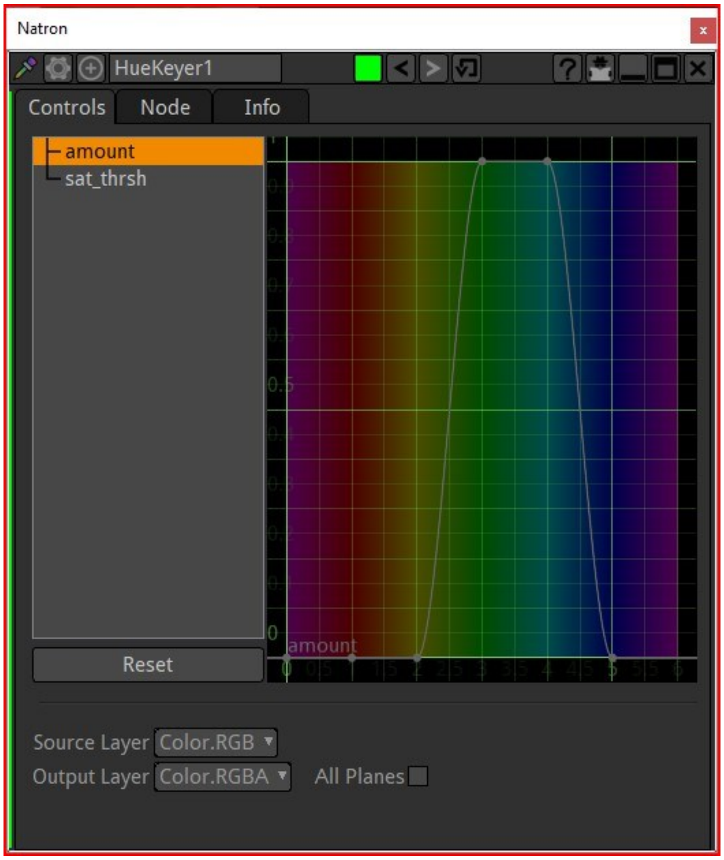
HueKeyer

The HueKeyer node pulls or generates a key or mask depending on hue value of your image(s)

Hue and saturation are analyzed from your image source RGB values. Depending on the hue value, the various adjustment values are computed, and then applied:

amount*: output transparency for the given hue (amount=1 means alpha=0).*

sat_thrsh*: if source saturation is below this value, the output transparency is gradually decreased.*



Source Layer Color.RGB ▾

Output Layer Color.RGBA ▾ All Planes □

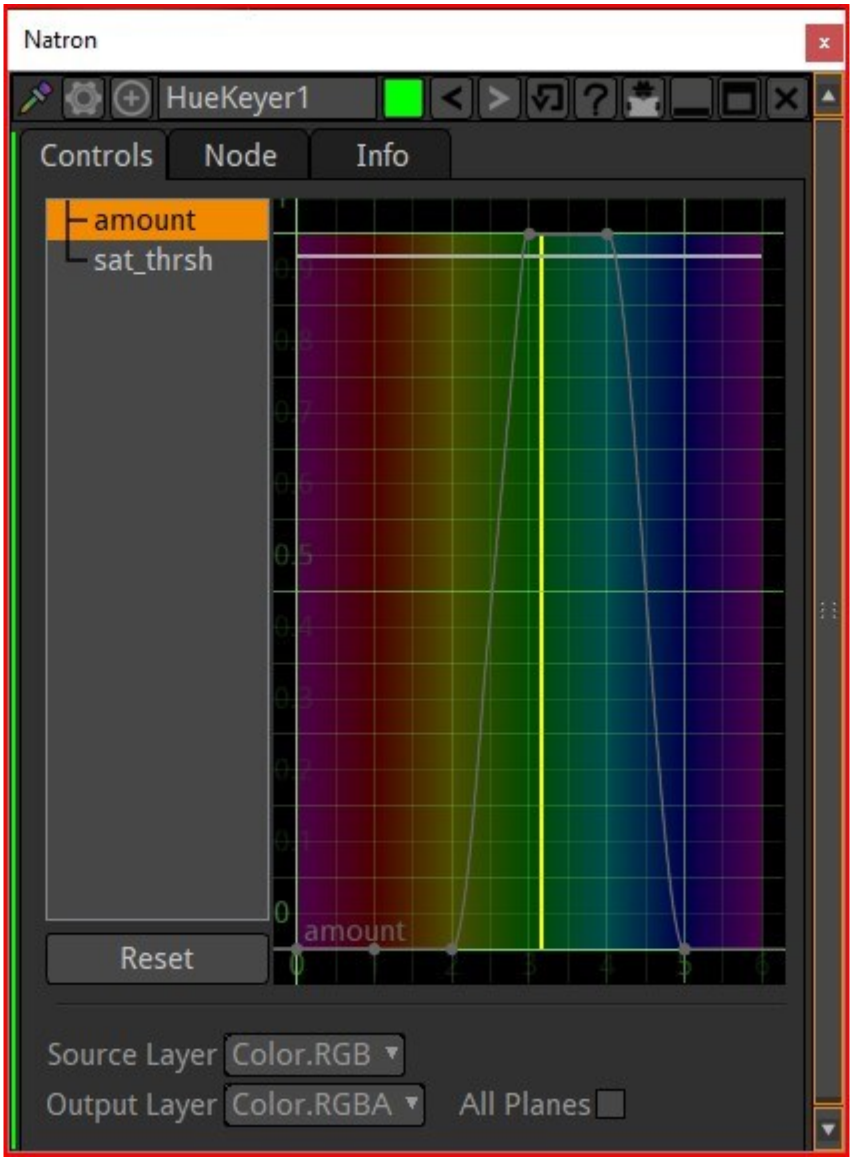
The ***HueKeyer*** doesn’t have a mask input option. It only have a Source Layer and Output Layer. I will assume the developers must have determined that a mask input is not needed because the node operation is to generate a mask from the hue selection.

The ***HueKeyer*** node is a very simple operator because it has very few parameters to adjust but its level of control is quite robust. As with any image vfx project that you are working on, try to produce or capture the highest quality image as possible. Compression algorithms on any image format will render less desirable results.

Normally, you will only have to adjust 2 or 3 parameters.

The first operation you would want to perform is your hue selection. You did this by waving your mouse pointer over the hue you want to key or compute as a key, hold the control button and left click in the area. While you are perform this function, you will see in the hue color graph a vertical bar is aligning to your selection. The bar will stay in place once your hue choice have been finalized.

If you look in to the ***HueKeyer*** hue color graph area, you will see splines that represents the smooth in and smooth out surrounding your hue selection. These splines are mainly controls for how your hue select range falls off. You can tighten or expand your selection on both sides of your hue selection. You can double click on the splines to add more tangent points to provide more control on the keying process.

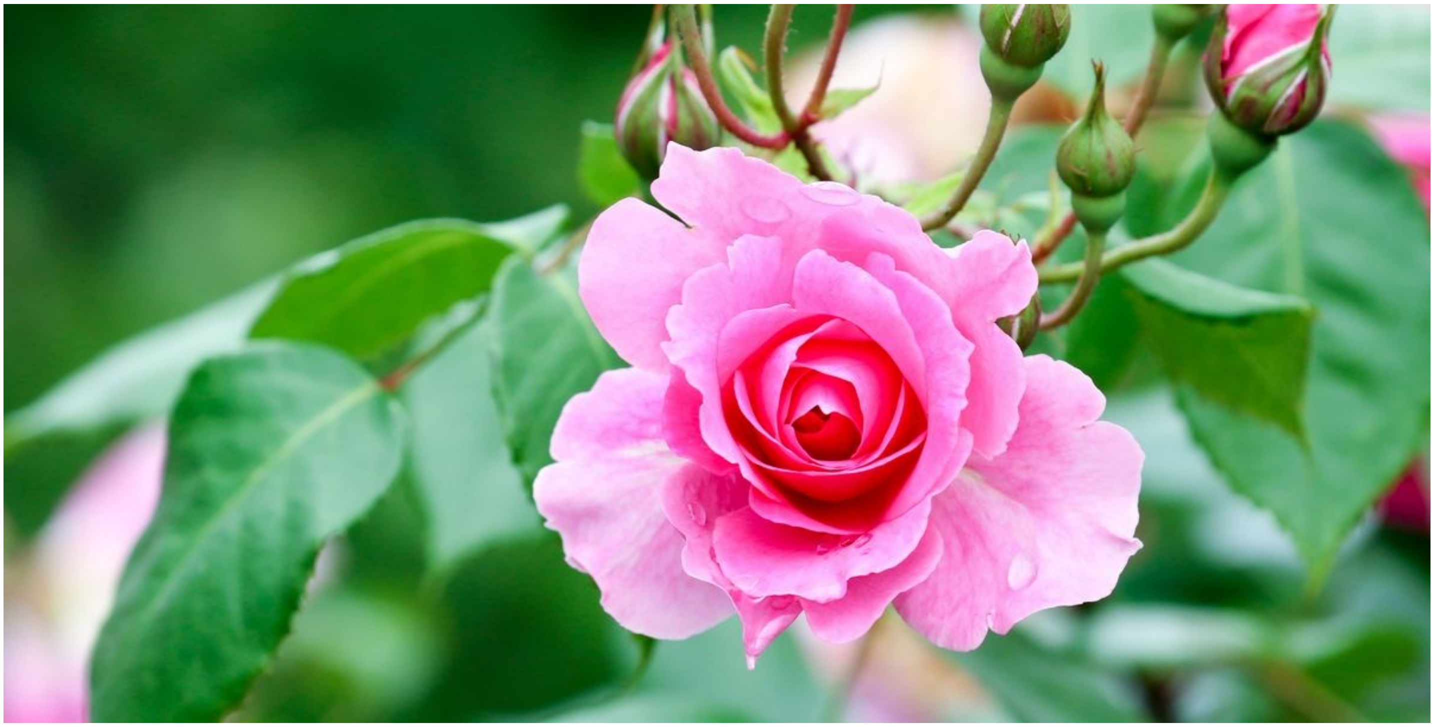


Source Layer Color.RGB
Output Layer Color.RGBA
All Planes □

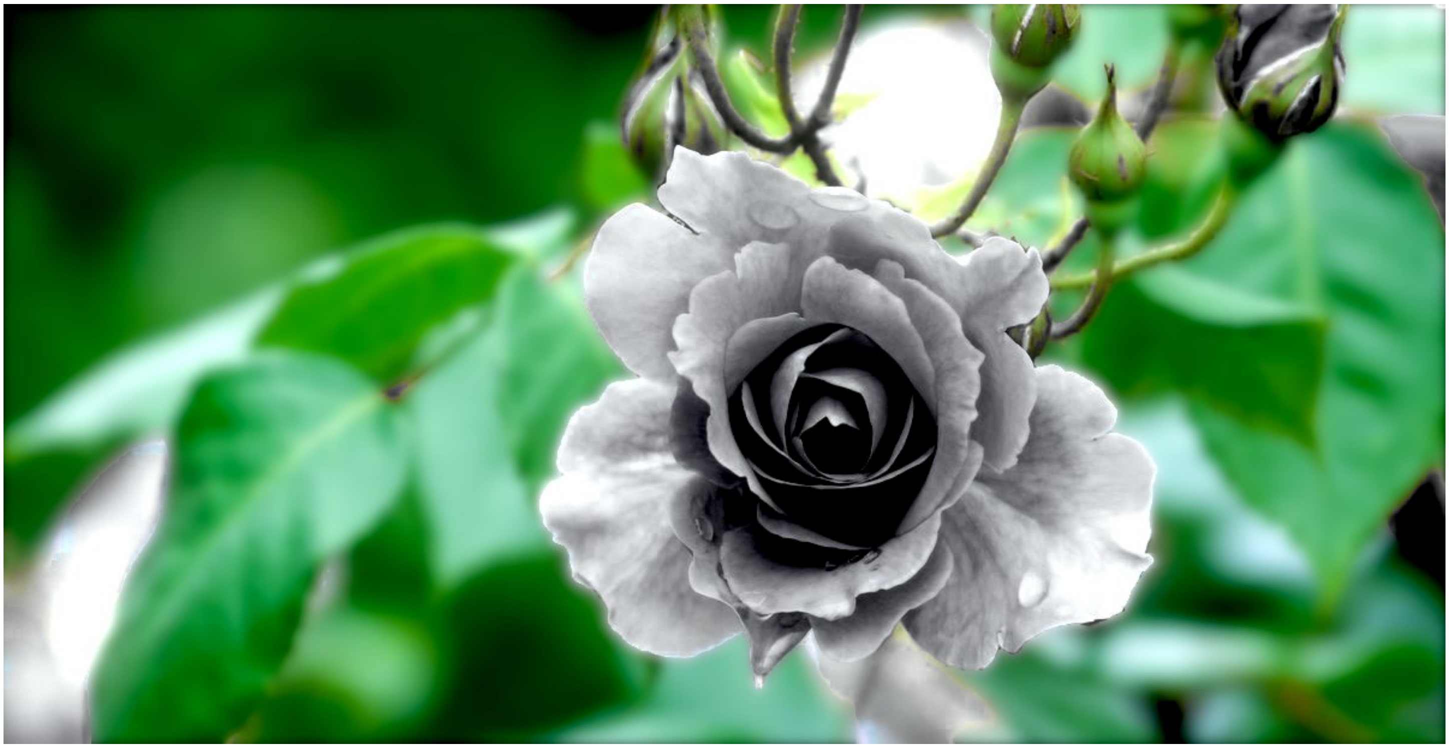
The splines you will almost are the Amount splines. Be very careful on your adjustments of the splines and control points, Operation can get out of control very fast if you are not paying attention.

Demo

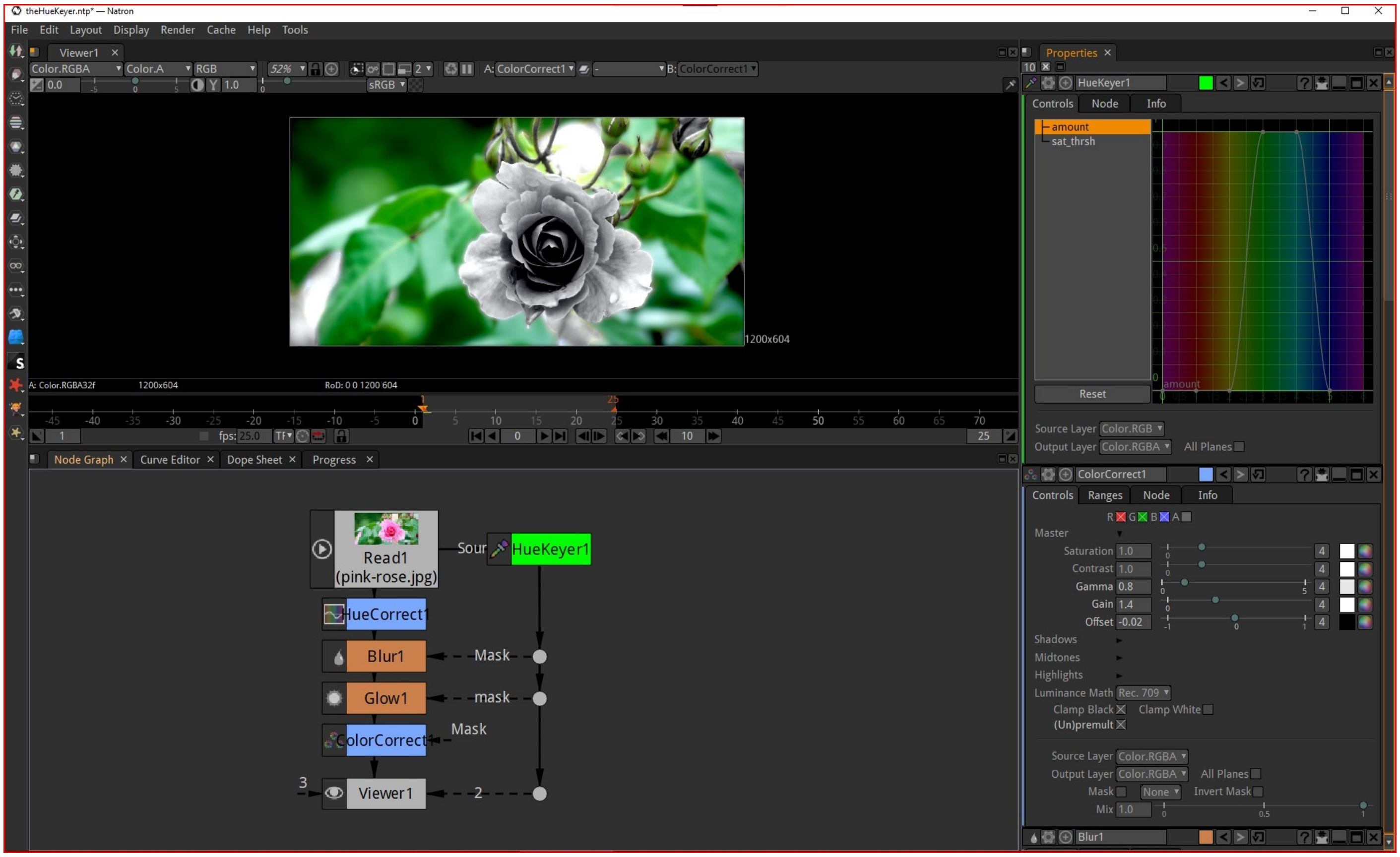
The image below is an image that I pulled google images for this test demo.



The image below is the rendered result of using the ***HueKeyer*** node with ***HueCorrect*** help.



The image below is a screenshot of the ***HueKeyer*** node graph. In addition to the ***HueKeyer*** node there are the ***HueCorrect*** node, ***Blur*** node, ***Glow*** node and ***ColorCorrect*** node.



HueKeyer1

Source Layer Color.RGB
Output Layer Color.RGBA
All Planes □

ColorCorrect1

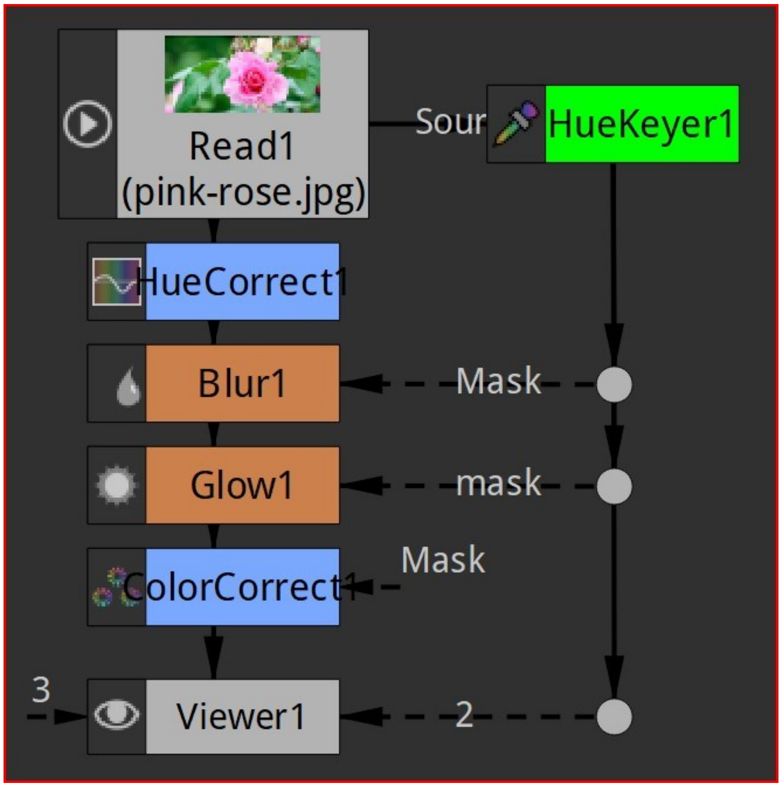
R ☒ G ☒ B ☒ A □

Saturation 1.0
Contrast 1.0
Gamma 0.8
Gain 1.4
Offset -0.02

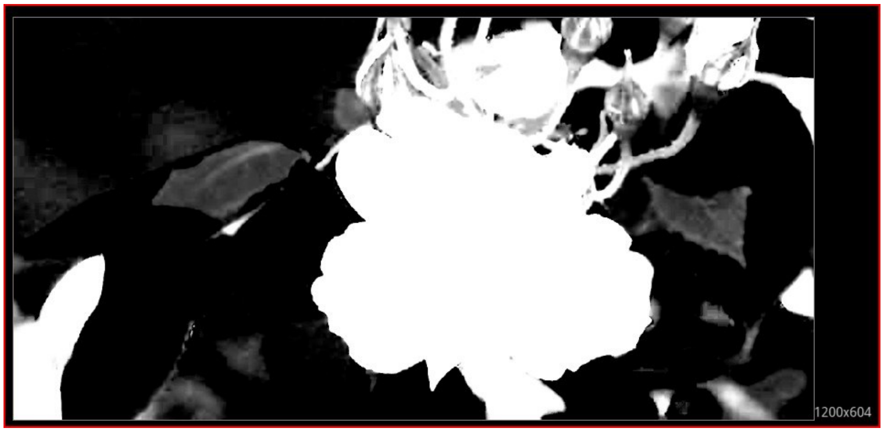
Luminance Math Rec. 709
Clamp Black ☒ Clamp White □
(Un)premult ☒

Source Layer Color.RGBA
Output Layer Color.RGBA
All Planes □
Mask □ None Invert Mask □
Mix 1.0

The image below is just a closer look at the node graph

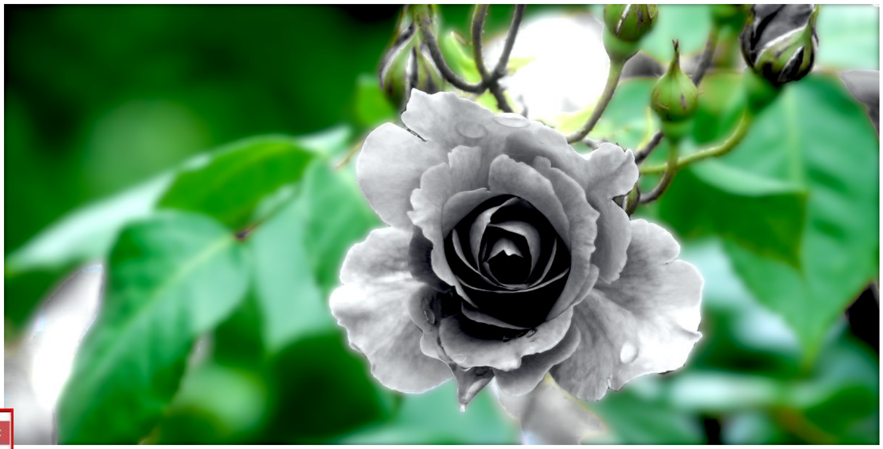


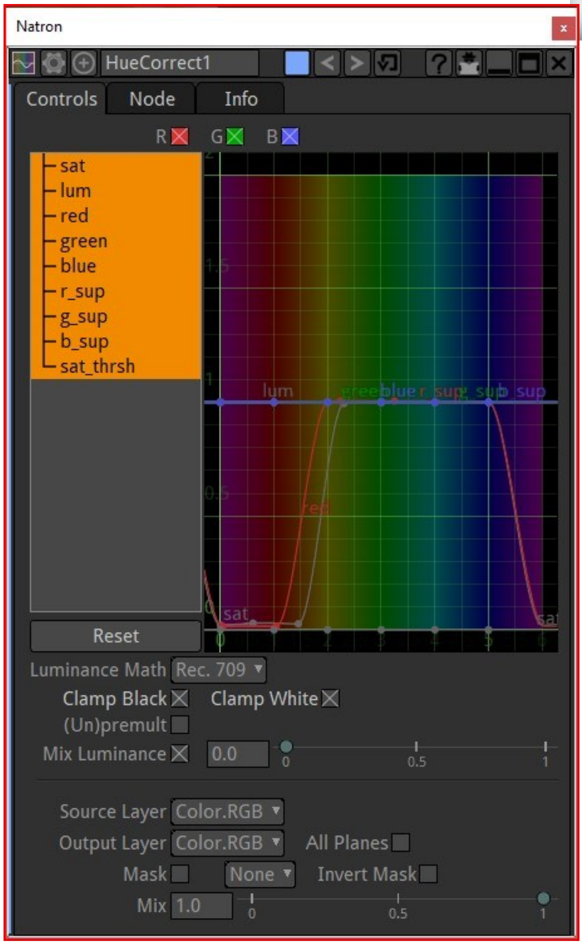
The image below is my mask that I use the ***HueKeyer*** to compute a key to blur a region of my image. Of course I had to select the invert mask parameter for the desired effect.



To get the desired effect of the image to the right is my final effect that I use the ***HueKeyer*** and the ***HueCorrect*** node for desaturation.

HueKeyer was for ***Blur***, ***Glow*** & ***ColorCorrection*** effects.





Luminance Math Rec. 709

Clamp Black ☒ Clamp White ☒

(Un)premult □

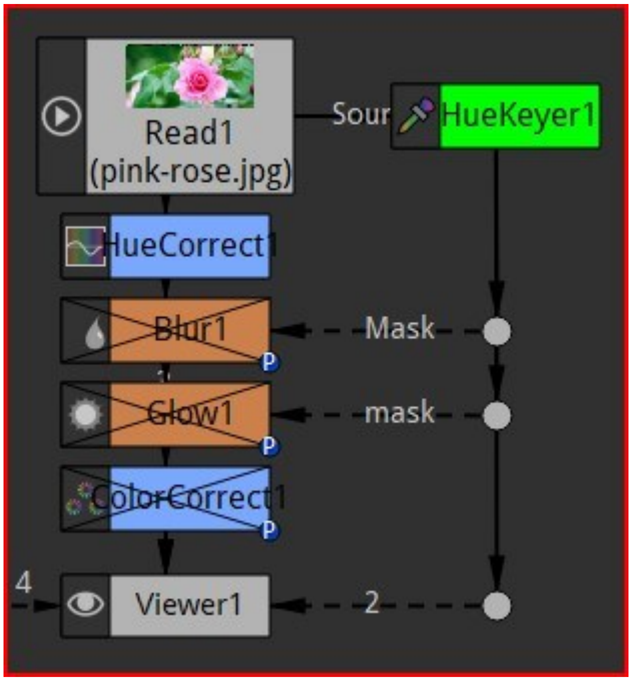
Mix Luminance ☒ 0.0

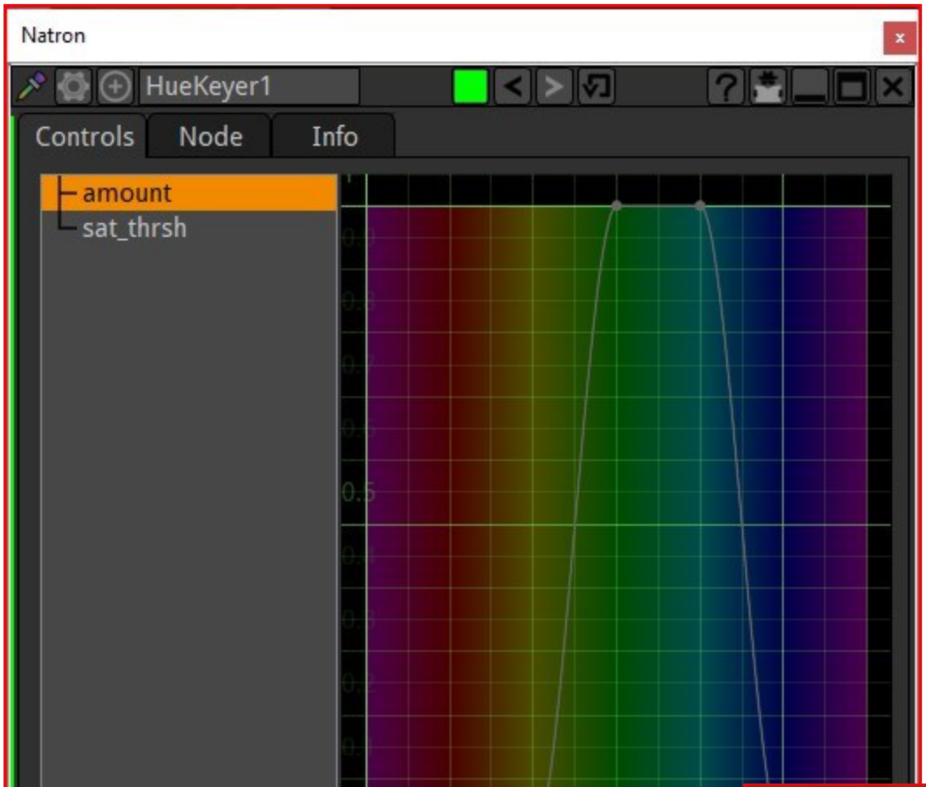
Source Layer Color.RGB

Output Layer Color.RGB All Planes □

Mask □ None Invert Mask □

Mix 1.0





Source Layer Color.RGB

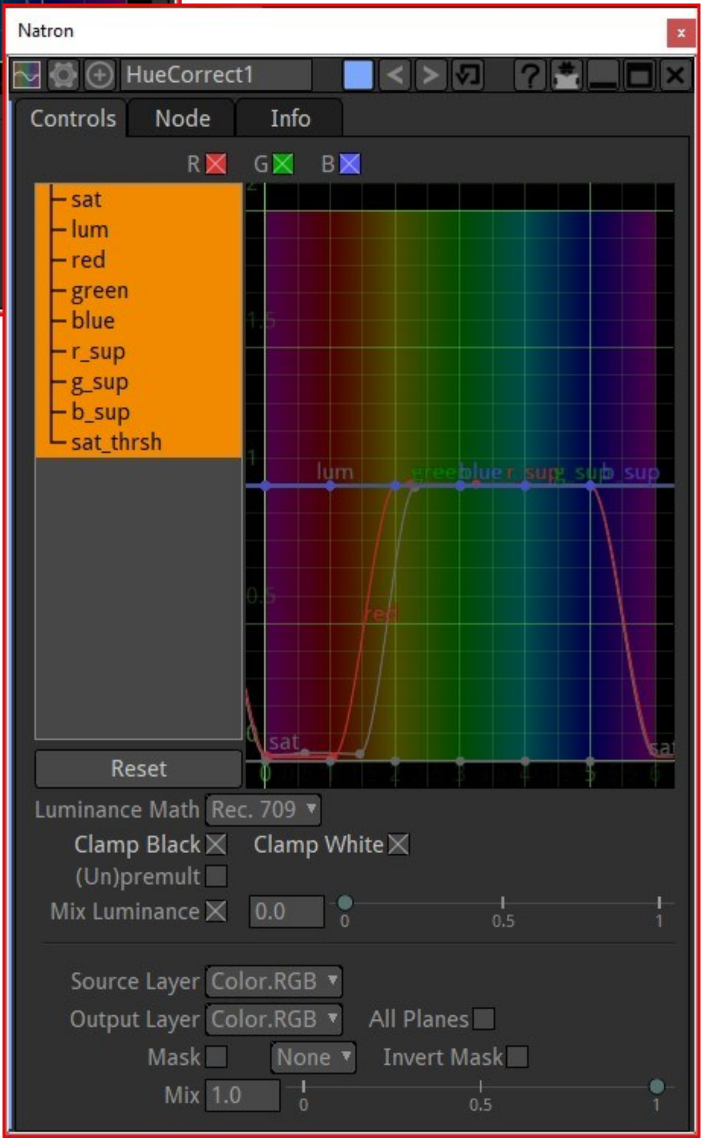
Output Layer Color.RGBA All Planes □

If you look closely, you will find that the ***HueKeyer*** and ***HueCorrect*** nodes have the same HueColor Graph. Using this nodes together could make a powerful combination for color adjustments with hue key pulling power.

The ***HueCorrect*** node has a mask input so you can create very powerful effects here.

Quick Note!

The ***HueCorrect*** node is one of Natron's secret weapons for spill suppression. If you have some of those strange color fringes around the edge of your talent's or object keys and the regular dispillers are not suppressing correctly, ***HueCorrect*** to the rescue.



Luminance Math Rec. 709

Clamp Black ☒ Clamp White ☒

(Un)premult □

Mix Luminance ☒ 0.0

Source Layer Color.RGB

Output Layer Color.RGB All Planes □

Mask □ None Invert Mask □

Mix 1.0