**Tracer**
Tracer creates an outline around an object after a few points are designated, so it traces the object. You can then *Fill* the alpha channel with a mask, like with a gradient or another object on another track or *Invert* that fill. Although it works best for still images or objects that stay in the same place on a video like a logo, you can also add keyframes. Rather than "points" as in a mask, tracer is based on "edges" to form an outline . Frequently it will be desirable to use either RGB or YUV as the color model without the -A for Alpha.

Feather influences the softness of the edge. The more Feather is set, the softer the edge becomes. *Radius* extends the area further in or out to cover more or less area.
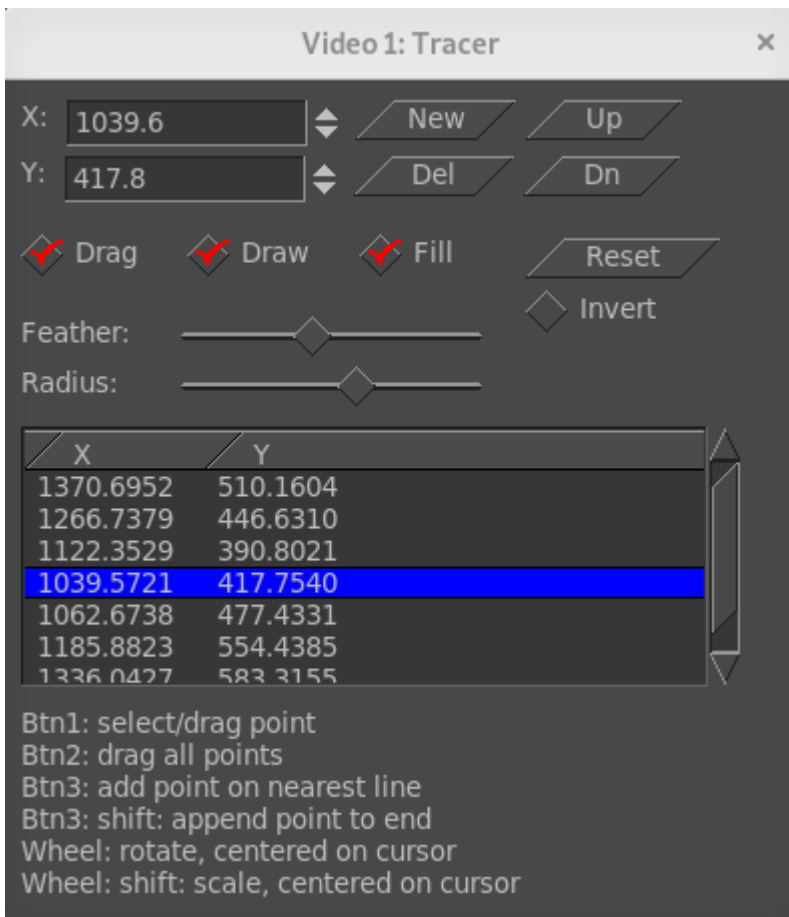
← *New* to create a new point, *Up/Dn* to move highlighted point up or down
← *Del* to delete the highlighted point
X is the point's x coordinate
Y is the point's y coordinate
← *Invert* to change the mask to outside
← *Feather* to sort of blur the edges
← *Radius* for varying the size a little
Drag to enable or disable moving
Draw to draw the outline for visual
Fill to black out the object (no alpha)

List of Points used to trace an object

← Hints for usage shortcuts

Be sure to uncheck Draw and Drag before rendering so that the lines do not show in the video output. Note that the middle mouse wheel *rotate* function rotates the outline around the nearest point.

Abc

Figure 1: Rug in the top picture is "traced" in order to black it out or replace later