

Faking Depth of Field in Post Production

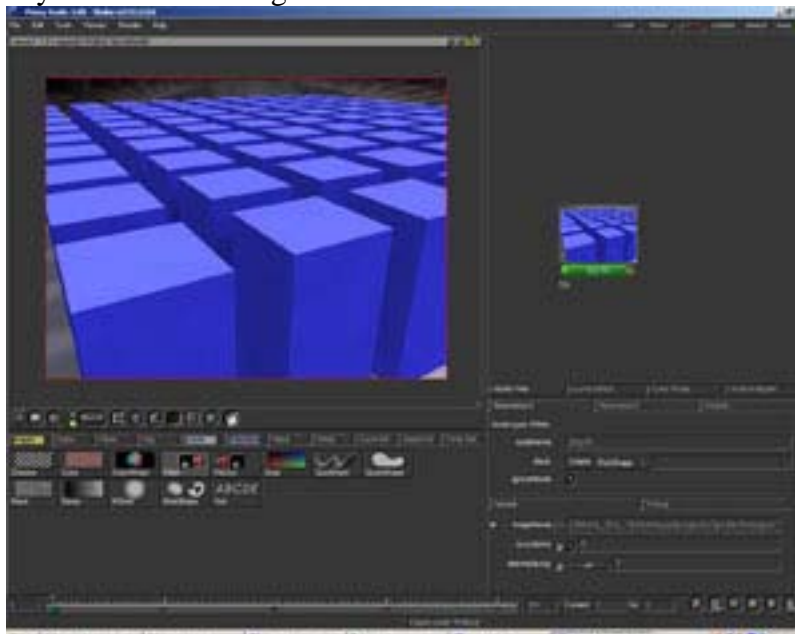
1. 3D setup

- A. In Maya make sure you check 'Z depth channel' in the render globals.
- B. Render out your scene



3. Viewing the Z Depth channel

- A. Open your rendered image in shake



- B. To view the Z depth channel click and hold the 'Change viewer script' icon located just below the viewport.



Several Options will appear. Release with your mouse over the large 'Z'



In the viewport you should now see a grayscale image. This is your Z channel.



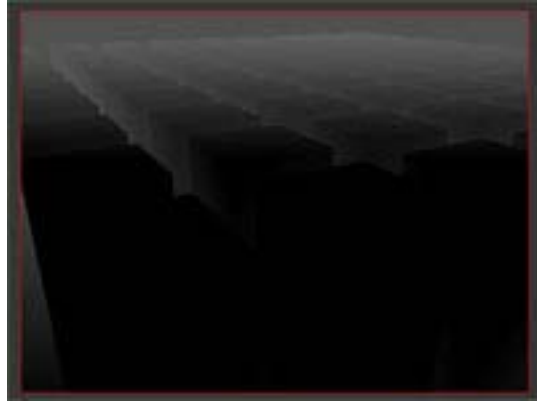
4. Setting up the Z Channel

You can use this channel as a way to add depth of field and atmospheric perspective.

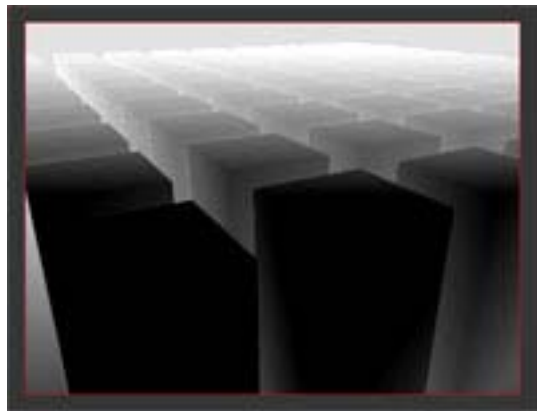
- A. Switch your viewer back to the default
- B. Under the 'key' tab in Shake click on 'depth key.' This will add a depth key node to your tree.



- C. Press the 'a' key to view the alpha channel. All you see is black. This is because we have not set our values for the depth key.
- D. In the parameter window change the loVal to -0.1 and you hiVal to 0.1. Now we can see the z channel.



- C. Ctrl click on the value and move your mouse left and right to adjust both values until the object furthest away is white and the object closest is white.



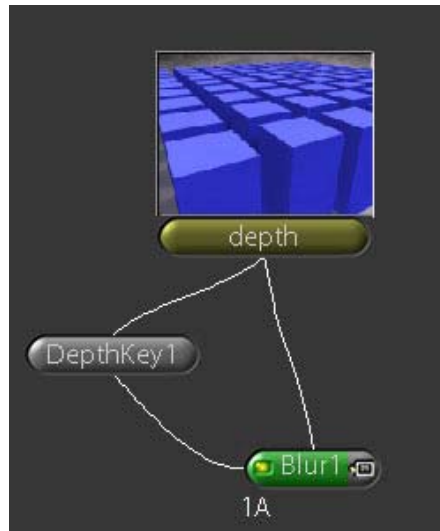
We can now use this as a matte for other effects.

5. Using the channel as a matte.

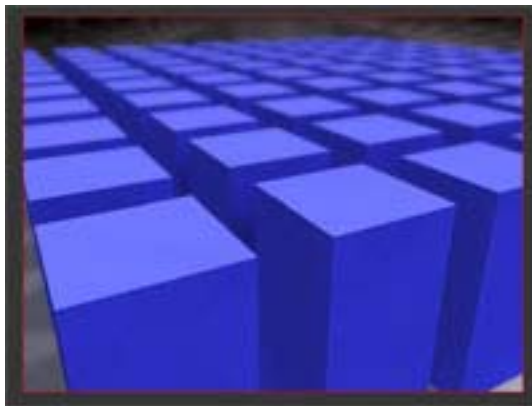
Now that we have a good image we can use it to selectively blur and color correct on the object furthest from the viewer.

- A. With your Maya file selected, shift click the 'blur' node under the 'filter' tab. Then attach the ZdephtKey1 node to the matte input of the blur node locator on the right side of the blur node (be sure to press the 'c' key to return to normal viewing).

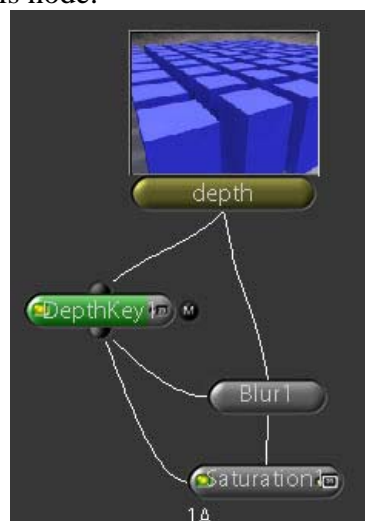
Your tree should now look like this.



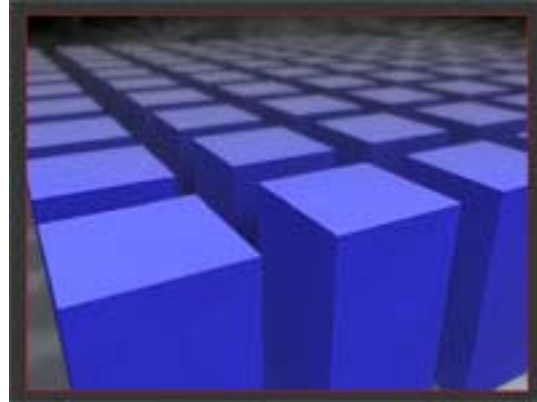
- B. Now adjust your blur value and you can see it is only affecting the areas of the image that are white in your Z channel.



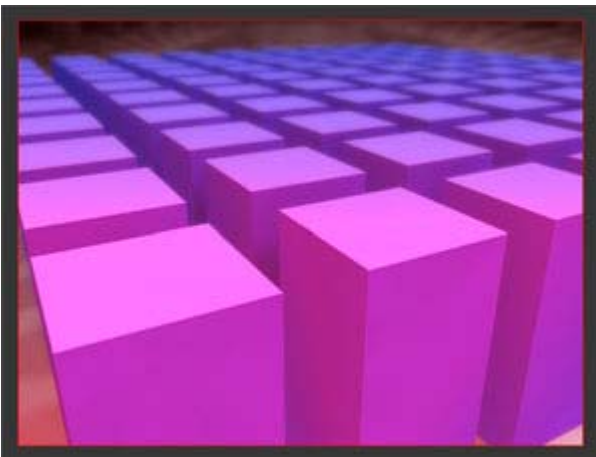
- C. Now add a 'saturation' node from under the 'color' tab. Again plug the ZdepthKey1 into the matte of this node.



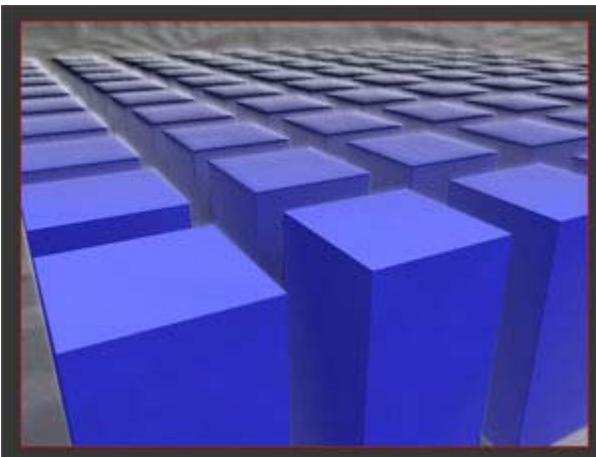
Set the saturation value a good value to add some atmospheric perspective. Again the saturation is only being affected by the select area.



You can also use this technique for several other selective effects. Below are examples of these:



Selective Color Correction



Selective Stylized Effects (Emboss)