



# The Fountain Green Group

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## Ultra CS3 Essential Training - 02NYL721 - lynda.com

### Product Description

Time

#### Ultra CS3 Essential Training

Approximately 2 Hours 45 Minutes

When working with digital video, it is often necessary to place people or objects into virtual scenes, typically by filming the subject in front of a green or blue screen and replacing the background. This process is called “keying,” and it can be very difficult and time-consuming. Ultra is a full-featured application included free with Premiere Pro CS3 that aims to make high-quality keying fast and easy. In Ultra CS3 Essential Training, Chad Perkins explores the finer points of keying, as well as how to use Ultra’s compositing tools and library of virtual sets and backgrounds. He also discusses how to shoot good footage for keying and how to export the results.



lynda.com



Chad Perkins

**Note:** Exercise files accompany the course.

#### Table of Contents (1 DVD)

Released on: 6/18/2008

1. Getting Started	7:01
2. Introducing Ultra	31:50
3. Basic Keying	16:18
4. Using Virtual Sets	24:32
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6. Advanced Features in Ultra	26:45
7. Increasing Ultra’s Efficiency	5:21
8. Shooting Good Footage for Keying	7:04
9. Exporting	8:03
Conclusion	1:38

#### 1. Getting Started

Welcome	1:16
What is Keying?	1:48
Using Ultra on the Mac	1:02
Prerequisites	1:08
Using the Example Files	1:47

#### 2. Introducing Ultra

Pulling a Quick Key	3:01
Basic Ultra Workflow	4:00
Understanding Ultra Terminology	2:57
Understanding Ultra Sessions	2:32
Using the Sliders and Grids	4:41
Using the Sample Footage	4:40
Importing Footage	1:47
Panning and Zooming	3:51
Navigating in Time	2:25
Using NTSC and PAL	1:56



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Product Description	Time
<b>3. Basic Keying</b>	
Understanding Key Points	3:07
Placing Key Points Effectively	2:27
Fine-Tuning the Key	6:00
Understanding Spill	1:28
Suppressing Spill	3:16
<b>4. Using Virtual Sets</b>	
Understanding Virtual Sets	1:31
Applying a Virtual Set	1:17
Positioning Clips in a Virtual Set	3:08
Changing Clip Orientation	3:04
Customizing Virtual Sets	5:37
Understanding the Master Sets Libraries	1:08
Purchasing Additional Master Sets Libraries	1:21
Working with Wide Shots	3:11
Working with Medium Shots	1:58
Working with Tight Shots	2:17
<b>5. Compositing</b>	
Adding an Overlay	6:06
Adding a Background	3:02
Adding an Animated Background	2:24
Creating a "Garbage Mask"	2:24
Masking Out Precise Areas in Footage	4:37
Defocusing a Subject or Background	2:47
Using Shadows from the Input Clip	1:48
Creating Shadows in Ultra	4:36
Creating Reflections in Ultra	2:33
Correcting Colour for a Better Composite	5:45
<b>6. Advanced Features in Ultra</b>	
Keying Complex Footage	5:19
Fixing Edges	4:51
Trimming Video Clips	2:25
Creating HD Projects with SD Footage	2:38
Understanding VirtualTrak	2:24
Working with Track Pauses	3:15
Animating the Virtual Camera	3:54
Working with Audio	1:59



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<b>7. Increasing Ultra's Efficiency</b>	
Using the Application Settings	1:52
Using GPU Boost	1:14
Reusing Settings	2:15
<b>8. Shooting Good Footage for Keying</b>	
Using this Chapter	0:16
Choosing the Right Colour	2:15
Using Live Preview	1:18
Lighting the Background	1:43
Codecs, Colour Space, and Keying	1:32
<b>9. Exporting</b>	
Exporting Video and Image Sequences	2:21
About DV Type 1 and Type 2	1:11
Understanding Alpha Channels	1:52
Exporting Video with an Alpha Channel	2:39
<b>Conclusion</b>	
Where Do I Go from Here?	1:08
Goodbye	0:30