

Primatte AI

Totally New Primatte, which recognizes the backing screen and the FG



The legendary Primatte changes. 30 years old, the core algorithm “Polyhedron Slicing Method” is replaced to a brand-new system “Pixel Adaptive Process” to handle the green/blue screen image. Utilizing some futuristic computing technology including the inference of neighboring pixel and the spill judgement with the supervised machine learning, PrimatteAI takes the chromakeying to a next level in terms of the operation efficiency and the image quality.



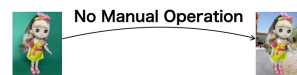
Full Automatic Setup

Analyzing the blue / green screen image at pixel level using the cutting edge computer vision technology, PrimatteAI infers and generates the composite result.

Primatte



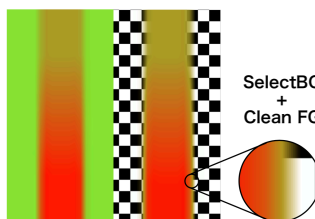
PrimatteAI



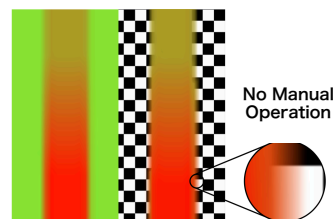
Pixel Adaptive Process

PrimatteAI calculates the chromakey process not based on the color space but based on the pixel unit. It applies the appropriate key setting at each location of the foreground object. With the conventional Primatte, a red object shows yellow edge when keying a yellow object in front of green screen.

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Ultra Fine Detail

PrimatteAI uses proprietary FG/BG blending technology. It is not alpha blending. It is not additive mix. It can retain the very thin hair detail that is almost similar to the backing color. In addition, the pixel adaptive process technology helps to suppress the backing subtle noise even maintaining the hair detail.

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Auto Compute + Restore Detail



PrimatteAI



Max. Detail Mode On



In Addition . . .

- Max Detail Mode
- Fast Mode for the maximum performance
- Supervised Learning for Spill Judgement
- Native Many-Core Support
- 4 Manual Adjustment Modes
- Temporal Smoothing Filter

Developed by:
Hemibola Inc. Japan
www.hemibola.com

Distributed by:
Photron USA, Inc.
www.primatte.com
Contact:
hsuzuki@photron.com