



Introduction

A number of tutorials are provided here to help new users get started building shots in Chalice as quickly as possible. And many experienced Chalice users may find the task-based tutorials useful.

Note:

The objectives of each tutorial are summarized in the “List of Tutorials” below. If you are unfamiliar with working in Chalice, be sure to start with the first tutorial and proceed through the rest of the tutorials in order.

What you need to know before you get started:

Each tutorial assumes that you are familiar with the concepts covered in the previous tutorials. All of these tutorials assume that

- the Chalice application has been installed on your workstation or network (for complete installation instructions, refer to chapter 2, “Installing Chalice,” in the Chalice User Guide),
- you have launched the Chalice application (if you need help launching Chalice, refer to the simple instructions at the beginning of chapter 3, “Starting Chalice,” in the Chalice User Guide), and
- you know the location on your local hard drive or other storage device of the “images” directory containing the specific sample images you will be instructed to load.

Where to find the tutorial files:

Each tutorial consists of step-by-step instructions, associated images, and a completed grail file of the tutorial network for your reference.

On the Silicon Grail Website

Download the necessary files for each tutorial from our ftp site:

`ftp://www.sgrail.com/pub/chalice/tutorials`

Be sure to start by reading the “README.txt” file.

On the Chalice Distribution CD

The step-by-step instructions are available as both html files and as Adobe Acrobat pdf files (pdf files are most suitable for printing out hardcopy) in the “Chalice_tutorials” directory on the Chalice CD-ROM.

The completed grail files of the tutorial networks are also located in this directory. The associated images are located in the “images” subdirectory.





List of Tutorials

1. The Basics, Part 1

Tutorial 1 introduces the Chalice interface and dataflow paradigm. You will learn how to create and connect nodes, load and view images, and save imagery to disk.

2. The Basics, Part 2

Tutorial 2 shows you how to perform basic compositing tasks in Chalice, including creating an alpha channel, compositing one image over another, and changing the characteristics of the matte to improve the look of the composite.

3. The Basics, Part 3

Tutorial 3 expands on the concepts covered in the previous tutorial by introducing several new methods relating to compositing: using images of different resolutions, combining mattes, hue-adjusting a background, transforming and animating a foreground using keyframes, and playing back the composited sequence in a flipbook.

4. Track and Pin Basics

Tutorial 4 covers motion tracking a background, and using simple expressions to access the track data in a Corner Pin node to pin the foreground image.

5. Ultimatte Basics

Tutorial 5 shows how to correct a flawed bluescreen, remove noise or grain from the screen area, get rid of blue spill in the foreground subject, and create an Ultimatte matte for compositing.