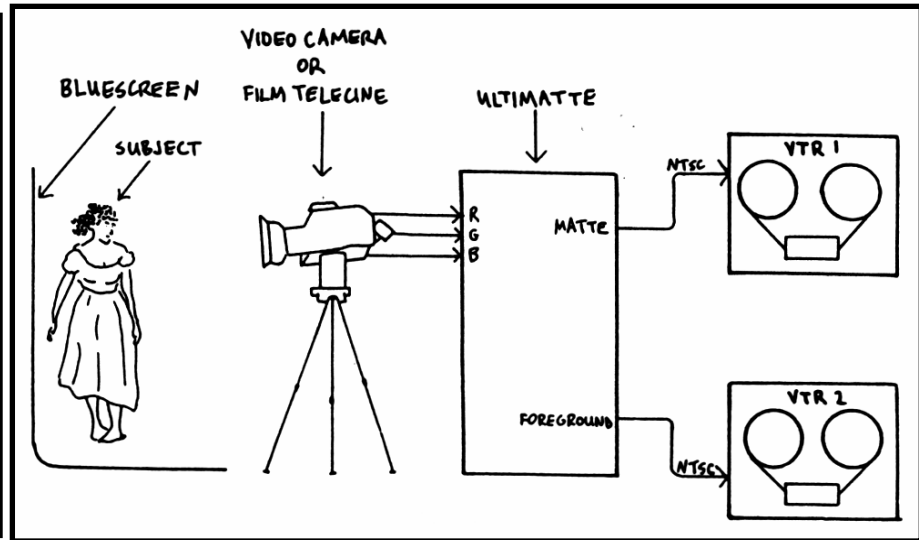


# Pulling a Matte Using Blue Screening



# Porter-Duff Compositing Algebra

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Operation	$F_A$	$F_B$
Clear	0	0
A	1	0
B	0	1
A over B	1	$1 - \alpha_A$
B over A	$1 - \alpha_B$	1
A in B	$\alpha_B$	0
B in A	0	$\alpha_A$
A out B	$1 - \alpha_B$	0
B out A	0	$1 - \alpha_A$
A atop B	$\alpha_B$	$1 - \alpha_A$
B atop A	$1 - \alpha_B$	$\alpha_A$
A xor B	$1 - \alpha_B$	$1 - \alpha_A$

$$C' = F_A C'_A + F_B C'_B$$

OpenGL blendfunction  
Specify src and dst F's

0, 1,  
As, Ad, 1-As, 1-Ad,  
min(As, 1-Ad),  
Cs, Cd, 1-Cs, 1-Cd,

# Painting – how are each of these strokes done?

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