

Guide to Setting up a Chroma Key

1. Evenly light the green wall with scoop instruments. Light your talent with normal 3-point lighting. Proper lighting is the most important part of a successful chroma key. Make sure the talent is far enough away from the wall to avoid spill. Between 5 and 6 feet away is a good starting point. A proper backlight is especially important.



2. On the switcher, press the yellow “MLE 1” button in the PGM bus of MLE 2. In the “KEY” bus of MLE 1, select the camera you have aimed at the green wall. In the BKGD bus, select the video source you wish to use as your background, for example, the still store.



3. In the “Key 1” section, select Chroma Key. Then press the cut button to turn the key on. You will see the on button light up to let you know that the key is engaged.



4. Using the controls to the right of the switcher’s screen, set the clip and the gain to 0%. Then adjust the hue knob until the green starts to be replaced with the background you have selected. Once you’ve got it looking as good as possible, adjust the clip knob to fine-tune the dark areas. Finally, use the gain to clear up any remaining noise. This may take a few tries.



5. At this point you should see your final key on the program screen.

