Changing the color of a selected object or image is a common task in SOFTIMAGE|DS. For example, you may want to match the color or luminance of objects between different takes, or completely change the color of an object. To color correct the man, you’ll use a Selective Color Correction tree effect. Why use an Effects Tree? This preset tree effect is comprised of the Chroma Keyer, Color Correction, and Key Combiner effects. Using this Effects Tree preset, you can concentrate on adjusting the color of an image, instead of creating a tree from scratch.
Apply the Selective Color Correction Effect

After you import the material, you can apply the Selective Color Correction effect as a clip effect. Although you can apply this effect to a layer or clip, only one input is required (the Bald_Man clip), so you can apply the effect as a clip effect.

1. **Import the Media** by capturing the clip below. Set the options as shown here:
   - Bald_Man_comp.jpg (33 KB)
   
   As the material for this tutorial originated in NTSC format, you should import this media into an NTSC sequence to avoid any problems that may occur.

   Once the clip appears in the browser, drag it to a video track on the timeline.

2. **Apply the Selective Color Correction effect** by right-clicking on the clip and choosing the **Selective Color Correction** effect from the Image Effects folder.
Create a Matte

Using the Chroma Keyer effect, you can create a matte for the man so only his image is affected. You will see how the preset is built when you display it in the Effects Tree View.

1. **Display the Effects Tree** by clicking the **Expand** button on the property editor.

   In the Effects Tree, you can see each effect that makes up the Selective Color Correction preset. It contains the Chroma Keyer effect, Color Correction effect and Key Combiner effect. The Key Combiner combines the RGB output of your original image with the alpha output from the Chroma Keyer and Color Correction effects.

2. **Display the Pick Color Property Editor** by choosing **Pick Color** from the Effects list in the Selective Color Correction property editor.

   Using the controls in the Chroma Keyer (Pick Color) property editor, you can create the matte for the Bald_Man.
3. **CREATE THE INITIAL MATTE** by clicking the **PICK KEY COLOR** button, and then selecting a color from the man in the viewer.

   The color swatch beside the Pick Key Color button changes to display the color you select.
4. **View the Matte** by clicking the Output Matte.

The matte is displayed in the viewer.

![Initial matte](image1)

![Chroma Tolerance and Gain adjusted](image2)

5. **Adjust the Matte by** using the Chroma Tolerance and Gain controls to get the result you want. The higher these values, the more the adjacent color areas are affected by the color correction. For example, if the man's matte is fully white, then all the colors in this area will take on a blue hue.

Sometimes while adjusting the matte, you may introduce artifacts. You can easily remove them by drawing a garbage matte using the shape tool.
6. **Clean up the Matte** using the garbage matte tools on the Shape property page.

When you draw the shape, select **Fill Outside** and set the **Alpha** to 0. Since the shape is not inverted like the rest of the matte, you need to invert it.

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**Change the Man’s Skin Tone**

Now that the matte has been created, when you adjust the colors using the Color Correction effect, only the man’s skin tone will change.

1. **Display the RGB Channels** by deselecting the **Output Matte** option on the Matte or Key property pages.

2. **Display the Color Correction Property Editor** by double-clicking on the Selective Color Correction node in the Effects Tree view.
3. **SELECT THE INITIAL BLUE COLOR** by adjusting the Hue and Saturation on the Basic property page.
4. **CREATE A MORE SATURATED BLUE** by adjusting the color wheel on the Balance property page.

The closer you move the color selector towards the edge of the color wheel, the higher the saturation of the color. The luminance remains constant as you adjust the color balance. You can also adjust the color balance of the shadows, midtones, and highlights.
**Now What?**

Using the Selective Color Correction effect, you can change the color of any object in your image. In this tutorial, you used the effect to change the man's skin tone to blue. You could also use several color correction effects together to change numerous objects in a clip. For example, if your image contains a man wearing a suit, you could individually change the colors of his suit, tie, shirt, or eyes. The possibilities are endless!

This preset effect is comprised of the Chroma Keyer for creating a matte, the Color Correction effect for changing the man's skin tone, and the Key Combiner effect for combining the RGB output of your original image with the alpha output from the keyer and Color Correction effect. To view another example of the Selective Color Correction effect, refer to the SOFTIMAGE|DS Effects Guide.