

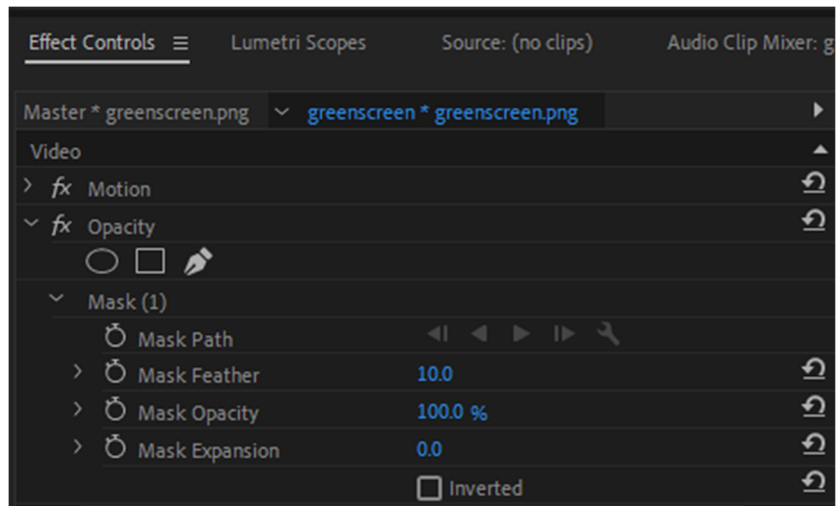
Green Screening with Adobe Premiere

Important! When shooting video, it's incredibly important to properly light the green screen to ensure the keying process goes smoothly. **Keying** is process of removing the green background and replacing it with a different background. Make sure the green screen hangs flat, with no folds or wrinkles. Use a minimum of two (2) light sources, one on either side of your subject, as this helps eliminate shadows. The subject should stand far enough in front of the green screen to minimize shadows being cast on the screen.

While not necessary, masking out the subject with the **Pen tool** ensures greater consistency when keying, as you're dealing with less green screen this way. This should not be necessary if the green screen was lit properly; this is more of an extra step that can be taken to fix issues.

I. Apply the mask

Select the clip on the timeline. Select the **Effects > Effect Controls** tab in the Source Window. Select the **Pen tool** listed under **Opacity**.

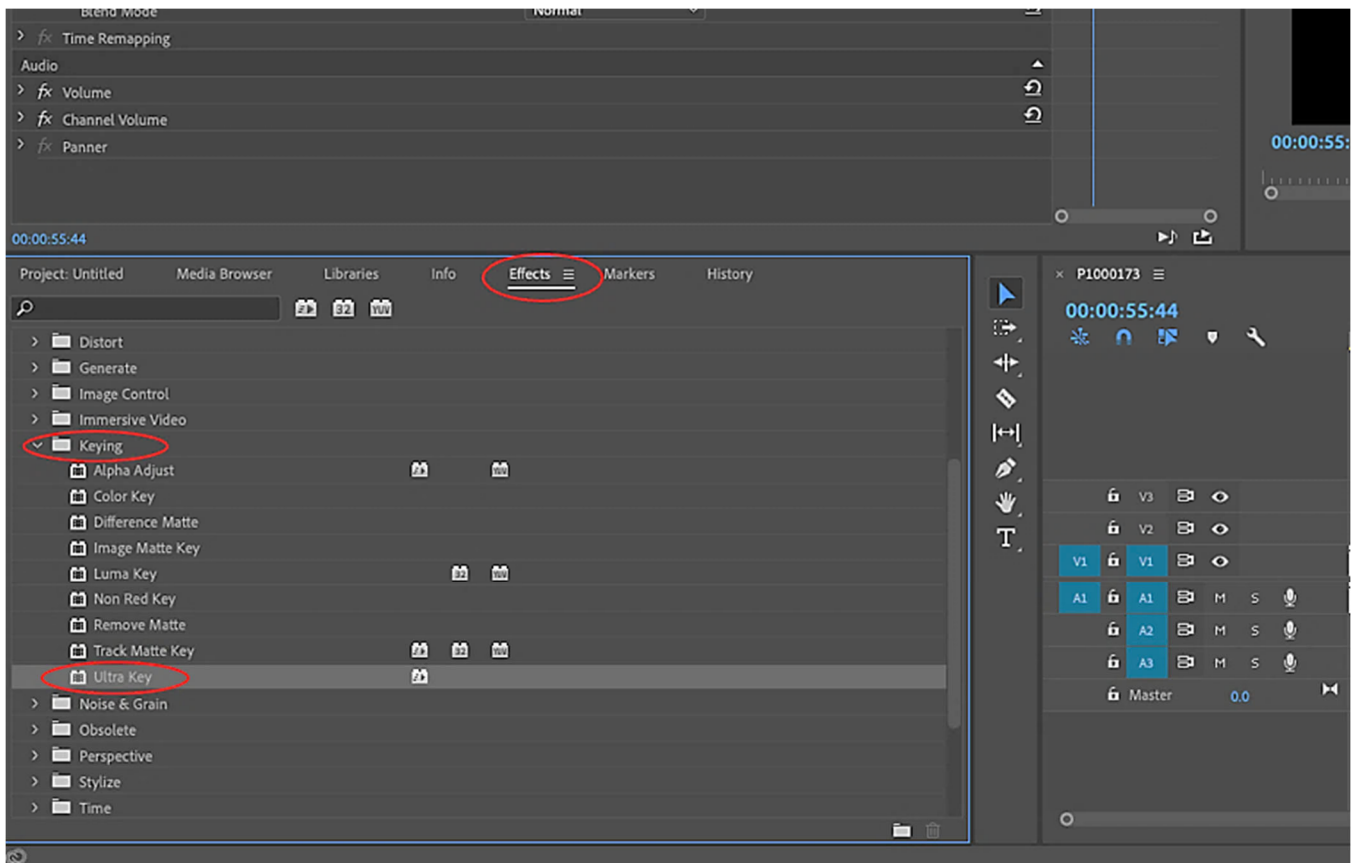



Trace an area around the subject in the program window. Use pen anchor points by clicking as you move around the subject. Adjust the points by dragging and re-positioning. Leave additional space around the subject to account for movement; the mask is static and the subject is not. Preview your clip for a few to confirm your subject doesn't move his/her hands or any other body part outside of the masked area.

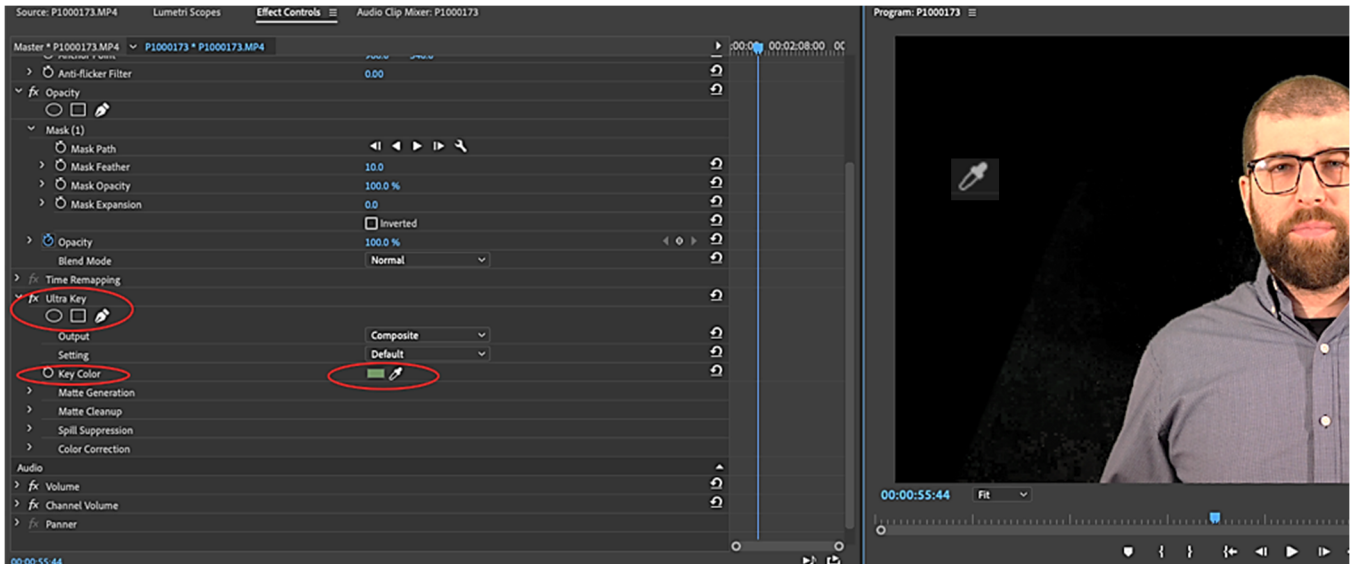


II. Apply the Key - Remove the Greenscreen Background

Go to **Effects > Video Effects > Keying > Ultra Key**. (You can also simply search “Ultra Key” in the search box if it’s easier) The tool will then show up in the **Effect Controls** panel, located at the top left of the screen.

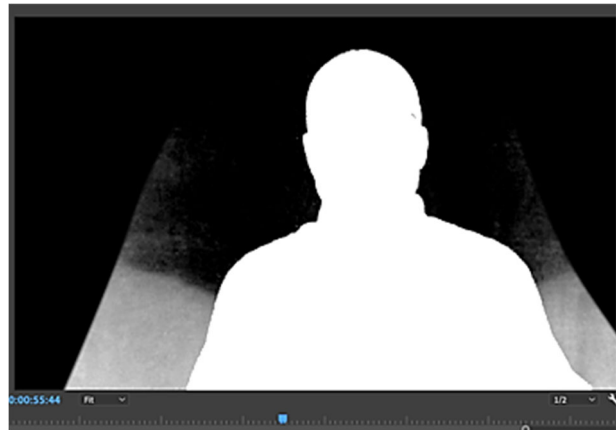
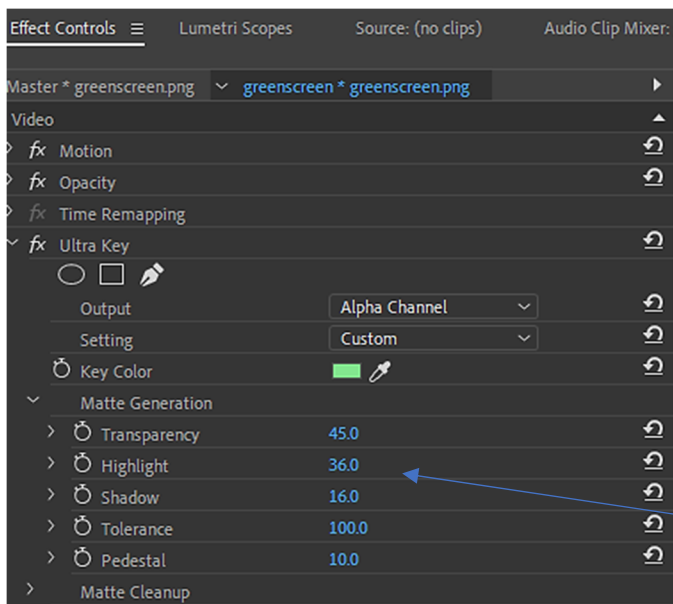


Next, choose the **Key Color**. Select the  dropper and pick an area of the Green Screen. The background will turn black and you'll see the green in the small square in Key Color if done correctly as shown below.

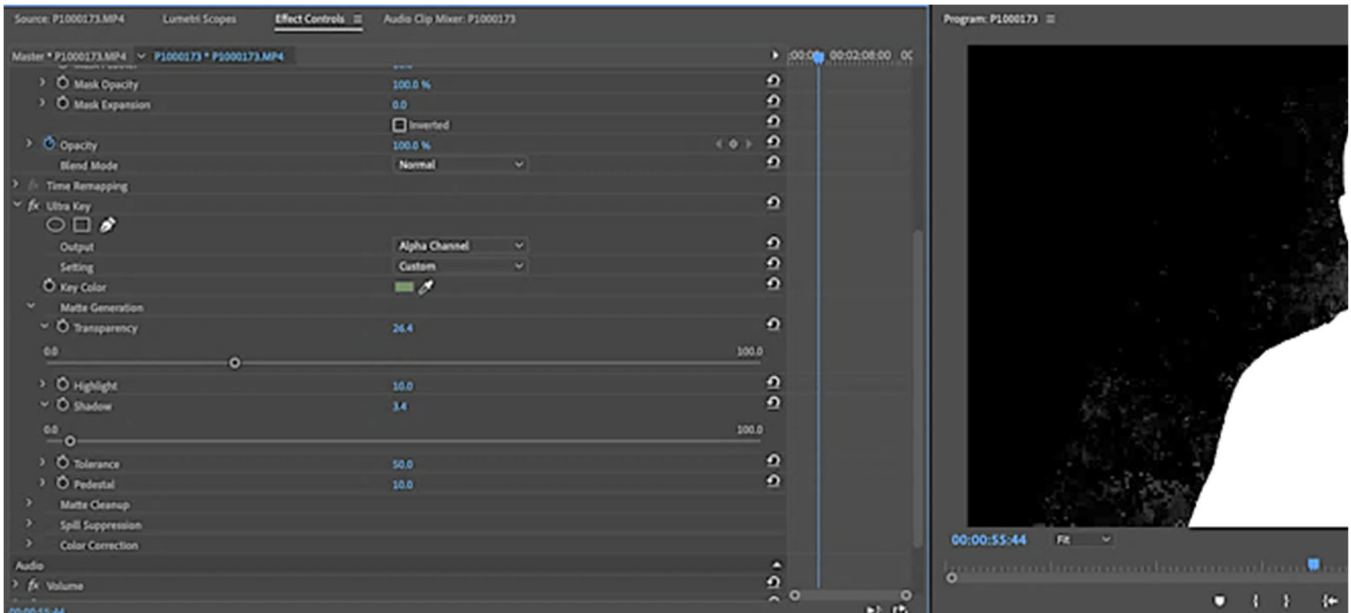


Set the Ultra Key **Output** to Alpha Channel. This changes the clip to black and white.

While viewing in black and white, alter the transparency and the shadows until they are not showing around your subject, these are found in the **Matte Generation** drop down.



Adjusts these numbers. You ideally want the background to be a flat black and your subject to have no black within, as these are areas where your background image could show through.



III. Apply the New Background

Once set, change the Output to **Composite**. Add the background image on the sequence, under the clip. Lengthen the background to match the length of the clips. Your subject should now be on a beautiful beach -or wherever you decide to put him/her!



IV. Cleanup

Use **Matte Generation** and **Matte Cleanup** to fix issues with shadows or inconsistencies on the green screen that show through. In Matte Generation, use the **Shadow** and **Highlight** sliders [change the numbers and preview] to soften dark/light spots. Use the **Tolerance** slider to give more leeway to your keying range.

In Matte Cleanup, the **Soften** slider blurs the edges of your subject. This is helpful if you want to blend your subject into the background more. Use with caution; too much blur makes the subject look fuzzy. The **Choke** tool is similar; it shrinks the size of your subject slightly to soften hard edges. A little goes a long way with both of these tools!

I want to stress again the importance of lighting when you record. If your scene is properly lit these steps should go very smoothly. Imperfect lighting can lead to a lot of struggles to properly separate your subject from the background and a lot of extra fiddling with your Matte settings on the back end. Good luck!

Written by Ryan Clow, Instructional Specialist, IMC, Innovate Make Create Center, 10/2020
This work is licensed under the Creative Commons Attribution 4.0 International License.
To view a copy of this license, visit <https://creativecommons.org/licenses/by/4.0>

