WHAT IS IMAGE MATTING?
Hit the skate park today
α And F are important
OFF WITH HIS HEAD!

A matte is needed to estimate a soft opacity channel.

But the compositing part is the easy part
All we need to do is to smooth the edges to make the image look natural
To estimate the middle area:
A trimap comes in

\[ C = (1 - \alpha)B + \alpha F \]

- \( \alpha = \) alpha (duh…)
- \( B = \) background image
- \( F = \) foreground image
- \( C = \) resulting image
STUDIO
CHROMA KEY
SAMPLES
REFERENCES

• Szeliski Book

• http://tosh.cc.com/blog/tag/bad-photoshop

• https://en.wikipedia.org/wiki/Alpha_compositing

• http://cgi.tutsplus.com/articles/a-look-at-hollywoods-biggest-vfx-part-1--ae-17160

• http://alphamatting.com/eval_25.php
Thank you!