



The enhanced version of PrimatteAI has been released as the version 1.2. It features precision improvement for better image quality without sacrificing performance. The new pedestal, gain and gamma controls for Fg color correction work independently for each RGB channel, allowing for fine adjustment of Fg colors against the Bg. There are numerous improvements and fixes, including the changes mentioned above.

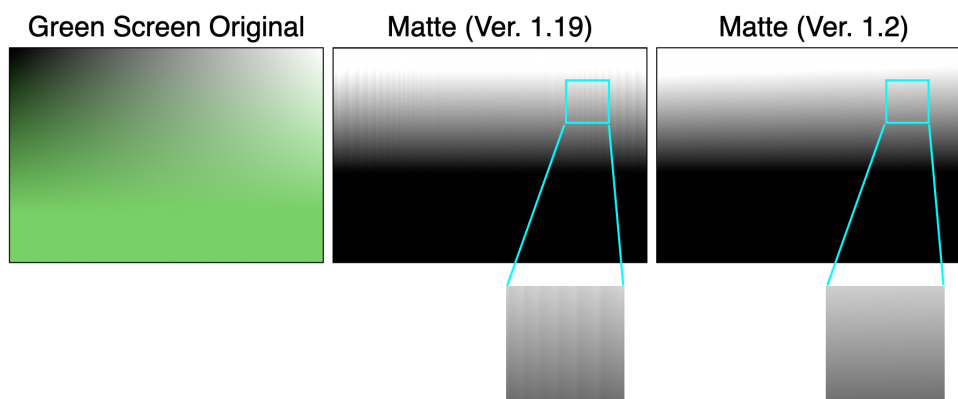
Some key points are explained in this document.

## Floating Point Calculation

The previous version of ofxPrimatteAI handled the data in 16-bit integer format. Now, the operations for mask calculation and color suppression are handled in 32-bit floating point. Although the 16-bit pixel depth carries sufficient information as an image, it is better to perform the complex mask generation process in PrimatteAI relief patch at a higher bit depth. Therefore, we changed the entire process to 32-bit floating point calculation.

This change processes thin semi-transparent fg objects more smoothly.

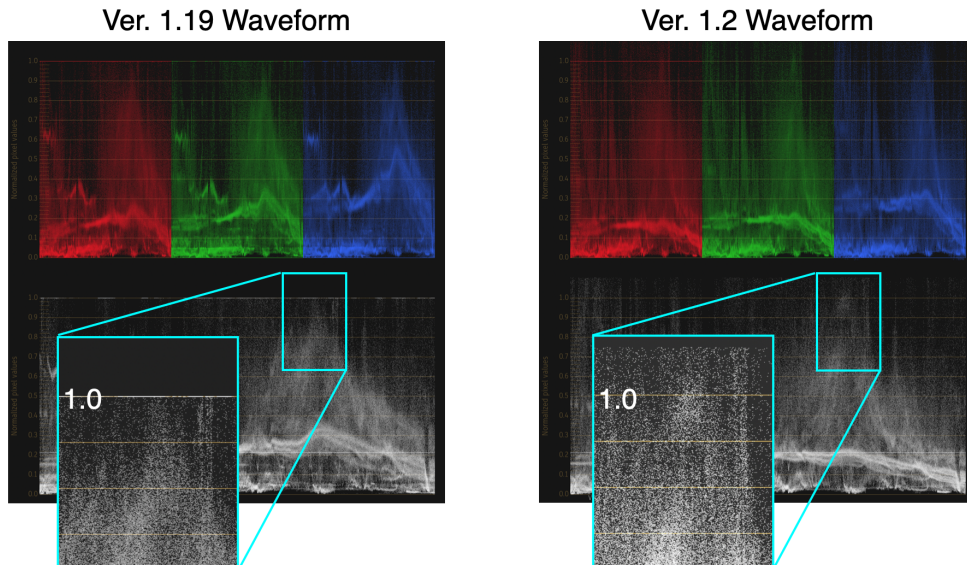
### Floating Point Processing



## Super White Support

Version 1.2 can handle pixels that are brighter than 100%, which are imported from formats like OpenEXR. The conventional PrimatteAI clipped super white pixel to 100% white.

### Super White Support



## Pedestal, Gain and Gamma

While the version 1.19 had the Hue, Saturation and Luminance controls for Fg color correction, the Version 1.2 has controls for pedestal, gain and gamma for RGB channels independently. This allows for more precise color control to achieve the best composite result.

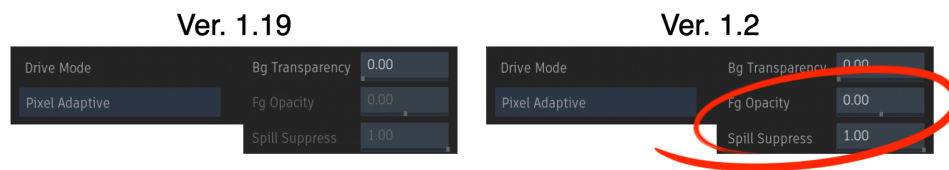
### Fg Color Correction (Ver 1.2)



## Controls for the Pixel Adaptive Mode

The Pixel Adaptive Mode of the Drive Mode in PrimatteAI is a unique feature that utilizes the neighboring FG and Backing screen colors when processing the mask in pixel by pixel. The older version had a few controls, such as Bg Transparency, in the Pixel Adaptive Mode. We have now expanded the adjustable parameters to include Fg Opacity and Spill Sup Level.

### Parameters for Pixel Adaptive



In addition...

ofxPrimatteAI Version 1.2 presents many fixes and improvements, some of which is transparent to the user.

- The behavior of the reset in the Manual Drive Mode is improved.
- The reset is automatically applied when the Drive Mode changes to the Manual.
- The behavior of the Spill Sup Level slider is enhanced.
- Bug fix: The Undo/Redo action after loading the batch data.
- Support for red backing screen.
- Support for complete constant backing screen, i.e., computer-generated green.
- The sensitivity of the BG Transparency slider is improved.
- Performance tuning of mask calculation.
- Calculation accuracy is improved in the relief patch processing (Manual Mode/AI Mode).
- Bug fix: Bit-rounding error when saving the node data.
- Process improvement for the internal area of the FG object when using the synthesized clean plate.
- The undo behavior for the slider operation in the Drive Mode Manual is improved.
- The Operation Mode automatically changes to SelectBG when Reset is clicked in Manual Mode.
- The 1.19 Process Mode button is added to render compatible results with data from version 1.19.
- The node data now contains the version information.

- The Fg smear internal image of the Drive Mode Pixel Adaptive is improved.
- The fringe process is enhanced, helping to suppress the pseudo edge colors.
- Bug fix: Key-frame marking error when the Auto Key is on.

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Developed by Hemibola Inc., Kawasaki Japan.

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