



# Makeup Artist

Cameras do not see as the human eye does. High definition and harsh lighting can add unwanted skin detail. Quarter million dollar studio cameras have built in circuits to correct this. Now you too can have that power in your post production workflow. The Makeup Artist plugin, much like the original Electronic Makeup Artist, does selective smoothing of skin tones while using edge detection techniques to maintain enough detail to avoid an overly blurry, "vaseline lens" look. The MA plugin expands on the original EMA, adding skin damage reduction which can reduce signs of sun damage, freckles, blemishes and other imperfections.



Makeup Artist's skin selection and processing routines have been rewritten from the ground up to take advantage of everything I've learned since writing the original EMA to be advanced and highly efficient and while retaining all the capabilities of the original Electronic Makeup Artist plugin and then some.

Makeup Artist is based on FxFactory's plugin engine which makes use of the power of your GFX card to do its rendering, thus does not load down your CPU. It is compatible with the hosts that FxFactory supports, currently FCP 6 through Final Cut X, Motion 3 upto Motion 5, and After Effects. It requires at least 10.5 (Leopard) of the operating system.

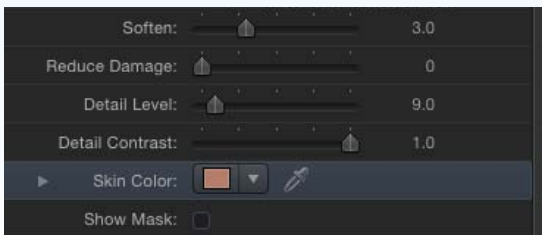
## How to use the Makeup Artist plugin

Makeup Artist generates a mask based on the selected skintone. This mask is used to determine where smoothing and damage repair occurs. You can adjust the mask to suit your situation. You may alter the mask density and the detail retention. EMA 2 can be used for smoothing on areas other than skintones. For instance, I've used it to remove detail from a busy leafy background behind an interview subject by selecting the green color of the leaves..

First I'll go over the controls for Makeup Artist, then follow with a basic tutorial to adjust skin selection.

Because Makeup Artist uses a chroma keyer to select skintones, if you are planning on adding a stylized "look" to your material (for instance with the Movie Color plugin), it is best to add Makeup Artist first, before anything that may alter the skintones. However, if skintones are "off" due to localized lighting conditions, it can be better to correct for that prior to adding the Makeup Artist plugin.

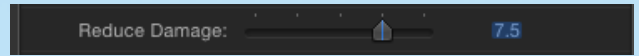
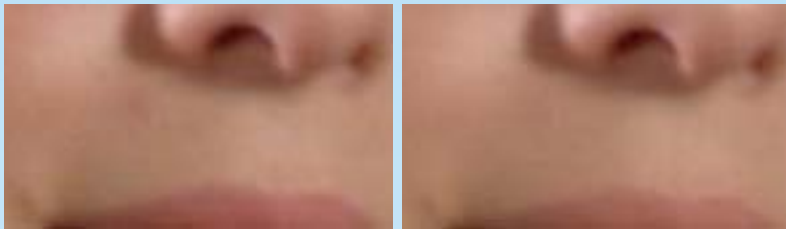
## Makeup Artist plugin Control Description



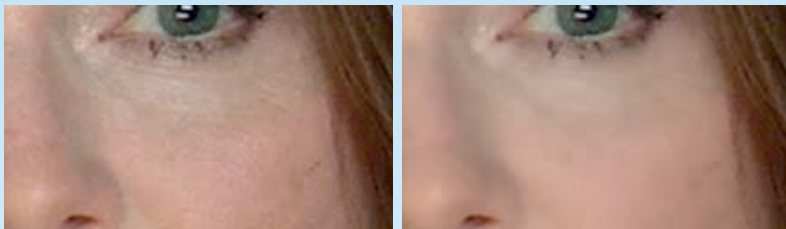
Makeup Artist's basic setup should give you decent results right "out of the box", but you can often improve on this with some fine-tuning. You may control the Softness, Damage Reduction, Detail Level and Contrast, and you can select the Skin Color. The Show Mask Check-box makes these changes easily visible by turning the affected areas white. There are also sliders for controlling the skintone keyer.



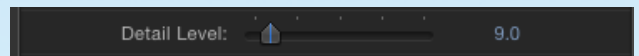
Soften controls how much the skin is smoothed. Don't overdo it as this can result in a unnatural "plastic-y look".



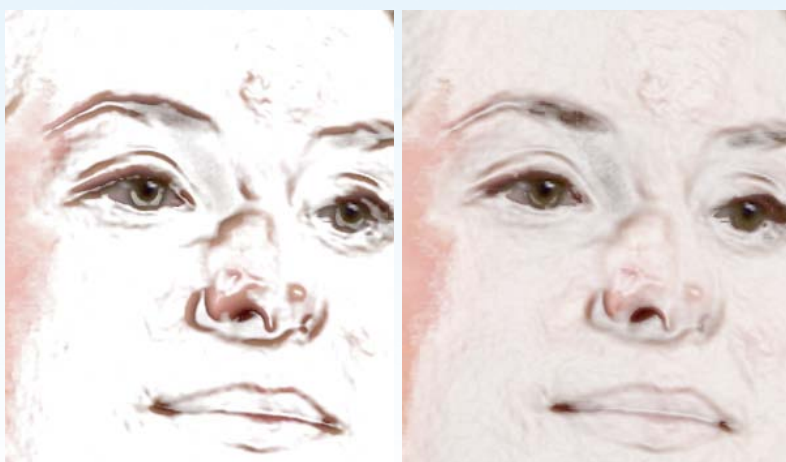
Reduce Damage processes the skin tones to remove small imperfections like sun damage, blemishes and freckles.



It can be used with the Soften slider or on its own. Be aware that this processing can increase render times, so don't use it if you don't need it.



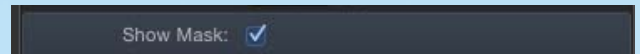
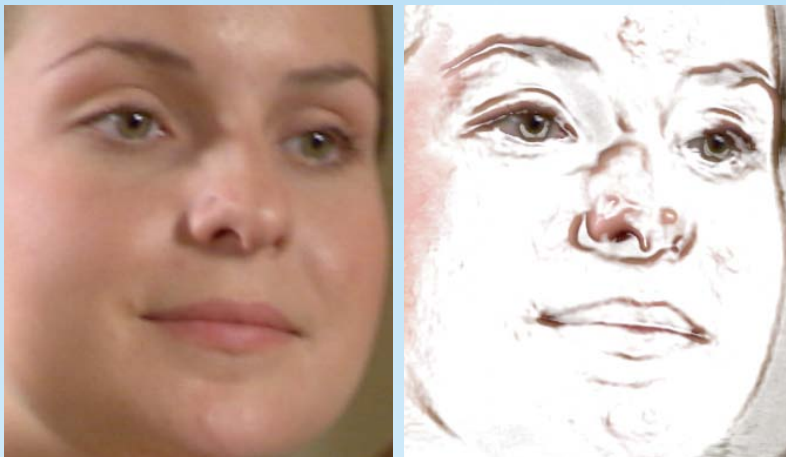
Detail Level controls how much detail is retained and "shows thru" the mask..



Detail Contrast affects how strongly details show through the final image.

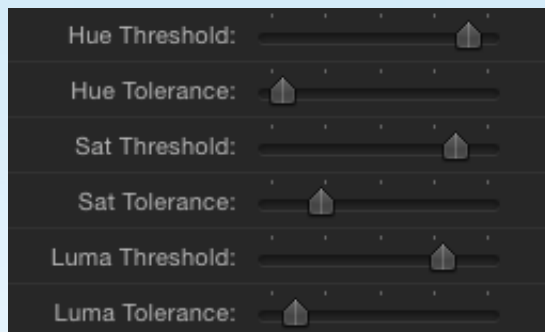


Skin Color allows you to use the eyedropper to select the color of the area to be smoothed.



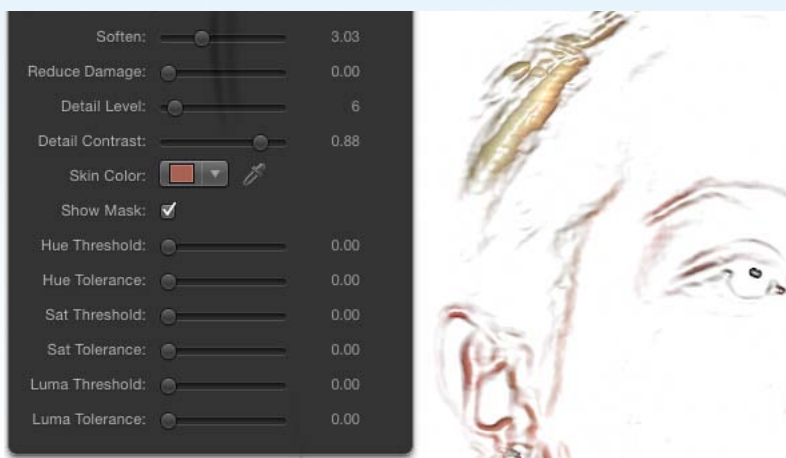
Show Mask makes the areas that will be smoothed visible by showing them as white.

## Adjusting Makeup Artist's skintone keyer



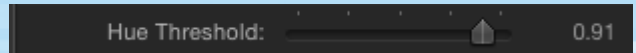
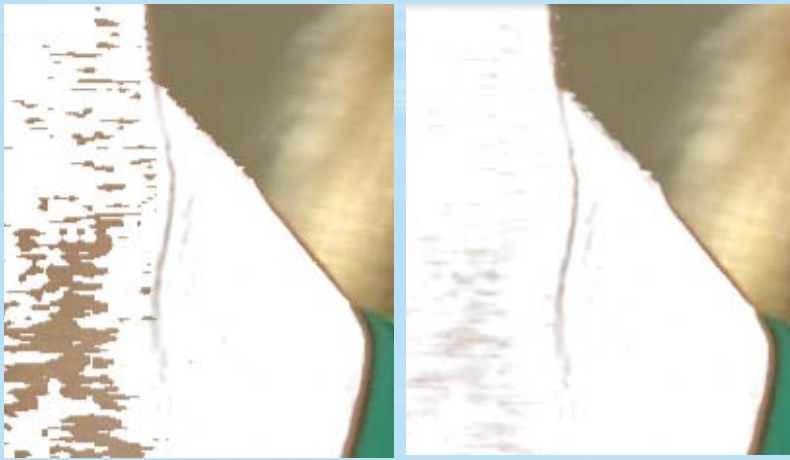
To adjust Makeup Artist's skintone keyer, you are given Threshold and Tolerance controls for Hue, Saturation, and Luma. Threshold controls how much a color may differ and still be included in the smoothing. Tolerance controls the fall off at the edge of the region to be smoothed. Raising Tolerance takes away from the mask, raising Threshold gives back.

Begin by using the eyedropper to select a skintone most representative of the area to be filled.



Select the **Show Mask** checkbox and set all **Threshold** and **Tolerance** sliders to zero. This should turn most of your image white to indicate that smoothing will take place over the entire image.

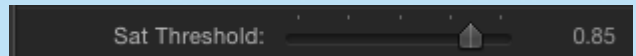
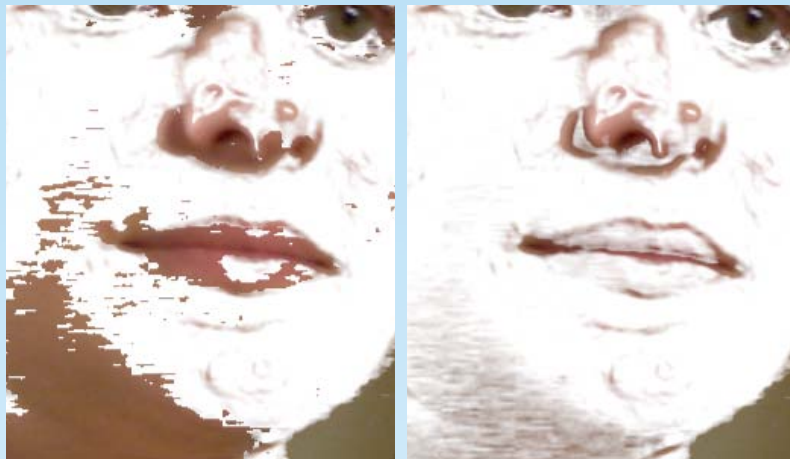




Begin bringing the **Hue Threshold** slider up until it just starts eating into areas you'd like to be smoothed.



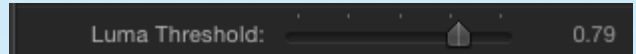
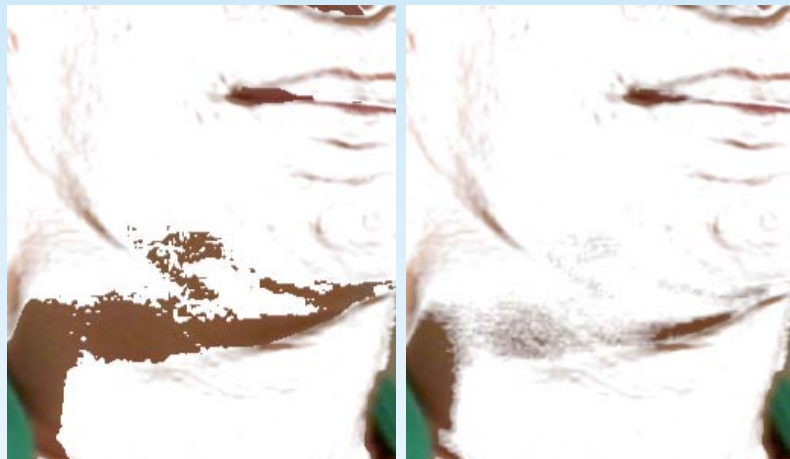
Then bring up the **Hue Tolerance** slider until it adds back most of the edges that were eaten away where you want smoothing.



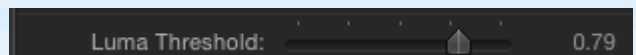
Do the same for the **Saturation Threshold** - bringing it up until it starts eating away at areas you'd like to keep.



Again, bring them back by sliding up the **Sat Tolerance**...



Finally, repeat the process with the **Luma Threshold** slider...



...and the **Luma Tolerance**.

You should now have a good key to do your smoothing. Don't worry if it's a little imprecise. You're not using this for compositing, just smoothing.

If you want to tweak further, you can try altering the **Skin Color's** Hue/Sat/Luminance values to see how that shifts the key.

Once you're done, turn off the **Show Mask** checkbox, and adjust the **Soften** and/or the **Reduce Damage** sliders to get the smoothness you desire.

