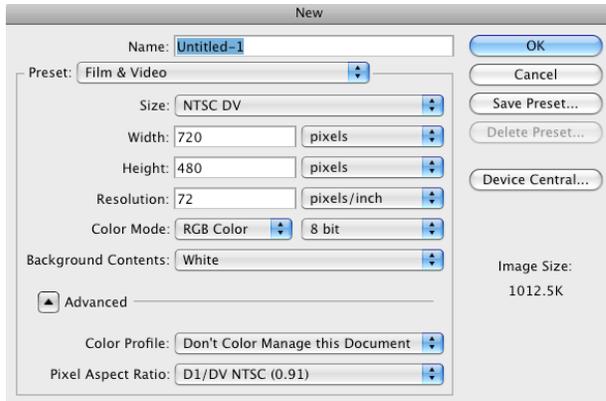


This process will allow you to create a keyable graphic for the CG by creating an image with an alpha channel. The graphic can be an upper right box image or graphic placed anywhere in the frame.

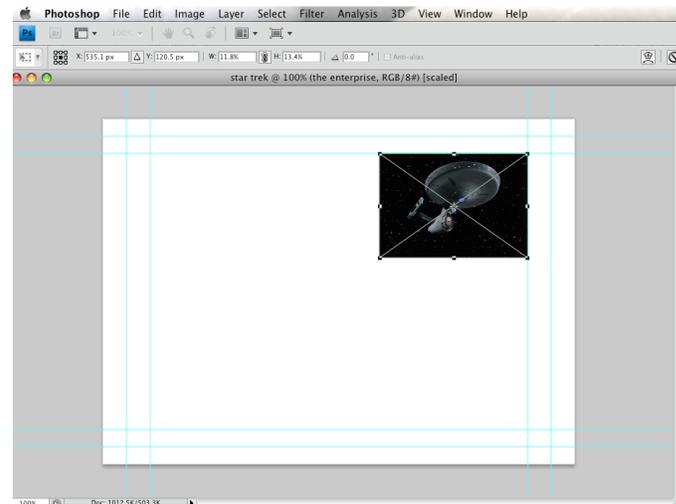
### Steps

- 1) Create a new image in Photoshop. The file properties window will pop up.
  - Verify that the color mode is RGB Color and the preset is Film and Video
  - Enter a name for the new image and click OK.

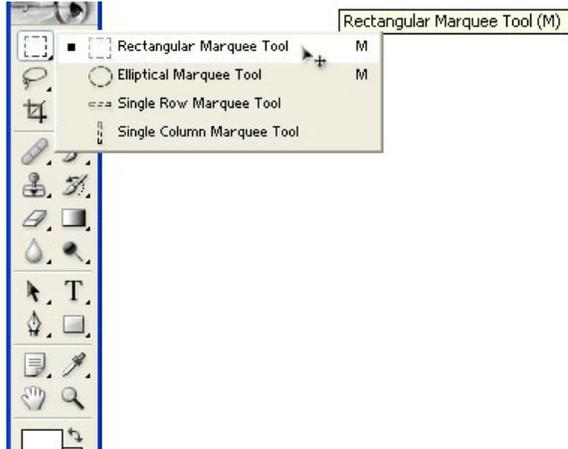


- 2) Click the FILE pull-down menu and drag down and click PLACE and browse to find the picture you want to insert from your computer and click PLACE.

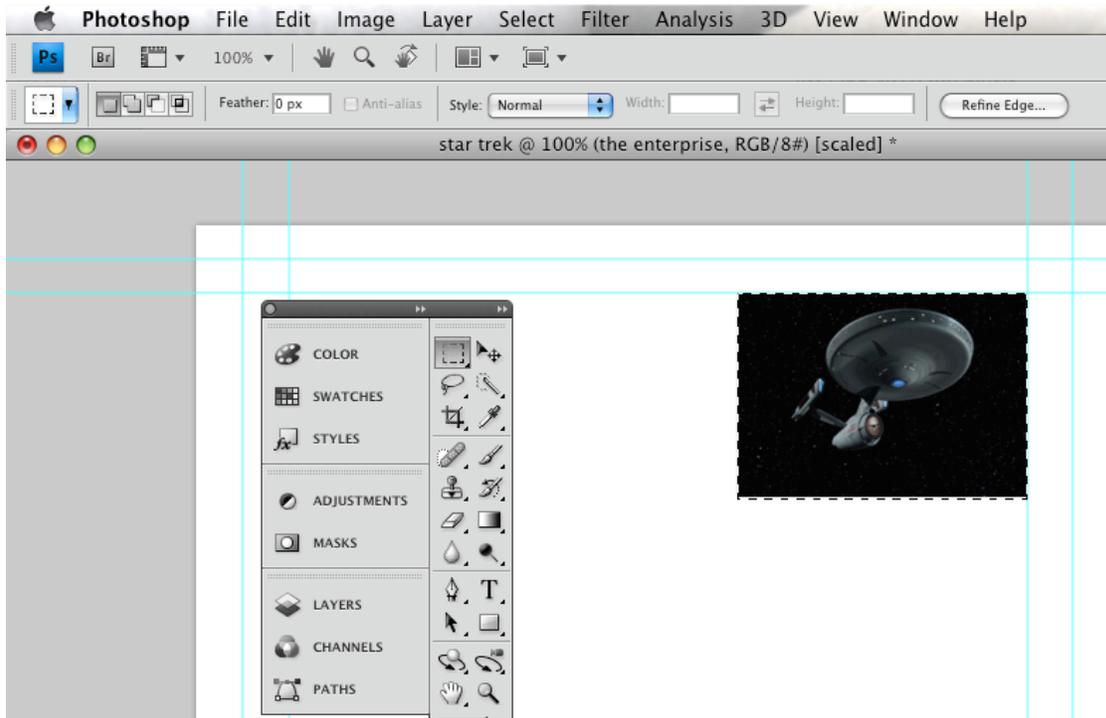
- 3) Resize the image to the preferred size and move it into the location you want it in the frame. Make sure that you are careful not to squeeze or stretch the image while resizing or moving.



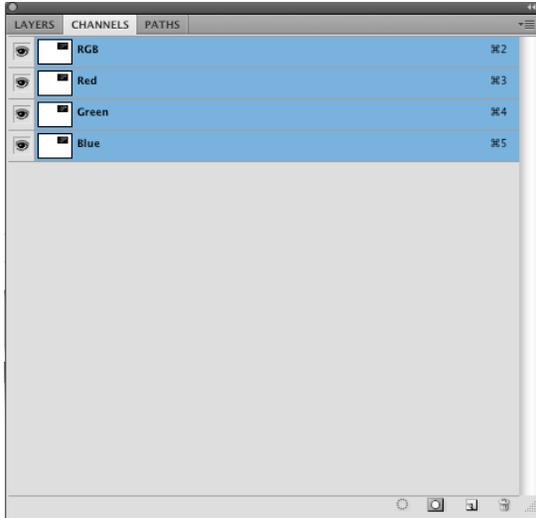
4) Using the marquee tool, select the perimeter of the image you want to key.



The image will now appear to have “dancing” ants surrounding it.



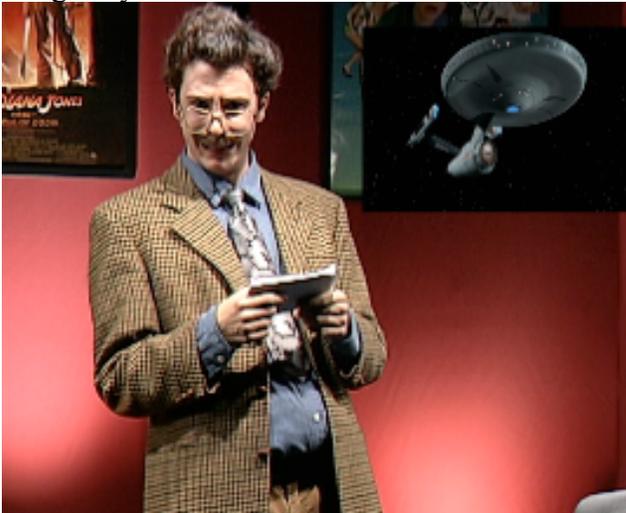
5) On the Layers palette click Channels and then click Save selection as channel. (Two icons to the left of the trash can at the bottom of the Layers (Channels) palette.



6) Save the Photoshop File and then Save As a .bmp version. Save as windows file format if prompted. This is the file you will burn onto a CD or save to a flash drive and open in the CG program.

7) Place the CD in the CG computer (If on flash drive , burn your flash drive to CD on the in MacPro PC in MCR or an edit room. Blank CD's can be provided for you to copy only. Look for Drive F: and open up your .bmp file like any other graphic page. You may have to choose "All File Types" in order for the file to display. Once opened up in a new graphic page it will be immediately available to you as a keyable image from CG1 or CG2 over another video source (Camera, VTR, Still Store, etc) The CG has two DSK's so you can create a sequence of consecutive keyed graphics on one dsk or both. Remember to save your new graphic image.

Image keyed over other video



You can use this process to insert a network ID bug (logo) in the frame or to create lower third banners.

