



mokey | complement

How **mokey** complements other tools in post production and broadcast facilities

In most facilities mokey is integrated in the workflow at a stage after acquisition and before compositing/editing, as it is used to efficiently prepare material for these later stages. This could include

- Tracking objects and exporting the tracking data for use in compositing. The **mokey** tracker has certain advantages over traditional 2D trackers which can be leveraged to reduce the need for handling difficult 2D tracking shots by using more expensive 3D trackers
- Removing unwanted elements such as wires, rigs or film scratches etc. from the original footage
- Creating mattes to be used for compositing
- Stabilizing footage before editing or applying visual effects
- Analysing and correcting for lens distortion. This can be used to e.g. distort a CG plate that needs to be composited into a shot with lens distortion

The following two examples show some of the tasks that are performed in a typical project:

Example 1: Simplified Film Post Production Project Pipeline

- 1) Digitize the film and store images on file server
- 2) Automatically remove dust etc. using film restoration tool
- 3) Remove larger defects using **mokey**
- 4) Remove wires and rigs using **mokey**

- 5) Generate mattes for compositing using **mokey**
- 6) Generate 2d tracking data for use in compositing
- 7) Start compositing using your favourite compositing tool

Example 2: Simplified Broadcast Production Project Pipeline

- 1) Acquire video and store images on file server
- 2) Remove any microphone booms, lens flares etc. using **mokey**
- 3) Stabilize hand held shots using **mokey**
- 4) Start editing using your favourite editing tool

It is of course rarely the case that the different tools are applied in a totally sequential order, for example problems may be identified whilst compositing or editing that need to be treated using **mokey**. The fact that **mokey** is a standalone tool means that these activities can be farmed out to **mokey** operators without getting in the way of the compositing or editing activities.



Imagineer Systems Ltd, The Surrey Technology Centre, 40 Occam Road,
The Surrey Research Park, Guildford GU2 7YG, United Kingdom

Tel: +44 (0)1483 685 585 Fax: +44 (0)1483 685 586 Email: sales@imagineersystems.com

www.imagineersystems.com

© 2003 Imagineer Systems Ltd. All rights reserved. **mokey** is a trademark of Imagineer Systems Ltd. Windows, Windows NT, Windows 2000 and Windows XP are trademarks of Microsoft Corporation. Inferno, Flame, Fire, Flint and Smoke are registered trademarks and Discreet is a trademark of Autodesk Inc./Discreet Logic Inc. in the USA and/or other countries. All other trademarks mentioned herein are the property of their respective owners.