



PrimatteAI has been upgraded to Version 1.3, offering exciting new features and improvements. Independent sliders for tuning parameters like Bg Transparency are now available for each drive mode, making it easier to compare outputs. Enhanced FgColor functions improve color correction flexibility. Improved external matte input functionality streamlines masking workflows. This flyer highlights some of the key updates in Version 1.3.

Independent Slider Controls for Each Drive Mode

In Version 1.2, sliders such as Background Transparency were shared across all three drive modes. In Version 1.3, these sliders are now mode-specific for AI, Pixel Adaptive, and Manual modes. This makes it easier to switch between drive modes while comparing their outputs.

Drive Mode AI	Drive Mode Pixel Adaptive	Drive Mode Manual
Variable (AI)	Variable (P.A.)	Variable (Man.)
Bg Transparency 0.00	Bg Transparency 0.00	Bg Transparency 0.00
Fg Opacity 0.00	Fg Opacity 0.00	Fg Opacity 0.00
Spill Suppress 1.00	Spill Suppress 1.00	Spill Suppress 1.00
Clean Back Level 0.00	Clean Back Level 0.00	Clean Back Level 1.00

Expanded External Matte Functionality

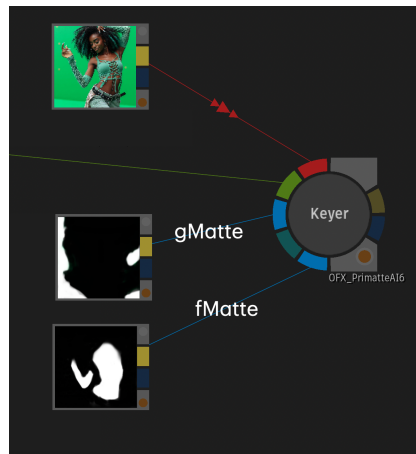
Version 1.3 introduces a new fill matte (fMatte) input alongside the existing garbage matte (gMatte) input (formerly ExtKey).

- gMatte: Masks out unnecessary objects like tracking markers or microphones in the background.

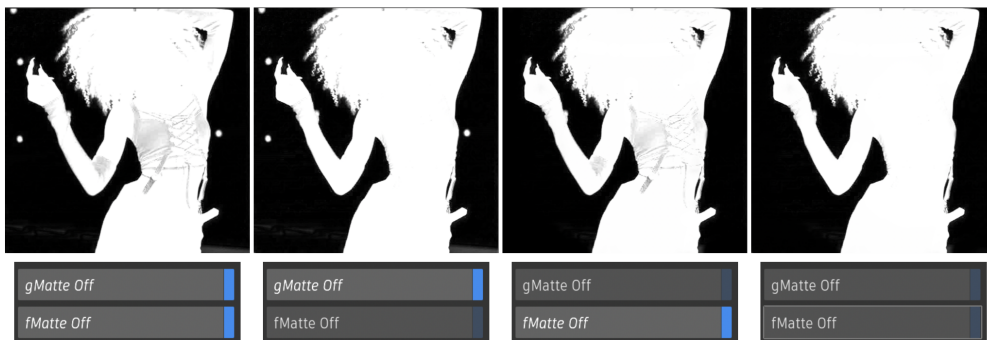
Areas with 100% white are treated as background.

- fMatte: Fills in holes within the foreground.

Areas with 100% white are treated as processed foreground.

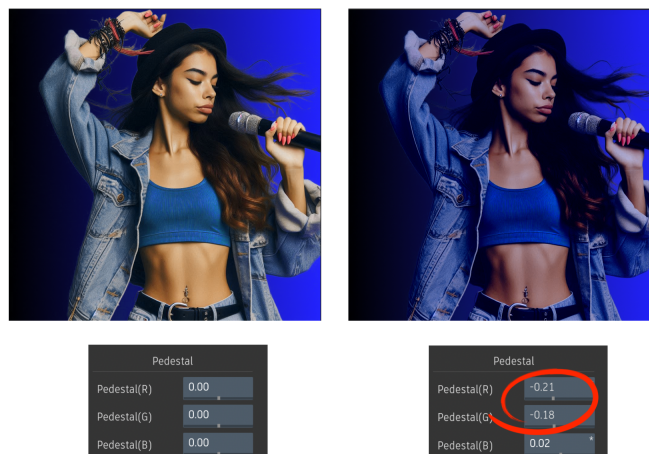


Both mattes take effect immediately upon connection but can be bypassed using the gMatte Off and fMatte Off toggles in the Matte.Util page.

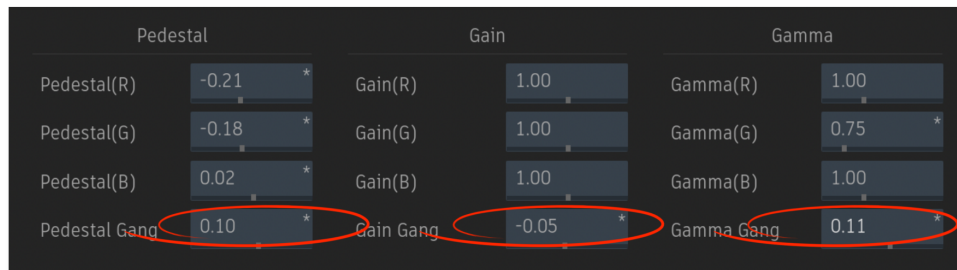


Enhanced FgColor Color Correction

Negative RGB pedestal values are now allowed, expanding color correction possibilities.



Gang sliders (linked controls) are introduced for Pedestal, Gain, and Gamma settings, allowing simultaneous adjustments across all RGB channels. The gang slider applies an offset to individual RGB sliders.



Other Enhancements

Version 1.3 delivers many additional fixes and improvements, including:

- Performance optimizations through multi-threading refinements.
- Bug fix: Addressed clean plate creation issues in Mixer Mode.
- Independent relief patch parameters for AI and Manual modes.
- New Matte.Util page for more streamlined controls.
- Added MxMode Gamma slider to adjust external masks in Mixer Mode.

Experience the enhanced usability and stability of ofxPrimateAI Version 1.3!

Developed by Hemibola Inc., Kawasaki Japan.

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