

How to mask out a specific area

Posted by Tralpat - 15 May 2017 17:54

Here is what I am trying to do. I want to clone a person to have a conversation with himself. At some point I want one clone to hit the other one. Is there a way to mask a very specific area to allow this to happen?

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Re: How to mask out a specific area

Posted by nathanprescott - 15 May 2017 21:26

maybe use a green screen. I don't know I'm new to this stuff too

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Re: How to mask out a specific area

Posted by briandrys - 16 May 2017 02:33

If you haven't already shot this scene there are a number of methods.

Lock off the camera on a tripod with the final framing, place the person in first position, shoot it, then place them in the position for their twin, shoot that. Then, in post, use a split screen found in DVE, for putting together the two halves.

However, a wipe should give you more options, use the keyframes to set the position of the edge and adjust its softness as required.

You could also use a green screen, but the first method is traditional old school.

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Re: How to mask out a specific area

Posted by jwrl - 16 May 2017 03:54

-and check khaver's Polymask user effects to help you mask the one shot over the other. They're the fifth entry down in [this post](#) .

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Re: How to mask out a specific area

Posted by JosevonTrinidad - 17 May 2017 03:23

briandrys wrote:

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Lock off the camera on a tripod with the final framing, place the person in first position, shoot it, then place them in the position for their twin, shoot that. Then, in post, use a split screen found in DVE, for putting together the two halves.

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I would reccomend the wipe method.

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