



AutoMatte Instructions

AutoMatte is a script that pre-composes RGB multimattes, typically produced by a 3D rendering application such as Cinema 4D or Maya, into individual mattes with a transparent background.

There are several reasons why you would want to do this, but one of the most useful is to use the mattes as adjustment layers, allowing you to easily colour grade a matching beauty pass. However it is also useful if you want to use the mattes as layer sources for plugins such as Particular, Form or Optical Flares.

You can choose to resize the new pre-compositions, and also to make them solid luma-mattes as opposed to transparent alpha-mattes.

AutoMatte will appeal to anyone who does extensive 3D compositing, and it is a great companion tool to the “Immigration” and “Global Renamer” scripts.

While the interface has many options, it’s mostly the same options repeated 5 times – one set each for red, green, blue, black and white channels. You can select and de-select the channels you wish to pre-compose accordingly. There are example mattes included in the download for you to experiment with.

Unfortunately, the effectiveness of the script depends a bit on how the original files are named, and here you are at the mercy of your 3D animators. It’s not uncommon for all multimatte renders to have the same name, so there are limited re-naming tools built into the script to help out.

There are two levels of renaming options: global, and per channel. The global names are added to **every** pre-composition, the per-channel names are applied to the respective red, green, blue, black and white channels.

The global options allow you to specify a global name (the default is “Name”, in addition to a global prefix (the default is “Matte_”) and suffix (the default is “_TransBG”).

Each individual channel has options for a prefix and suffix too. The default is not to have a per-channel prefix, but to include a per-channel suffix that matches the colour, eg. red, green and blue.

Please note that the global “Name” option will completely replace the original file name, this is optional and the default is turned off. So by default, the original file-name is used. However the global prefix and suffix options will always be applied if they have text entered, regardless of whether the original file name is retained or not.

While this sounds confusing, it will begin to make sense once you have some mattes imported and start experimenting with the script. If your 3D animators give very clear names to their renders then everything is much simpler, but if they don't then the renaming tools are vital.

However I strongly suggest that if you find this script useful, you will also find the “Global Renamer” script (also available from aescrpts & plugins) to be invaluable.

Please email any support queries to chris@chriszwar.com

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