

Checklist for Integration

When integrating footage from different sources, check the following.

Color Range

- Does the color range match? Are the darkest (brightest) parts of your new element not darker (brighter) than any existing element? Do the blacks and whites and grays of foreground and background match?
- Is there any problem with the white balance?
- Are any color values being clipped? Check in the Waveform view.
- Do skin tones of actors look realistic?
- Do a Gamma test: Is your composition working well if the gamma of the final output changes?

Lights, Shadows, Atmospheric Effects

- Should the new element cast or receive any shadows? Create fake shadows using masks or use the Shadow tool.
- Should there be any reflections? These can sometimes be faked similar to the way shadows can be faked, by manipulating a copy of the original image.
- Should there be any refraction (from water or glass) or glimmering, atmospheric haze, etc. ?
- Should any dust (particles, smoke, etc) be added? You can add stock effects or your own particle effects.

General Image Properties:

- Is the perspective correct? Use the Corner Positioner or Perspective Positioner in 2D.
- Does the image sharpness match? Especially watch out for unnatural hard edges and try Blur or Unsharpen Mask where needed.
- Does noise or grain match? You can add noise with the FastNoise tool or grain with the Film Grain tool. Removing existing noise or grain is also possible although much harder and might work better with specialized third party software or plugins.
- Do you need to account for any lens distortion? (Check out the Lens Distort Tool)

This list is not complete, but it should help you think about how you can improve your compositions and make them look well integrated. You might want to save or print this list and add more points as you progress through the course and beyond.