OLMColorKey.aex OLMColorKey.plugin.zip	The plug-in files.
doc	OLMColorKeyUserManual.pdf	The user manual for OLM Color Key

Table 1 : Content of the zip archive

2. Using OLM Color Key

To apply the effect, use the menu: (Effects)→(OLM Plug-ins)→(OLM Color Key)

3. OLM Color Key parameters

OLM Color Key parameters are as follows:

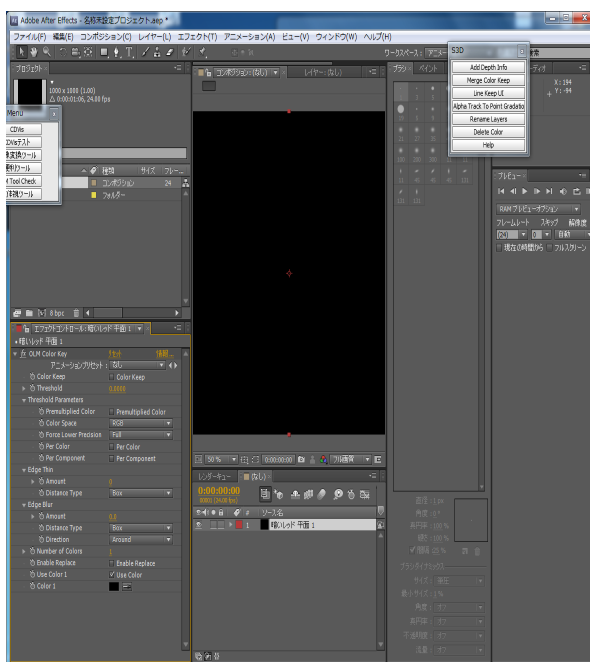


Figure 2 OLM Color Key parameters

- **Color Keep:** When “Color Keep” parameter is off, we can remove specified colors (Keying effect). Conversely, when “Color Keep” parameter is on, we can keep specified colors (Keeping effect). Pick up the color you want to key/keep with the “Color” parameters.

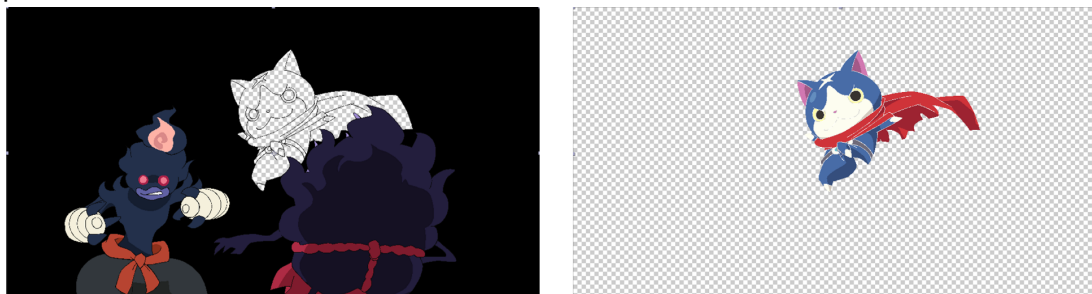
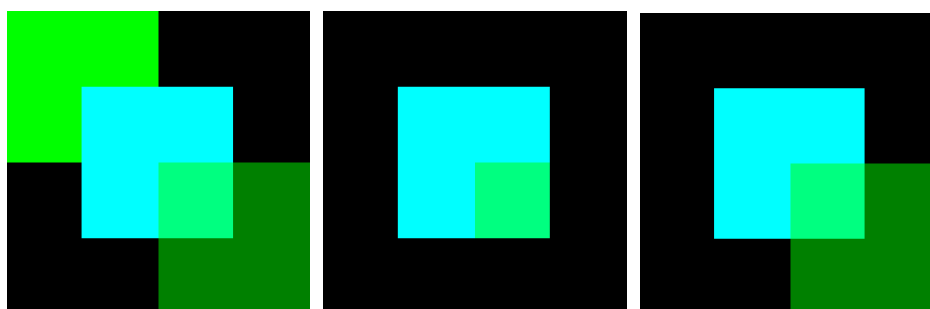


Figure 3 Color Keep Off (left), Color Keep On (right)

- **Threshold:** Determines the range of color being keyed/kept. Value go from 0 to 1, 1 being the maximum value according to the chosen color space
 - **Threshold parameters:** A set of parameters to control the threshold
- Premultiplied Color:** When on, the colors will be multiplied by the final alpha channel before being keyed. When off, only color channel will be considered.
Figure 4 shows that when keying green color, some other transparent green will be keyed together or not depending on the "Premultiplied Color" parameter value.



**Figure 4 Original Image (left)
Premultiplied Color Off (center), Premultiplied Color On (right)**

Color Space: Sets the color space to be used for color comparison. You can choose between RGB, HSV, Lab, YUV and YCrCb color spaces.

Force Lower Precision: A parameter to reduce the keying precision from 32bits to 16/8, or from 16bits to 8 bits. Useful for people who work at low precision to save memory and raise the precision at render time. Forcing lower precision to the keying effect may ensure same output between both rendering.

Per Color: When on, the user can set a threshold for each color parameter.

Per Component: When on, the user can setup a threshold parameter for each component of color parameters.

- **Edge Thin:** Parameters to adjust the size of the keyed region by extending/reducing the border of the region

Amount: The amount of extension/reduction of the region (see Figure 5). A positive value extends the region, negative values reduce the regions. Range from +-4000, but for display reasons, default range is set to +-100. To get over those values, directly type the value in After Effects parameter box.

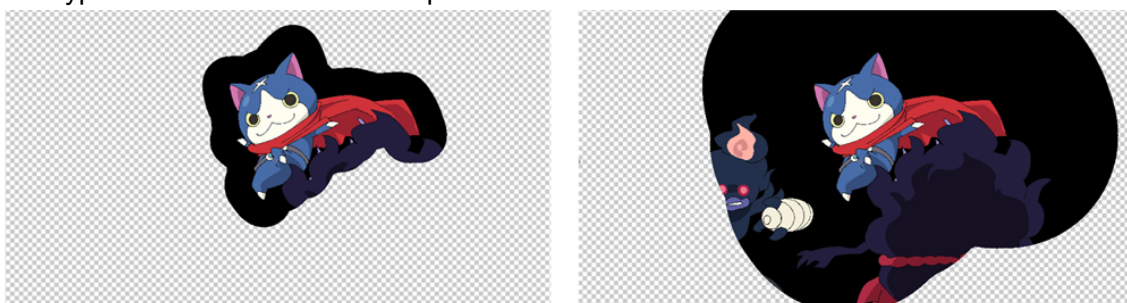


Figure 5 Edge Thin: amount value change, 100 (left), 400 (right)

Distance Type: The method used to compute distance from the border of the region. Three different type of distance are available: Box, Approximate and Euclidian (see Figure 6).

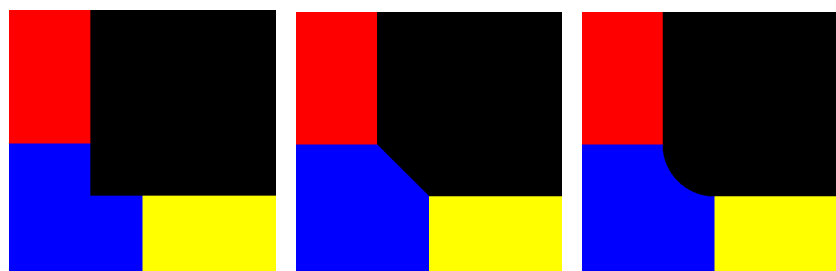


Figure 6 Distance Type: Box (left), Approximate (middle), Euclidian (right).
The black region is the region being keyed

- **Edge Blur:** Parameters to blur the border of the keyed region. We adjust the alpha channel of the border according to the following parameters
- Amount:** The range of the border to be blurred. Big value increases the range. To get values over 100, type directly the value in the parameter box



Figure 7 Edge Blur: Amount parameter value, 100 (left), 400 (right)

Distance Type: The method used to compute distance from the border of the region. As for Edge Thin parameter, three different type of distance are available: Box, Approximate and Euclidian (see Figure 6).

Direction: How the blur is applied relative to the border of the keyed region. Three type of direction are available: Inside, Outside and Around (see Figure 8)

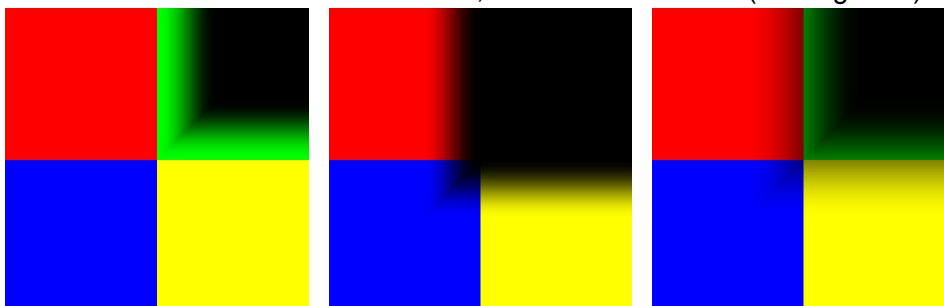


Figure 8 Direction: Inside (left), Outside (center), Around (right).
The black area is the region being keyed

- **Number of Colors:** The number of color to be keyed. Maximum of 25 colors
- **Enable Replace:** When "Color Keep" and this check box are on, the keyed color may be replaced. When off, the parameters for color replace are hidden
- **Use Color XXX:** When on, the color set in "Color XXX" is keyed/kept
- **Use Replace Color XXX:** Switch between the use or not of color replace. When Color Keep" and this check box are on, the color set in "Color XXX" is replaced by "Replace Color XXX". By default this parameter is hidden, you need to set "Enable Replace" to show it
- **Colors XXX:** The color to be keyed
- **Replace Color XXX:** The color to replace with

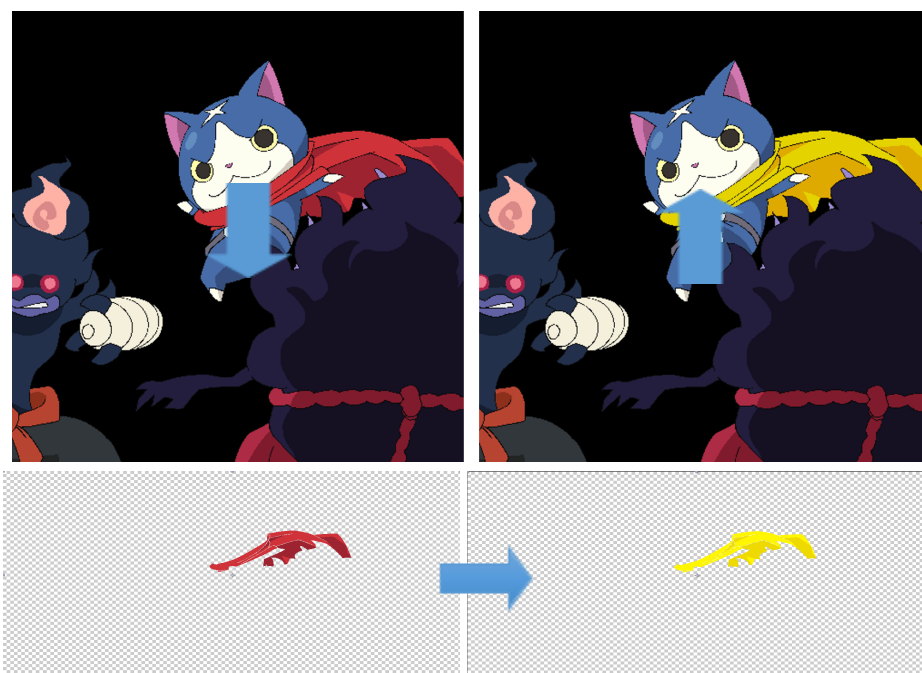


Figure 9 Color Replacement: (left) Original (right) After Replacement

The red color of the cloak is replaced with yellow and is overlaid over the original layer

4. Other

If you have problem using the plug-in in any environment, if you find a bug, have a feature request, or for any kind of feedback feel free to contact us at the following mail address:
opentools@olm.co.jp