

# Secondaries & Curves Recipes

Qualifier, window and tracking recipes with cleanup steps for a clean edge, plus a curves quick reference.

## SECONDARIES — ISOLATE BY SHAPE OR COLOR (LESSON 2.4)

### Power window

Draw a circle, linear gradient or custom shape on the region. Convert to Bézier for an exact outline. Grade inside it, then **soften the edge** until no one can see where the grade stops.

#### VIGNETTE

Invert a big, heavily softened circle and darken only the edges — subtle enough that you can't spot it.

### Qualifier (HSL key)

Click-*drag* across the subject to sample a range (one click grabs too little).

Switch to **highlight black-and-white** to see the matte honestly.

#### CLEAN IT

Matte finesse: denoise, clean black, clean white, blur radius. Denoise the plate *before* keying.

### 3D keyer

Paint samples instead of sliders; keys in 3D color space. Four modes: **soft** (default, gentle falloff), flat, **tight** (strict cut), luma.

#### USE WHEN

The HSL qualifier fights you — skin is the classic case.

### Tracking & keyframes

Window in place → **analyze forward** (Resolve 17+ tracks forward and backward from mid-clip in one pass). Where motion is too complex (turns, occlusion), **keyframe** the window by hand.

#### RULE

Track what you can, keyframe what you must.

### Outside node

Add one and Resolve **inverts the current node's key** automatically — grade everything except your selection, no rebuilding. Trim further with a subtractive window.

### Chatter cleanup checklist

- Denoise plate before keying
- Post-filter / denoise / clean-black / clean-white
- Soften every window edge
- Track or keyframe over time
- Check the edge at 1:1 zoom

## CURVES QUICK REFERENCE (LESSON 2.5)

CURVE	WHAT IT DOES	USE IT FOR
<b>Hue vs Hue</b>	Both axes are <b>Hue</b> — wraps in a circle like the vectorscope. Bracket a range with goalposts, rotate the middle point.	Rotating one hue toward a neighbor (warm the yellows 2–3°, separate greens from browns) without disturbing balance.
<b>Hue vs Sat</b>	Saturates or desaturates a chosen hue only.	Richening or muting one color family, e.g. skin or foliage.
<b>Hue vs Lum</b>	Brightens or darkens a chosen hue only.	Lifting or dropping one color's brightness without a mask.
<b>Sat vs Sat</b>	Targets pixels <i>by how saturated they already are</i> .	Pulling down only the most-saturated pixels — kills hot-spot blotches (an ear, a red patch).
<b>Lum vs Sat</b>	Sets saturation according to brightness.	Pulling saturation out of the brightest and darkest zones so they read clean, not tinted.

**Rule:** small, specific moves — 2–3° of warmth, not a hard shove. Presets drop goalposts too wide (choke them in); the eyedropper drops them too narrow (widen out). Always zero the goalposts' Hue Rotate so only your target hue moves.