



For Sony Vegas Pro

Manual Addendum

This is meant to be a supplement to the full Beauty Box Video manual and goes over a few things that are particular to the Sony Vegas Pro version of Beauty Box.

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Installing Beauty Box

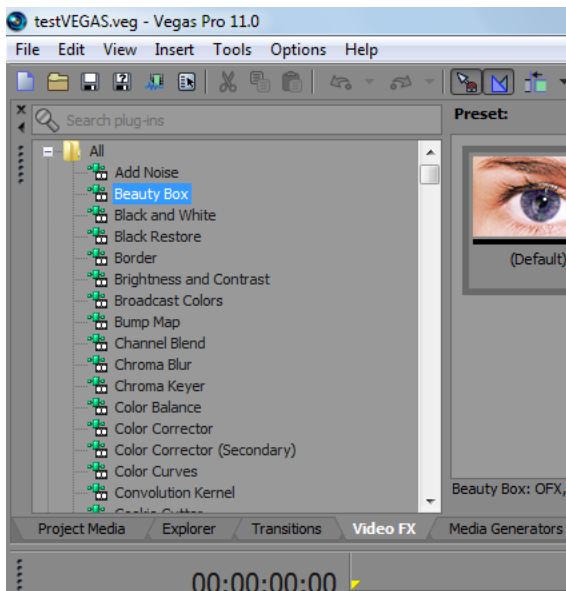
Installing Beauty Box is a very simple process. Just unzip the Beautybox_2_VGS.zip file and double click on the enclosed installer. The installer will install the plugin in the correct folder for both the 32-bit and 64-bit versions of Sony Vegas Pro and Sony Movie Studio. Since Beauty Box is an OpenFX plugin, it gets placed in the OpenFX folder which can be found here:

C:\Program Files\Common Files\OFX\Plugins

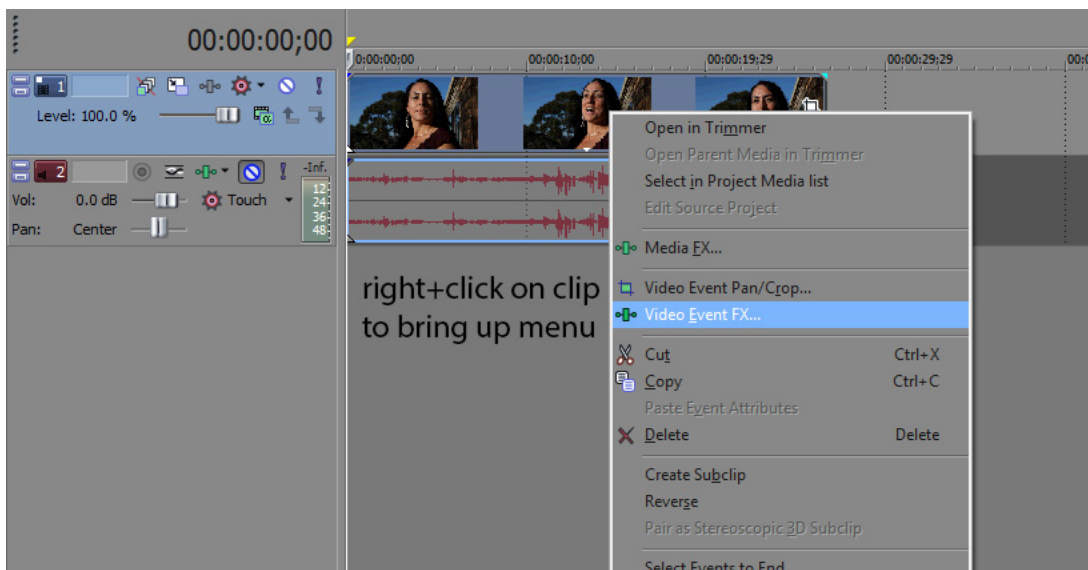
If you need to manually delete Beauty Box Video that's where to find it. However, the installer also has an uninstaller which you can use to remove Beauty Box.

Finding and Applying Beauty Box Video in Vegas Pro

The easiest way of applying Beauty Box is to go to the Video FX tab and drag and drop Beauty Box on your clip. This tab can usually be found in the explorer window. You can also bring it up by going to the View menu and selecting Video FX.



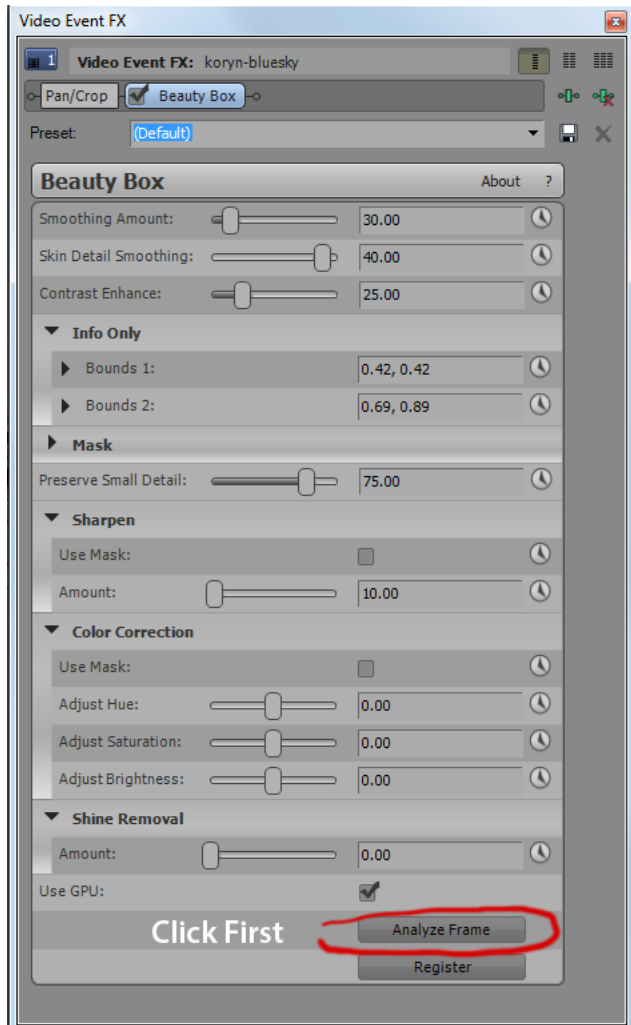
If you need to make adjustments to Beauty Box, you'll need to bring up the Video Event FX window. This can be brought up by right clicking on the clip in the timeline and selecting Video Event FX from the pop-up menu.



Using Beauty Box Video

Most parameters work the same in all the different host applications. So please see the regular manual for descriptions of most of the parameters. The main exception is when you need to make adjustments to the Mask. Set Color and Add Color work very different in Vegas than what is explained in the manual. Please see below for a full description of these parameters in Vegas.

After applying the filter, typically the next step is to click on Analyze Frame. This can be found at the bottom of the parameters list. This runs face detection on the image and determines what the skin tones are. Beauty Box then creates a mask that should allow it to apply skin smoothing to only the skin areas.



Analyze Frame should create a good mask on most footage. If not, you can make adjustments which we'll describe below. Once Analyze Frame has been run you can then set up the skin smoothing parameters. In brief, (See the main manual for even more information about these parameters.) these are:

Skin Smoothing: This parameter sets the overall smoothing. It's useful range is about 15 to 60. It will apply a 'large' brush to the skin areas. The skin will get softer and smoother but usually retain smaller details like pores and fine lines.

Skin Detail Smoothing: This is our 'small' brush. Increase this amount when you're seeing too many fine lines or wrinkles. It will smooth or 'paint' (to maintain our brush analogy) out the small details.

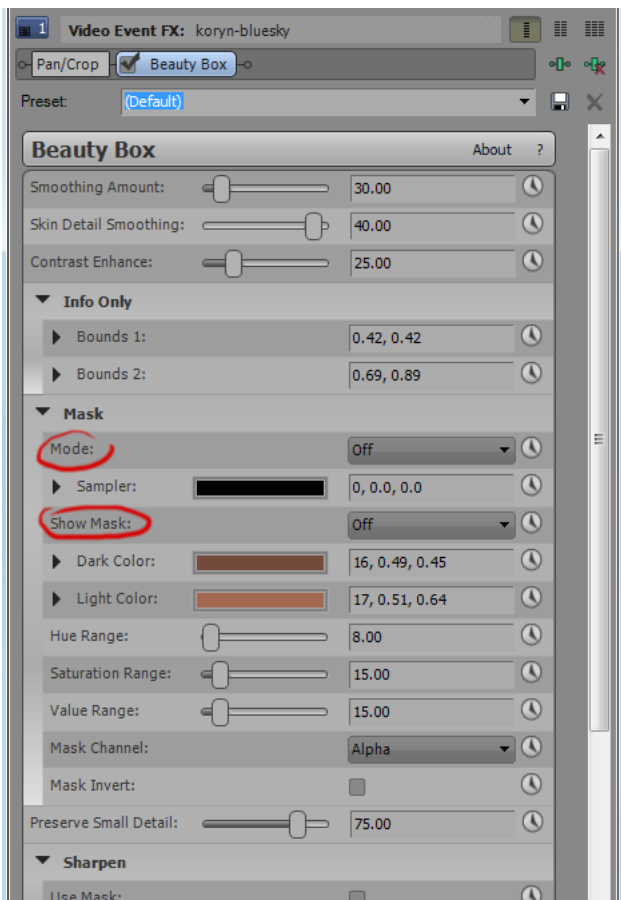
Contrast Enhance: Sometimes the smoothing results in a slightly washed out look. Contrast Enhance increases the contrast of the skin areas. This helps offset any flattening of the colors caused by the smoothing.

Mask Section

This is where the Vegas version differs significantly from other versions of Beauty Box.

We encourage you to watch the introductory video on Beauty Box for Sony Vegas. It's only 10 minutes and goes over the mask controls in depth. Masking is one of those areas that is far easier to show on video than it is to explain in a print manual. We've done our best here, but check out the video that is here: <http://digitalanarchy.com/beautyVID/tutes.html#t10>

Beauty Box uses skin tones in an image to build a mask and then applies smoothing to just those areas. As with most masks, the white areas are where the effect is applied 100%, the black areas are where there's no smoothing and shades of gray are somewhere in between. Lighter shades will get lots of smoothing, darker shades will get almost none.



Beauty Box typically does a good job of creating the mask automatically when you press the Analyze Frame button. However, there are times when the mask can be improved or when Analyze Frame fails completely and a mask needs to be created manually.

Why would Analyze Frame fail? Analyze Frame uses face detection to identify an area that we know has skin tones and then builds the mask based on the skin tones on the face. Usually this works great. If your footage doesn't have a face in it, it's just other body parts, then that presents a problem. Say the footage is a product shot where you see a pair of hands opening a jar. Obviously face detection isn't going to work on hands so the mask will need to be created manually.

Improving the Mask

So let's assume Analyze Frame worked, but didn't do a great job. This can happen if the face is only partially visible or someone has a lot of facial hair.

For example, in this image the actress is looking away and down. Face detection works better when someone is fully facing the camera straight on, like a normal talking head shot. In this case you can see the mask that got created doesn't look very good.

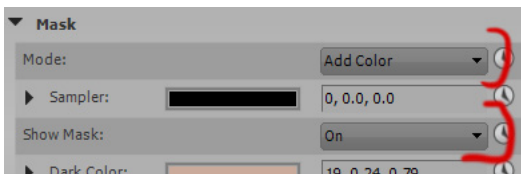


We can see what the mask looks like by setting the Show Mask pop-up to On.



Add Color parameter

We can then improve the mask by using Add Color. With Show Mask set to On, set the Mode pop-up to Add Color.



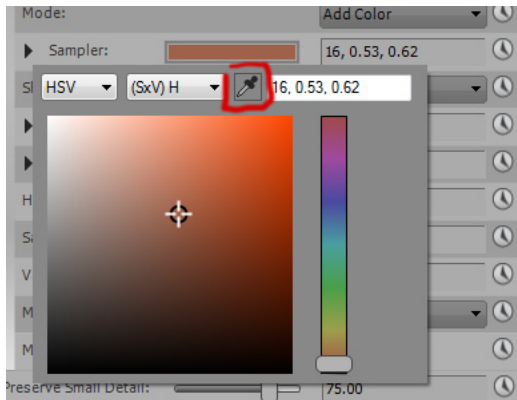
You'll notice that as soon as you switch to Add Color the grayscale mask disappears and is replaced by the original image. We're going to sample colors from the original image to tell Beauty Box what skin tones we should use to create the mask.

Beauty Box already has some idea of what the skin tones are, but obviously it's not complete. By using Add Color we're expanding the range of colors that Beauty Box considers skin tones. To do this we need to make use of the Sampler parameter, which we'll go over on the next page.

Sampler

We've got the original image in the Preview Window... now what? You'll notice that there's a color chip next to a parameter called the Sampler. The Sampler allows us to sample colors for Add Color (Set Color, too... but we'll get to that in a moment).

Clicking on the color chip brings up the color palette so you can choose a color. But we want to select a color from the image, so you need to click on the eye dropper icon.



For this to work you need to remember what parts of the mask were gray. Those are the areas we'll need to click on. Usually you'll only need to click on two or three different areas. In this image, her forehead near the left side of the image and her cheek near the right side of the image are good places to click on. Click on those two points (the red X marks the points in the image below) and then set the Mode pop-up to OFF. You'll see that our mask is now MUCH better.



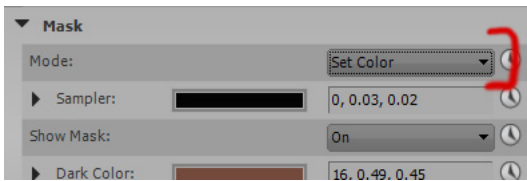
Creating a Mask Manually

The main difference between this and what we just went over in the *Improving the Mask* section is the first step. Usually the first step is to click on Analyze Frame. However in this footage with a pair of hands, there's no point to clicking Analyze Frame because the face detection isn't going to work.

What to do?

Set Color parameter

What we want to do is tell Beauty Box what the initial skin tone is and then add additional skin tones using the technique we went over in the *Improving the Mask* section. We do this by setting Show Mask to ON and then setting the Mode pop-up to Set Color.



Set Color works the same as Add Color except that we use it as a starting point. We're going to use the Sampler again, but in this case we want to select a color that's a mid-tone. A skin tone that's relatively average for the skin tones in the entire image.

So, with Set Color selected in the Mode pop-up, we're going to click on the Sampler again. When we select Set Color, just as with Add Color, the mask is replaced by the original image. Click on the eye dropper in the Sampler and find an average skin tone in the image. (The red X indicates the part of the image I selected)

Change Mode to OFF to see what our mask looks like now.



Change the Mode pop-up to Add Color. Click on the Sampler color chip again and go through the process we used in the *Improving the Mask* section. Make two or three clicks on the part of the image that needed to be improved.

Actually with this image it required four clicks. in the image below you can see where I clicked and the resulting mask, which is excellent.

One important point, in between each click I would set Mode to OFF, so I could see the mask. You don't want to over do it and select more skin tones than needed, especially skin tones that are in shadow and dark. There's usually very little detail in shadow areas and because they're dark, selecting them will cause all the dark areas in an image to be selected. This will mean smoothing will be applied to areas of the image you don't want it applied to.

As you can see in the image below, there's still some gray on top of her hand. This area is in shadow and I'm not concerned about making it part of the mask.



An Easy Process

As you can see it's pretty simple to accomplish create or improving a mask. Turn Show Mask ON, select Set Color or Add Color, and then use the Sampler to select the skin tones to make your mask. Instant mask!

As mentioned, there's a video tutorial on our web site that shows you how to do this. We think it makes a little more sense in video form than a print tutorial, so we encourage you to check it out at: <http://digitalanarchy.com/beautyVID/tutes.html#t10>

