

VISUAL EFFECTS

Contents At A Glance

Introduction to visual effects software	3
Art of Tracking	3
Art of Rotoscoping	3
Main Toolbar	4
Viewer Controls	5
Timeline Controls	6
Layer Icons:	8
Layer Actions dropdown:	9
Layer Properties	9
Preferences	10
Output Settings	10
File Storage	10
Disk Space Available	10
Cache Directory	10
RAM Player	11
System Default Clip Settings	11
Autosave	11
UI Color	11
UI Look and Feel	11
Shortcuts Key	12
Tools	12
Transform	12
Viewer Canvas	13
Timeline	13
Directional keys	14
Starting a New Project	17
Check your Settings	18
Name	18
Location	18
Frame Range	18
Frame Rate	18
Separate Fields	18
Remove Pulldown	18
Creating a New Project	18
Advanced Options	19

Frame offset	19
Caching	19
Colour space	19
Conversion	20
Offset	20
Soft clip	20
Log reference white	20
Log reference black	20
Gamma	20
Setting the In and Out Points	20
IMPORTANT CONCEPT	20
Tips for New Projects	21
Input Tab	22
Range Tab	22
Fixed Frames	22
Smooth	23
All Motion	23
The Borders Tab	24
Centre	24
Zoom	24
Crop	24
The Auto Fill Tab	24
Auto Fill	24
Search Range	24
Model Illumination	24
Dissolve	25
Fill from Background	25
Stabilising Shaky Camera Footage	25
Once tracked, switch to the Stabilization tool.	25
Locking Down Areas of Motion	25
Once tracked, switch to the Stabilization tool.	26
Exporting Stabilized tracking data	26
Tracking Basics	29
Selecting Track	30
Dealing With Obstructions or Reflective Surfaces	32
Tracking the Spline	33
Input Clip	34

Input Channel	34
Min % Pixels Used	34
Smoothing Level	35
Motion	35
Search Area	36
Tracking the Spline	36
Checking Track	36
IMPORTANT CONCEPT	37
IMPORTANT CONCEPT	39
Importing Mattes	39
Tips for Tracking	39
Scrub your timeline	40
Use edges	40
When in doubt, ramp up your pixels	40
Draw more shapes	40
Use the grid while tracking	40
Track from the largest, clearest point	40
Adjusting Track	41
Starting Track Adjustment	41
Reference Points	41
Reference Point Quality	42
Four Reference Points	44
Working Backwards	44
Master-Reference Points	45
Changing the Master Frame for a Reference Point	45
Selecting Different Reference Points	46
Deleting Reference Points	47
Nudging Reference Points	47
View Options	47
Tips for AdjustTrack	48
Adjust frames at the peak of drift	48
A huge amount of keyframes is not a good sign	48
Basics of Rotoscoping	51
The Art of Rotoscoping	51
Traditional Roto Tips	51
Mocha Tracking and Roto	52
Adding Tracking Spline	52

Track the area you want to rotoscope	53
Turning Layers On and Off	53
Add Roto Spline	53
Feather edges	54
Roto Splines	55
Creating Key frames	55
Track additional sections as you go	55
Add Motion Blur	56
Changing the Matte Blend Mode	56
Viewing Mattes	56
Changing the Background Color	57
Colorize Matte Overlay	57
Preview	57
Rendered Mattes	58
Exporting RotoPaint nodes to Nuke	58
Exporting Tracks	63
Exporting Tracks to Adobe After Effects	63
After Effects Corner Pin Data:	63
After Effects Transform Data:	63
Exporting Tracks to Nuke	64
Exporting Corner Pin tracks to Nuke	66
Exporting as G-Masks	66
Exporting RotoPaint nodes to Nuke	67
Curve Editor	67
Navigating the Curve Editor	67
Selecting and Moving Keys	67
Changing the Interpolation of Keys	68
Changing the Extrapolation of Keys	68
Clip Management	69
Importing Clips	69
Removing Clips from the Workspace	70
Relinking Clips in the Workspace	70
Selecting a Clip to Track	71
Selecting a Clip to Rotoscope	71