

An Intro to BlueBox World

- A. Using BlueBox World to change one color of a scene:
- B. Using BlueBox World to remove all but one color in a scene:
- C. Copy Font/Style to all lines
- D. Moving the Title Box
- E. Adding additional Text Boxes within one screen
- F. Adding background to your text box
- G. Default Title Screen

1. Using BlueBox World to change one color of a scene:

1. Using BB - Change Chroma found under Special in Edit Screen
 2. I go into Full Size Preview once in program,
 3. Click on 'Color Choice' which brings up the size and position menu to select the color you wish to modify.
 4. Adjust Color Span as necessary
 5. Recommend use of 'Shade' rather than 'Color' for a cleaner look.
 6. When satisfied with effect, click 'OK' to build effect on the selected sample.
- * If you have selected your Color Choice prior to going into Full Size preview you may need to change Frame back to the first frame (000:00:00) to ensure color pick is consistent with your initial screen position.

2. Using BlueBox World to remove all but one color in a scene:

Select the BB Separate Chroma effect found under Special in Edit Screen
Use the same instructions previously -- except:

2. I go into Full Size Preview once in program,
3. Click on 'Color Choice' which brings up the size and position menu to select the color you wish to modify.
4. Adjust Color Span as necessary
5. Saturation 1 is the chroma level for the selected color you have chosen,
Saturation 2 is the chroma level for all remaining colors (unselected).


I find this works well with most selected colors, I have had a couple of instances where it did not work well - especially if there is part of this color in the others on screen. When it works - it is spectacular!

* If you have selected your Color Choice prior to going into Full Size preview you may need to change Frame back to the first frame (000:00:00) to ensure color pick is consistent with your initial screen position.

3. Using BlueBox World to Key out a particular color:

Select the BB Bluebox World effect in the Transitions screen.

This effect is designed as a 'layer' between two adjacent scenes in the Storyboard - under most conditions you would want to use two scenes of identical length.

1. Add the Effect to the Storyboard between the two scenes to be affected.
2. Make certain you have adjusted the transition length to cover the full length of the two scenes (click on the transition length at far left just under Storyboard, click on slider and scroll to left to maximum length, then click 'ok'.).
3. I go into Full Size (preview) then click on 'Start Program'
4. Start in the main Bluebox World menu, by clicking on the BlueBox  in the upper left corner of the menu. - click on the button to the right of Bluebox Mode. This provides 11 effects plus Off.

Here are steps for using the most likely solutions:

** Unless you plan to use the parameters set previously it would be wise to click on the Default button in the bottom right corner of the menu to reset menu options.

Standard

I find this effect works best when I have a specific color I wish to key out to reveal scene beneath.

This menu is very similar to the standard BlueBox in Casablanca - though many feel its effect is superior.

1. Click on Select Area
2. Click on Position and move the outlined box to the area/object on screen that will select the color you wish to key out.
3. Click on Size and adjust it if necessary (ensure there is only one color selected)
4. Click 'Ok' which takes you back to the BB World menu
5. Click on the Casablanca minimizer button (dot inside a square at lower left corner of menu) to minimize the menu enabling you to see the effect.
6. Click and slide the Tolerance setting as necessary.

Area

I find this effect works best if I have a specific area I wish to key out to reveal scene beneath - this is not dependent on having a uniform color in the scene.

Click on Select Area

1. Click on Select Area and move the outlined box to the area/object on screen that will be keyed out, displaying the scene beneath.
2. Click on Size and adjust it if necessary
3. Click 'Ok' which takes you back to the BB World menu
4. Select the proper Mode for your effect:
5. In sets the selected are to play the scene beneath
6. Out sets the selected are to play the scene on top while the unselected are plays the scene beneath.
7. Click on the Casablanca minimize button (dot inside a square at lower left corner of menu) to minimize the menu enabling you to see the effect.

Bluescreen

This effect works amazingly easy when I have a scene with an area in either red, green or blue that I need to key out to reveal scene beneath.

1. Determine which of these three primary colors you wish to key out (revealing the scene beneath) and select that color from Mode
2. Click and slide the Tolerance setting as necessary to fine tune your effect
3. You may also find it necessary to click and slide the Matte Density setting
4. Click on the Casablanca minimizer button (dot inside a square at lower left corner of menu) to minimize the menu enabling you to see the effect.

Black

This effect works great when I have a scene with black - most commonly prepared graphics - that I wish to key out to reveal scene beneath.

This is so easy (as long as you are keying out a scene with a Black object/area.

1. The only adjustment here is the Tolerance - click and slide the Tolerance setting to get the effect you desire.

Click on the Casablanca minimizer button (dot inside a square at lower left corner of menu) to minimize the menu enabling you to see the effect.

Additional BlueBox World Functions

And here are some further tips for using the other functions in the Bluebox World menu (select these from the six buttons in the upper left corner in the BB World menu):

Area Select - Gives you the ability to select a specific area of the scene for the Bluebox World effect. You can include only a select area and/or exclude an area of the screen from the effect.

Select Alpha - You can adjust the Transition slider to soften (blur) the defined effect area. Adjusting the Alpha slider adds transparency to the unaffected areas of the scene.

Select Wipes - If you need the BlueBox World effect to fade in and/or out of the scenes, you can use this setting. Simply click and adjust the Time In setting to adjust the amount of time your effect will take to fade in (from a full screen scene of the first image in the Storyboard) and/or the Time Out setting to adjust the amount of time your effect will take to fade out (to a full screen scene of the first image in the Storyboard)

Select Effect

Special Features

Aura - Generates a light color around the foreground object. Settings allow you to adjust the size and color of Aura .

Shadow - Generates a shadow from, the foreground object. Settings allow you to adjust the size and color of the shadow as well as the direction of the simulated light source

Aura - Foreground objects appear only as a ghost figure - with the only setting being

Aura - Generates a light color around the foreground object. Settings allow you to adjust the size and color of Aura.