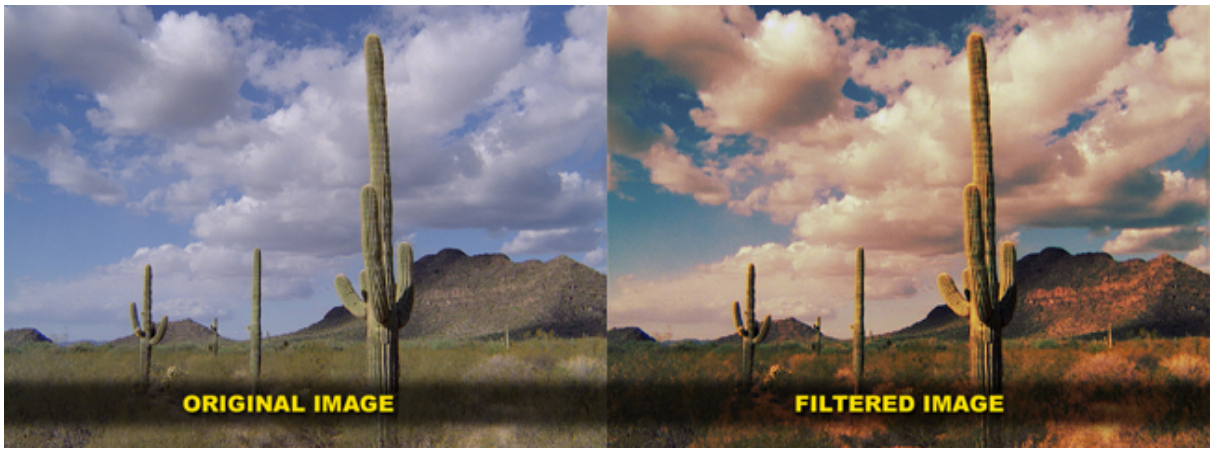
**bcc color choker**

The BCC Color Choker filter posterizes and blurs colors in an image clip for creative and artistic results. The media clip colors that the filter is applied to can be attenuated or remapped individually through the many filter parameters or together as an RGB group. Included in the filter is a checkbox control to convert image to monochrome before applying the built in color blur or choke.




***How to Use the Filter in a Typical Scenario***

We'll use the BCC Color Choker to lend a more dramatic flair or look to an image clip. Start by creating a new SD comp with a 2 second duration. Import the TL111.mov clip into the project window and then drag this clip into the timeline. Add the BCC Color Choker filter to the clip, which by default does not change the image. Now set the Input Black parameter to a value of 6 and the Input White to a value of 85. Immediately we're seeing more contrast in the image result. Now let's set the Choke 1 parameter to a value of 0.60 to add a little softness to the colors.

Now lets take this filter a little further and explore some of the additional looks that we can achieve. In the filter controls, click the checkbox on the Lock Chokes to Red parameter so that it is unchecked or off. Then twirl down the Green Group and set the Green Choke to 0.90. Next twirl down the Blue Group and set the Blue Choke parameter to a value of 5.20. Now our sunset has taken on a more golden appearance, and is decidedly more dramatic looking than the original clip that we started with.

***Parameter Descriptions***

Monochrome - this checkbox converts the image to grayscale
Color Remapping - this checkbox enables remapping RGB channels to a specific color
Remap Mixing - this pop-up contains apply modes for the remapping function
View - this pop-up enables the viewing and rendering of each channel independently
Lock Levels to Red - this checkbox locks the green and blue levels to the red level setting
Lock Chokes to Red - this checkbox locks the green and blue chokes to the red choke setting
Red Intensity - this is used to control the intensity of the red channel
Remap Red to - remaps the red channel to a user selected color
Input Black - is used to adjust the black level of the red channel prior to choking
Input White - is used to adjust the white level of the red channel prior to choking
Red Choke 1 - is used to adjust the amount of choke 1 applied to the red channel
Red Choke 2 - is used to adjust the amount of choke 2 applied to the red channel
Red Choke Mode - this pop-up determines how the choke parameters are used
- Choke 1 - uses the choke 1 value and ignores the choke 2 value
- Mix - blends the two choke values
- Difference - uses the difference between the two chokes
- Subtract Difference - uses the difference between the original image and the two chokes
- Choke 2 - uses the choke 2 value and ignores the choke 1 value
- Off - disables the controls for the red channel

Red Post Blur - is used to blur the red channel after any adjustments are made
Green Intensity - is used to control the intensity of the green channel
Remap Green to - remaps the green channel to a user selected color
Green Group
- Green Input Black - is used to adjust the black level of the red channel prior to choking
- Green Input White - is used to adjust the white level of the red channel prior to choking
- Green Choke 1 - is used to adjust the amount of choke 1 applied to the red channel
- Green Choke 2 - is used to adjust the amount of choke 2 applied to the red channel
- Green Choke Mode - this pop-up determines how the choke parameters are used
  - Choke 1 - uses the choke 1 value and ignores the choke 2 value
  - Mix - blends the two choke values

Difference - uses the difference between the two chokes
Subtract Difference - uses the difference between the original image and the two chokes
Choke 2 - uses the choke 2 value and ignores the choke 1 value
Off - disables the controls for the green choke

Green Post Blur - is used to blur the red channel after any adjustments are made

Green Intensity - is used to control the intensity of the green channel

Remap Green to - remaps the green channel to a user selected color

Blue Group

Blue Input Black - is used to adjust the black level of the red channel prior to choking

Blue Input White - is used to adjust the white level of the red channel prior to choking

Blue Choke 1 - is used to adjust the amount of choke 1 applied to the red channel

Blue Choke 2 - is used to adjust the amount of choke 2 applied to the red channel

Blue Choke Mode - this pop-up determines how the choke parameters are used

Choke 1 - uses the choke 1 value and ignores the choke 2 value
Mix - blends the two choke values
Difference - uses the difference between the two chokes
Subtract Difference - uses the difference between the original image and the two chokes
Choke 2 - uses the choke 2 value and ignores the choke 1 value
Off - disables the controls for the blue choke

Blue Post Blur - is used to blur the red channel after any adjustments are made

Mix With Original - blends the effect back with the original unfiltered clip

Motion Tracker Group - contains the Motion Tracker parameter controls

PixelChooser - this pop-up is used to enable or disable the Pixelchooser masking / Matting system

Pixelchooser group - contains the PixelChooser masking / matting parameter controls.