VIDEOMONTAZHER / MASKGEN / 2026

MaskGen — User Manual

AI masking, background removal and replacement, alpha refinement, and video export. Windows 10/11 x64.

01	02	03
SELECT MODEL	**REFINE MASK**	**EXPORT OUTPUT**

MaskGen is free (0 ₽) and requires no license, trial or registration. BiRefNet model weights are obtained separately with your approval. DaVinci Resolve is not required.

CONTENTS / QUICK START

Workflow at a glance

A practical guide to the free MaskGen application, from choosing local source media to inspecting a computed mask and exporting the result. Instructions are grounded in the supplied application screenshots.

01 **Open a short local video source**

02 **Choose BiRefNet General or HR Matting**

03 **Preview and refine the chosen output mode**

04 **Export and inspect the saved file**

CHAPTERS

01 Getting started
02 Source video and preview
03 BiRefNet models and performance
04 Four output modes
05 Refining edges and alpha
06 Quick export and full export
07 Help and troubleshooting
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Price: 500 RUB. Installer and contact-based license key request: videomontazher.com/en/scripts/maskgen

01 / GET STARTED

Getting started

Masking begins with a local video source and a local AI model. The installer itself is not pictured; the following is a cautious general setup flow.

01 **Install the app**

Download the MaskGen installer from the official product page. Verify the download source and digital signature if present.

02 **Launch MaskGen**

The app does not ask for registration or a product key. Model weights may be missing on first launch.

03 **Prepare a test video**

Start with a short clip with a clearly visible person. Confirm dimensions, frame rate and duration.

04 **Keep the source**

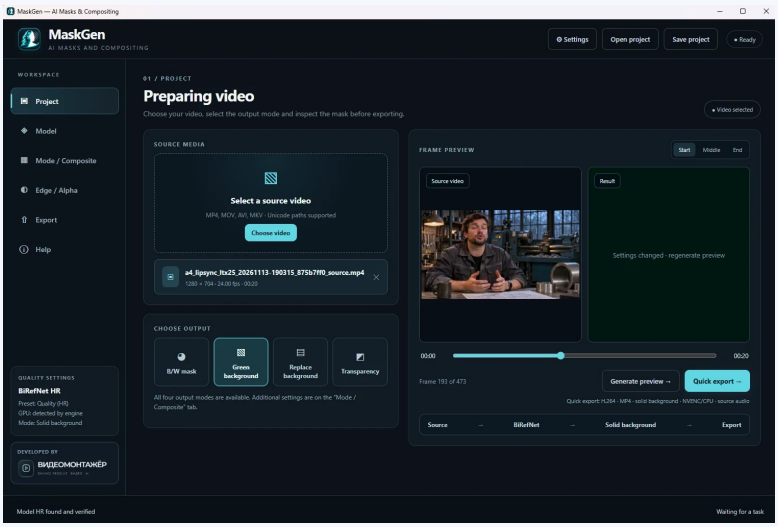
Save output to a separate filename and directory. Do not overwrite the only copy of your footage.

> The UI states Windows 10/11 x64. Exact minimum RAM/VRAM requirements cannot be inferred from the screenshots.

02 / SOURCE

Source video and preview

Project is where you select the video, choose a result type and inspect source and processed frames.



Actual MaskGen interface · supplied screenshot

01 Select source video

Use Choose video. The dialog lists MP4, MOV, AVI and MKV. Confirm the source card after opening the file.

02 Select an output

Choose B/W mask, solid background, replace background or transparency.

03 Inspect the clip

Move the time slider or use Start, Middle and End shortcuts. Mask quality can vary across motion and lighting.

04 Generate a real preview

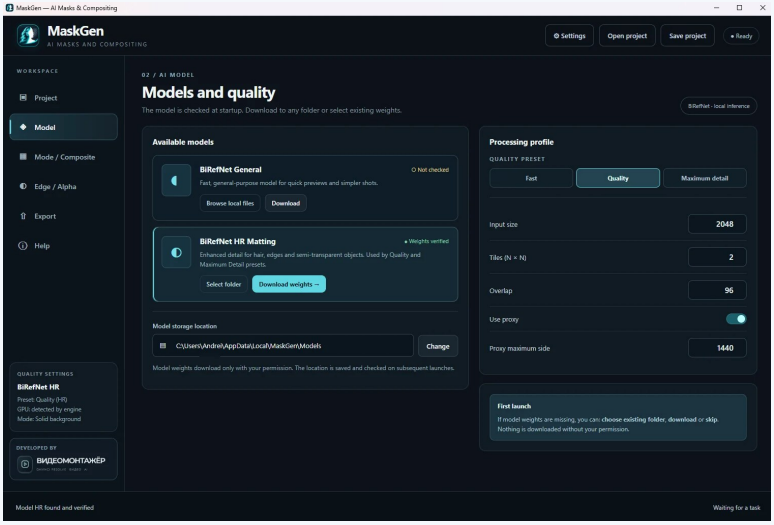
After changing a model or option, use Generate preview. A solid color may be displayed before the actual segmentation completes.

> Quick export on the Project page targets H.264/MP4 with a solid background and source audio when supported. Detailed export controls are available in Export.

03 / MODEL

BiRefNet models and performance

The Model tab manages local weights and processing presets. Values visible in the screenshot are examples, not universal recommendations.



Actual MaskGen interface · supplied screenshot

01 Choose a model

BiRefNet General is a lighter general-purpose option. HR Matting targets fine hair, edges and semi-transparent objects.

02 Point to weights or download

Use a local model folder or explicitly approve a model download. The UI says it will not download without permission.

03 Set a quality preset

Choose Fast, Quality or Maximum detail. The screenshot shows Quality with input 2048, 2 tiles, 96 overlap and proxy max side 1440 as one example.

04 Tune to your hardware

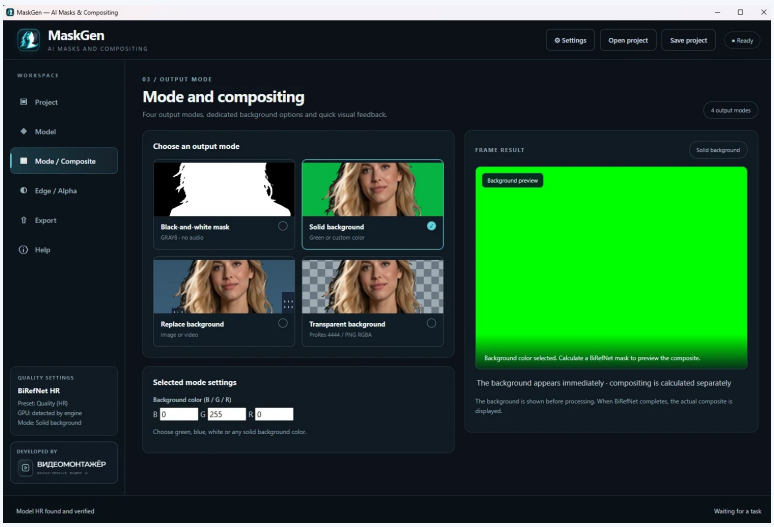
If the job cannot run, try the smaller model, reduced input size or a proxy. Regenerate the preview after changes.

Larger input and tiles can increase memory consumption. A verified model file is not proof that GPU acceleration works on every computer.

04 / OUTPUT

Four output modes

Mode / Composite determines what is written after the model computes the mask.



Actual MaskGen interface · supplied screenshot

01 Black-and-white mask

A GRAY8 matte without audio; useful as an auxiliary mask in compositing workflows.

02 Solid background

Set a green, blue, white or custom color using B/G/R values. The screenshot shows B 0, G 255, R 0.

03 Replace background

Place the separated subject over another image or video. Check framing, relative scale and edge halos.

04 Transparency

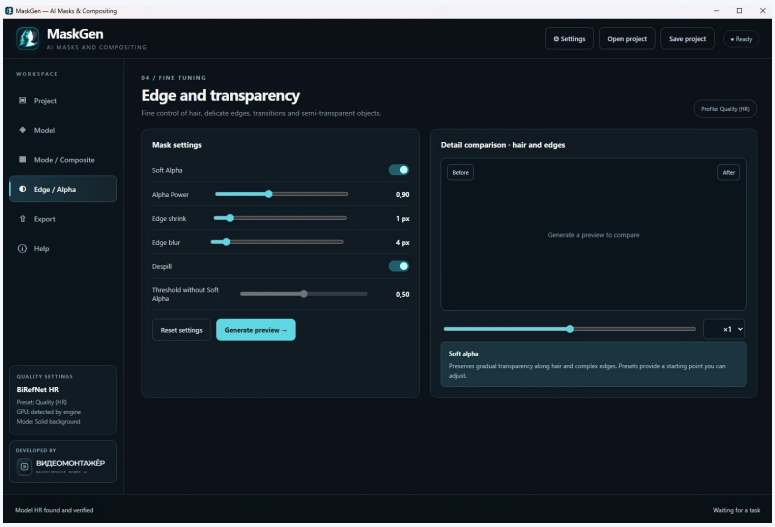
Use an alpha-compatible format when you need to composite on another layer. ProRes 4444 or PNG RGBA may be available when the mode and codecs support them.

> A selected background color appears instantly; the actual subject composite still needs model processing. Do not confuse a solid green preview with a computed result.

05 / EDGE & ALPHA

Refining edges and alpha

Fine tuning helps with hair strands, soft edges, and partly transparent objects.



Actual MaskGen interface · supplied screenshot

01 Soft Alpha

Enable to preserve smooth transitions at hair and complex borders instead of using a hard mask threshold.

02 Alpha Power

Adjust the transparency response using small increments.

03 Edge shrink and blur

Shrink reduces a fringe from the former background; blur softens the edge. Excessive amounts can erode or soften the subject.

04 Despill

Reduce unwanted color bleed around a subject where the source or replacement background introduces a colored fringe.

05 Compare before/after

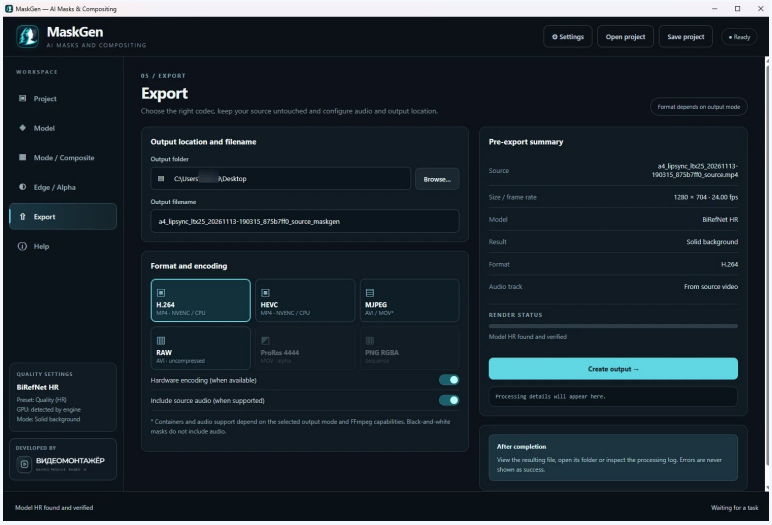
Inspect hair at high zoom, then check frames with motion to catch flicker and artifacts.

> The screenshot settings (0.90, 1 px, 4 px) are examples, not recommended defaults for every clip.

06 / EXPORT

Quick export and full export

Quick export is a preset for common solid-background files. The Export tab controls output format, path and audio.



Actual MaskGen interface · supplied screenshot

01 Quick export

From Project, Quick export targets H.264 MP4 and a solid background, using NVENC or CPU where available.

02 Select location and filename

In Export, choose an output directory and a new filename. Keep source and output separate.

03 Select a codec

The shown UI offers H.264, HEVC, MJPEG and RAW for its current mode, while ProRes 4444 and PNG RGBA are disabled. Availability depends on mode and FFmpeg.

04 Hardware encoding and audio

Enable acceleration and source audio only when the chosen container and hardware support it. GRAY8 black-and-white masks have no audio.

05 Verify the file

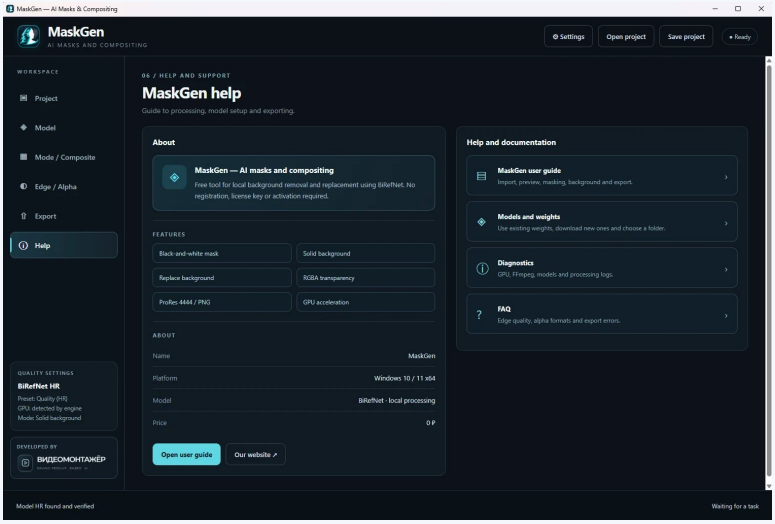
Open the exported video and check its duration, audio, frame rate and any alpha channel you intended to create.

> Selecting transparency does not make ordinary H.264 MP4 transparent. Use an actual alpha-compatible format enabled by the app.

07 / HELP

Help and troubleshooting

MaskGen includes integrated guidance for models, FFmpeg and diagnosing processing issues.



Actual MaskGen interface · supplied screenshot

01 Open Help

The overview links to the user guide, models and weights, diagnostics and the FAQ.

02 Check the model

When previews fail, ensure the selected model weights exist and the application can read the folder.

03 Check FFmpeg

When a format is unavailable or a render fails, review the container, encoding method and FFmpeg capabilities.

04 Collect diagnostics

Copy the execution log and state the source format, output mode, model preset and error message. Remove personal paths before sharing.

> A button being present does not establish that its corresponding encoder works on every system. Validate on a short test source.

08 / QA

Delivery quality checklist

Matting quality should be reviewed over time, not only on a single favorable frame.

01 **Hair and details**

Inspect fine strands at contrasting edges. Try HR Matting and a smaller edge shrink if details disappear.

02 **Fast movement**

Check the start, middle and end, plus moments with fast face and arm movement.

03 **Colored fringes**

Use Despill and tune alpha if the edge carries an unwanted tint.

04 **Alpha and codec**

Make sure the output format supports an alpha channel. Do not use ordinary H.264 as a substitute for RGBA video.

05 **Final output**

Confirm duration, frame rate, audio synchronization (if used) and absence of render errors.

Outcome depends on source lighting, motion, background complexity and model weights. Test the actual footage before production use.

FAQ / SUPPORT

Frequently asked questions

01 Is MaskGen really free?

Yes. The interface states 0 ₽. No registration, license key or activation is required. BiRefNet weights may need to be downloaded separately with permission.

02 Do I need DaVinci Resolve?

No. MaskGen processes local media and the resulting files can be imported into an editing program afterwards.

03 Why is the background green but no subject appears?

A selected solid background can display before a mask has been calculated. Use Generate preview and let processing finish.

04 Which model is best for hair?

HR Matting is designed for fine edges and semi-transparent details. General is a lighter option for simpler scenes and previews.

05 Can I export a real alpha channel?

Transparency mode offers alpha-capable options such as ProRes 4444 or PNG RGBA when the codecs are available. Ordinary H.264 MP4 is not a transparent result.

06 Why is a codec disabled?

Codecs depend on output mode and FFmpeg availability. Choose the required mode and return to Export.

07 Can I preserve audio?

Full Export provides a source-audio control when the format supports audio. B/W masks have no audio.

08 How can I fix uneven edges?

Try HR Matting, Soft Alpha, edge shrink, blur and Despill. Change one parameter at a time and compare multiple frames.

Start with a short test clip. Compare the result at the beginning, middle and end. For a final export, check mask quality, alpha or solid background, duration and audio.