Fig. 3

Silhouette 6 What's New

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About Us

SilhouetteFX brings together the unbeatable combination of superior software designers and visual effects veterans. Add an Academy Award for Scientific and Technical Achievement, 3 Emmy Awards and experience in creating visual effects for hundreds of feature films, commercials and television shows and you have a recipe for success.

WHAT'S NEW IN 6.1.14 - 7/23/2018

Features

Allow Backups To Be Stored In A Global Location

A global location for project backups can be specified with the SFX_BACKUP_DIR environment variable. This is similar to SFX_AUTOSAVE_DIR, and allows backup files to be stored outside of the project bundle.

Import SXR as Multi-View Stereo Images

SXR files are now imported with stereo L/R already hooked up.

Morph > Use Input Alpha

Added a Use Input Alpha option that ignores the transparency value and just warps the input alpha.

Paint > Duplicate L>R and R>L

You can now duplicate the selected paint strokes L>R or R>L, instead of the previous behavior of duplicating all strokes.

Scripting > Viewer Proxy Mode

Added an attribute for viewer proxy mode.

Bug Fixes

Camera Shake

Camera Shake was not working at some speed settings.

Color Node and Resize Crash

Connecting a Resize node to a Color node and then adjusting the Resize node caused a crash.

Color To Alpha Node Missing on Linux

The Color to Alpha node was missing on Linux which could cause Silhouette to crash when accessing the Composite tab.

Depth

Render

A recent update prevented the depth channel from rendering.

View Depth at Proxy Resolutions

In the Depth node, the depth map did not display correctly at proxy resolutions.

Nuke Exporter Problem - Open Shapes

B-Spline and X-Spline open shapes in a sub layer would export without animation.

Nuke Tracker Import More Robust

Nuke tracker import is more robust and handles different Nuke tracker versions.

Paint > Clone Could Randomly Stop Working - Linux

On Linux only, a compiler optimizer bug could cause Clone filtering to short circuit and it would manifest in Clone not working or a rebuild of Clone strokes wouldn't work randomly.

Resize Crash

Resize could crash in certain situations.

Roto

Shape > Color > Fill Opacity > Brightness Difference

With Color > Fill Opacity enabled at an opacity less than 100%, enabling motion blur changed the brightness of the fill.

Shape > Color > Fill Opacity > Motion Blur and Black Edges

If Color > Fill Opacity was enabled on a shape with motion blur, there was a black border.

Outline Rendering Artifacts

If an outlined shape with round caps had end-points near each other, it could generate artifacts and slow down.

Roto Blend

Keyframes Not Visible in Timeline

Shape keyframes were not displayed in the Timeline when using the Roto Blend node.

No Input

Roto Blend now renders even without a source attached.

Shake SSF Export Crash

Exporting Shake SSF shapes caused a crash.

Tracker

Import

Silhouette could not import a Nuke tracker that it exported.

Export - Linux

Exporting a tracker on Linux did not automatically append the filename extension.

Trees Window > Toggle Enable State Tool Tip Wrong

The tool tip for Toggle Enable State in the Trees window was E instead of d.

X-Spline Feather

In some cases, X-Spline shape points could not be feathered.

WHAT'S NEW IN 6.1.13 - 6/6/2018

Changes

Tree Window Shortcuts

The Trees window had hard coded E (Extract Nodes) and D (Disable/Enable Nodes) keyboard shortcuts. These shortcuts have been added to the keybinds.py file so they can be easily changed.

The new binds are at the end of the keybinds.py file:

fx.trees.bind("e", "ExtractNodes")

fx.trees.bind("d", "ToggleNodeEnable")

Bug Fixes

Round Open Shape Caps Problem

Round open shape caps had rendering artifacts on the last point.

Duplicating Shapes Set The Wrong Eye

When using Edit > Duplicate, Silhouette always set the copied view to the current view, rather than using the original object's view.

Command-line Render Range And Render Actions

The Command-line render range did not work with render actions.

Paint > Blur Brush Broken in 32-bit

Using the Blur brush in 32 bit projects caused corruption.

Paint Without Input Crash

Painting a stroke in an unconnected Paint node while viewing a different node would cause a crash. Attempting to clone from a clone source onto an unconnected foreground would also cause a crash.

Rendering to Chinese Paths

Silhouette could not render to Chinese paths. The render script failed when trying to print status for paths with non-ASCII characters.

SGI Alpha Render Flipped

SGI Alpha only renders were flipped.

Save As Switched The Active Session

Using Save As when there were multiple sessions would set the wrong session after the save completed.

Tracker Importers Fail

Attempting to import a tracker failed unless it was an AE tracker.

Transform > Mode

The Transform node's Mode pop-up menu was mistakenly removed in the last point release.

Undo System Out of Sync

An Undo System Out of Sync error appeared after loading Nuke trackers.

WHAT'S NEW IN 6.1.12 - 4/26/2018

Features

Depth Node

Antialiasing and Render to Alpha controls were added to the Depth node.

Antialiasing

Controls whether depth shapes are antialiased on their edges.

Render to Alpha

Renders the depth channel to the alpha channel.

Respect Frame Step

The Player now respects Frame Step for scrubbing and tracking. In addition, the Cache > Preload Frames preference respects Frame Step as well.

Changes

Transform > Filtering

The filtering in the Transform tool has been improved.

Bug Fixes

Drag Brush Artifacts

The Drag brush left artifacts and behaved strangely with HDR images.

DOD Is Computed Wrong When Proxy Mode Not 1:1

When using a proxy in conjunction with ROI, the image DOD was computed incorrectly causing position issues.

Keyer Handled ROI Wrong

The Transform DOD was being taken into account when viewing the individual or combined mattes. This would cause the rendered result rectangle to not always match the ROI.

Image Caching Problem When DOD Did Not Match Session

If an image is being centered with respect to the session, for example it's DOD does not match the session, then it can't be retrieved from the cache. So, changing the ROI will now reload the image in this situation.

WHAT'S NEW IN 6.1.11 - 4/02/2018

Bug Fixes

Command-Line ProgressHandler Broken (Windows)

The command-line progress handler would bail out too early on Windows.

Image Cache Could Crash Randomly (Windows)

On Windows, lookups in the image cache could crash randomly.

Paint Overlay Off By A Fraction

The Paint Clone overlay, in mix mode, was off by a fraction and was especially noticeable at high zoom values.

SFX_FORMATS_PATH Was Not Used

The SFX_FORMATS_PATH environment variable was not being used.

Timeline Crash With No Session

Moving the cursor into the Timeline header would crash if there was no session.

Changes

Bezier Behavior

Creating Beziers now have a new behavior. When clicking to add a new point, it will automatically set up the tangents to be linear, pointing in the direction of the last point. You can still hold and DRAG to drag out the tangents you want, but if you leave them they will stay at 10% of the distance to the previous point. If the previous point is also a cusp, it will update the outgoing tangent of that one as well. This change has two advantages: 1) it shows you some useful default tangents and encourages you to pull them where you want them if you need to and 2) it always sets the last control point to have a useful tangent, which avoids corruption for open shapes at the end (in both Silhouette and Nuke).

Duplicate Behavior

Duplicate currently acts like a copy/paste, so it puts the copies into the active layer if there is one. This is non-intuitive if the copied object is the active layer itself. Instead, the duplicated objects are now pasted immediately above the top-most selected item. This way, when duplicating a single object, the duplicate appears directly above the original, at the same grouping level.

WHAT'S NEW IN 6.1.10 - 3/14/2018

Features

Alpha to Color

Composites each of the RGB channels together and places the result in the alpha. This is useful for working with shapes assigned to different RGB channels in Roto. Connect the Roto > Channels output to the Color to Alpha node and RGB mattes with corresponding alpha are created.

Display ROI Outline Viewer Preference

The Viewer > Display ROI Outline preference turns the ROI outline on and off.

Node.getDOD() Scripting Function

Added node.getDOD(port, frame) method.

Scripting Tweaks For Property

It was not possible to compare two properties to see if they were the same. In addition, it was not possible to get a property's parent object, to determine which node, session, source, etc the property is in.

Added Property.parent attribute. Added rich comparison to Property, Object, and Raster.

Show What's New on Startup

On startup, if this is the first time launching a new version of Silhouette, it will open the What's New. It will only do this once. This behavior is controlled by the User Interface > Show What's New After Installing A New Version preference.

Source Auto Selected After Importing

The source is now automatically selected after importing so you can then immediately press Ctrl-N(Win/Linux)-Cmd-N(Mac) to create a new session.

Bug Fixes

Applying Point Trackers From Within Nested Layers

Applying point trackers from within nested layers did not work.

Object List Drag Crash

In the Object List, dragging a selected layer that had selected child objects would cause a crash. Now, it'll treat any selected child of a layer being moved as unselected, since they will be moved along with their parent anyway.

Open Spline Conversion to Bezier Problem

Some open splines would display corruption at the end points. Sometimes invisible within Silhouette, the exported shapes would display problems in Nuke.

Paint > Clone > Align Mode Update Problem

When there was a Clone offset, clicking on the Align button caused the Viewer to show only the unaligned offset. Moving the cursor back into the Viewer would then update the proper offset.

Paint Only Output Bug

The Paint Only output would not calculate its DOD properly in some cases.

Paint Only Stereo View Problem

When using the Paint node's Paint Only output, you could not view both the left and right views in the Output node.

Painting in Stereo and Alpha

When painting in stereo, the right stroke's alpha was not being stored.

Stereo Align Broken with ROI

Stereo Align did not work when using a ROI.

WHAT'S NEW IN 6.1.9 - 2/19/2018

Features

Can't Bind A Key To Ctrl+Alt+N

User keybinds can now override any stock menu/action bind, such as Ctrl+Alt+N, Ctrl+N, etc.

Negative Scaling - Layers

To easily flip or flop the orientation of a Layer, negative scale can now be used.

NVIDIA 3D Vision Glasses Support

NVIDIA 3D Vision glasses are now supported in the 3D Preview window. This is enabled using the Stereo > Enable NVIDIA 3D Vision Preview Support preference.

Planar/mocha Tracker Message

If a layer containing a shape is not selected when attempting to use the Planar or mocha trackers, the following message is displayed:

An active layer containing one or more shapes is required for tracking.

Rebuilding Paint That Used Multiple Trackers

Previously, Clone Brush paint strokes only used a single, selected layer when performing an Auto Paint > Rebuild. Now, the layer transform is stored in the paint history. This allows a Rebuild to work as expected when multiple layers were used to transform the Clone Brush paint strokes.

ROI Memory Enhancement

ROI now crops the source image on load resulting in significant memory savings.

Scripting - Store Project Properties

You can now store Project Properties in the project.

Bug Fixes

Composite > Matte Input

The Composite > Matte input only worked with Alpha.

E Shortcut key in Paint > Clone Brush

The E Shortcut key in the Paint > Clone Brush did not work if there was a selected node in the Trees window.

Paint > Incremental Offset Preference Jumping

With the Paint > Incremental Offset preference set, it could jump when setting the Clone offset.

Roto > Composite Color Preference Did Not Update

The Roto > Composite Color preference did not update when changed.

Scripting: Recti Bugs

Recti.empty was reversed. Recti.left, top, right, and bottom were misreported.

WHAT'S NEW IN 6.1.8 - 12/11/2017

Features

Backtick Key (`) In Trees Window

The Backtick key (`) pops up a node context menu in the Trees window where nodes can be added.

Bug Fixes

Command-Line Crash

The Command-Line renderer crashed after the first frame when using source images containing certain meta-data.

Command-Line Render Message

The Command-Line renderer always printed out the following when rendering: Node not found OutputMultiPartNode.

mocha OFX Displayed Only 1 Frame

When the OFX version of mocha was applied, a single frame was displayed in the Viewer instead of the sequence.

Paint Crash After Resizing Session

If there were existing paint strokes and the Session Size was changed, a crash would occur when a new paint stroke was painted.

Output Start Frame Was Always Session Start Frame

When using either a custom or work range in the Render Options window, the rendered frames always started at the Session Start Frame and not the new Output Start Frame.

Resizing Stabilized Shape With Tablet Jitters - Mac

On Mac systems, resizing stabilized shapes with a pen/tablet would jitter.

Stabilize and Shape Bounding Box Points Appearance

The shape bounding box points nested within layers with extreme transforms appeared skewed when Viewer > Stabilize was enabled.

Known Issues - Mac Only

Cursor Not Disappearing When Painting

The cursor does not disappear in the Viewer while painting when using a tablet.

Cursor Not Updating

The cursor doesn't change when transitioning between some views.

WHAT'S NEW IN 6.1.7 - 11/15/2017

Features

Avoid Duplicate Names in Exported Nuke Shapes

Nuke can't handle shapes and layers with the same name, so the exporter now generates unique names if necessary.

Splash Screen on Startup

Enabled splash screen during startup.

Bug Fixes

Bezier Spline Conversion - Size Differences

There was a size difference when converting open B-Spline or X-Splines to Bezier shapes.

Tree View Crash

Under certain circumstances, clicking in the Trees window would cause a crash.

X-Spline Open Shape End Point Artifact

End points of some open X-Splines could have an artifact on the shape's end point.

Zoom and Pan Problem

If the zoom pop-up menu was set to 200% or 300% in the Viewer and then the Space-Bar was used to pan, the image in the Viewer snapped to 100% zoom.

WHAT'S NEW IN 6.1.6 - 11/10/2017

Bug Fix

Nuke 9+ Shapes Export Issue

In some cases, X-Spline and Bezier shapes exported to Nuke with feathers when there wasn't any.

WHAT'S NEW IN 6.1.5 - 11/07/2017

Features

Move Keyframes Beyond Session Start and End Frame

Keyframes can now be moved beyond the Session's start and end frame. This is useful to create shape motion blur on the first or the last frame of the Session. Note: it is necessary to enable Show Work Range in the Timeline's context menu to move keyframes outside the Session time range.

Timeline > Show Work Range

The Timeline has a new context menu option called Show Work Range. When enabled, the Timeline displays the start and end frames of the Work Range instead of the Session time range.

Changes

Single-click Select Nodes

Instead of double-clicking, single-clicking the center of a node will now simultaneously view and edit a node.

Bug Fixes

Depth Preview Problems

- **When the source was larger than the Session, a shape's position in the main Viewer did not match the Depth Preview.**
- **When the source was larger than the Session, the Depth Preview displayed the original image size and not the Session size.**

Drag and Drop In Object List - Mac

In some cases, there were drag and drop issues in the Object List on the Mac.

Open B-Spline End Point Feather Handle

The end point feather handles of an open B-Spline shape were not perpendicular to the curve path.

Undo Issues When Using Pen/Tablet

Undo would stop working under certain circumstances when using a Pen/Tablet in the Trees window.

WHAT'S NEW IN 6.1.4 - 10/16/2017

Features

Output Multi-Part Node - More Inputs

The Output Multi-Part node can now have multiple additional inputs. **Right-click** on the Output Multi-Part node and select Add Input. **Right-click** on an input port to remove it. You can add as many inputs as you want, but the inputs will get smaller.

Bug Fixes

Command-Line Renderer Gets The Range Wrong

The Command-Line renderer would get the range wrong if the -start option was used.

Crash in Trees Window

There was a crash when opening the node list context menu after deleting a node.

Depth > Blur and Wrap Artifact

When adjusting a shape's Blur or Wrap in the Depth node, there was a box artifact.

Open B-Spline With Feather Crashed in Nuke 11

Open B-Splines with feathering caused a crash in Nuke 11 when imported.

Save Project Via Scripting

You can now save a project via scripting as Save As without replacing the current project. Added a new method, project.copy(path), which just copies the project to the new path, and leaves the existing one alone.

Tablet Support In Trees Window

- **Added status bar tips for hovering over ports and edges in the Trees view when using a pen and tablet to work around a bug in Qt regarding tablet events not triggering tool tips.**

- **Hold SHIFT while pressing the middle-mouse button and drag down to zoom out and drag up to zoom in.**

- **ALT+tapping on a node will activate it without allowing it to move.**

WHAT'S NEW IN 6.1.3 - 9/25/2017

Features

Command Line > -open_project

Added the -open_project command-line switch to open the project browser on launch.

RE:Vision Effects OFX Support

Silhouette v6.1.3 now supports the current OFX versions of all RE:Vision Effects products.

Scripting Additions

- **global fx.buildDate, fx.versionString, fx.versionMajor, fx.versionMinor attributes**
- **fx.activate(node) will make the node active**
- **fx.activate(project) will make the project active**
- **fx.getNodeInfo(node_id) returns detailed static node information**
- **fx.loadSessionFormats(path) to load additional formats.xml files**
- **object.propertyList returns properties in order they are added**
- **project can be reloaded with project.load()**
- **property.info attribute returns detailed static property information**
- **sessions can be created from Python**
- **tools/session.py - SessionBuilder() helper for creating sessions**
- **tools/preset.py - preset helper for parsing presets.txt file**
- **un-saved project can be created with p = Project()**

Bug Fixes

OFX

Display OFX Parameter Names That End In . Properly

An empty label was displayed if an OFX property name ended with a period.

Pixel Scale Property Was Reversed

The OFX pixel scale property was inverted, causing on-screen controls for some OFX plug-ins to be rendered the wrong size.

Support OFX Slider Display Min/Max & Valid Min/Max

We now support OFX plug-ins that have a valid range and a display range for sliders.

Paint > Clone Brush Tablet Problem - Linux

There was a bug on Linux where the clone offset could not be set with the tablet.

WHAT'S NEW IN 6.1.2 - 7/28/2017

Bug Fix

Tablet Editing Problem - Linux

With certain tablets, shape points could not be edited.

WHAT'S NEW IN 6.1.1 - 7/21/2017

Features

GPU Fix For Older GPUS

Added support for older graphics cards.

Bug Fixes

File Path Change Not Noticed

Changing a file path required a restart of Silhouette.

Light Wrap Crashed When There Was No BG Input

Light Wrap crashed when there was no background input.

Nuke 9+ Exporter Problem

Exporting shapes to Nuke would fail in certain cases with multiple nested layers.

WHAT'S NEW IN 6.1 - 7/11/2017

Features

Auto Paint > Paint History Custom In/Out Enhancement

To provide a faster way to set custom in/out points in the Auto Paint > Paint History, arrows were added to each numeric field which enter the currently parked frame when clicked.

Copy Alpha to RGBA Shape Preference

A Copy Alpha to RGBA shape preference was added.

MultiFrame Range Improvement

When using MultiFrame and adjusting which keyframes were affected, there was no feedback to show if you were just tweaking the in/out point or sliding the whole range. Now, the MultiFrame range is displayed in the status bar while it is being edited.

Nuke 9+ Shape Exporter Enhancements

There are a number of enhancements to the Nuke exporter for proper rendering of shapes, feathers and mocha perspective transformations in addition to increased accuracy. Also, Alpha values can be repeated in the RGB channels as an export option.

Notes:

1   **If there are no mocha perspective transformations, the handles of feathers and open shapes will render correctly in Nuke.**

2   **If there are mocha perspective transformations:**

- **The output is correct but feather and open shape handles will appear to be very long. This is a Nuke user interface bug.**

- **In Nuke, if a feather point is added using the E key, the feather point will be far away and have to be dragged back to the desired location. This is another Nuke user interface bug.**

Read formats.xml From Outside Of Resources

A SFX_FORMATS_PATH environment variable was added which can be the complete path to an xml file containing the desired formats.

Scripting

Create And Select A New Project Via Scripting

Added a way to create a new project with a complete bundle name and then have the UI select it.

syntax:
project = Project(bundle_path)
activate(project)
project.save()

object_renamed hook

For when objects get renamed, added object_renamed hook and the callback gets the object.

Shape Import Using Python

Shapes can now be imported using Python.

Timeline Frame Range

The Timeline now always shows the full session range with the work range displayed using a gray bar at the top of the Timeline. The work range can quickly be adjusted by:

- **Ctrl-drag the ends of the work range bar to change the start and end.**
- **Ctrl-drag the work range bar to slide it forward and back while maintaining the duration.**
- **To center the timeline on the current frame, click the top left corner of the Timeline above the object labels.**

Timeline Markers

The Timeline context menu now has a Marker option which allows for the creation, editing or deletion of markers. Timeline Markers are a handy way of placing notes at specific points in time. Markers are displayed as light blue squares at the top of the Timeline.

When you right-click in the Timeline and select Marker > Create/Edit, a dialog box opens where you can enter, change, or clear text. When you enter text and click OK, a marker is displayed.

Visual Warning for Paint > Clone > Grade/Filter Controls

The Paint > Clone > Grade and Filter controls are hidden in tabs so we have added a visual indicator in the tab if the controls have been modified.

Changes

Clone Reset Behavior

Previously, Clone Reset only reset the Transform controls. Now, all clone parameters, including Grade and Filter parameters are reset.

Composite Resolution

Previously, the DOD (Domain of Definition) was determined by the background clip of a composite. Now, the union of the foreground and background determines the DOD.

Point Tracker > Smooth Behavior

In the Point Tracker, the Smooth option will no longer be available if there are no visible selected trackers. Smoothing will only smooth visible trackers.

Point Trackers Within Layers

Silhouette now allows Point Trackers to be added and tracked within layers.

Bug Fixes

Alpha Overlay Was Affected By OCIO Viewer Controls

Alpha and color overlay are no longer affected by the viewer OCIO controls.

Cache Display Not Working - Windows

The Cache Display would not work on Windows in certain situations.

Import Footage With No Project Crash

When there was no project, it was possible to double-click in the Sources window to import footage which caused a crash.

Missing Frames - Macintosh

In some cases, frames would display as black after opening a project.

Nuke Tracker Importer Problem

mocha tracks pasted into the Nuke tracker did not import into Silhouette.

Panning and Beeping

Holding the Space key and panning could cause beeps to occur during auto-repeat.

Session > New Session Crash

When there was no project, it was possible to select Session > New Session which caused a crash.

Tablet Problems - Macintosh

Some Mac users were experiencing strange tablet behavior in the Roto node.

Text Box Focus Behavior

If the cursor was in a text field and the cursor was moved into any major view, it would steal the focus. You know have to press the **Tab** key to leave the focus of a text field.

Timeline Keyframe Paste Problem

Pasting keyframes from two shapes did not paste the proper keyframes into the first shape.

Timeline Not Displaying Tracks At Startup

In some instances, the Timeline did not display tracks at startup.

zMatte Crops Output When Deartifact Was Enabled

zMatte's Composite output was cropped to the foreground when Deartifact was enabled.

WHAT'S NEW IN 6.0.33 - 5/10/2017

Features

EXR Multi-View

If the EXR output extension is sxr, the EXR module will write out a multi-view file. Otherwise, it writes a multi-part file.

Note: This will only work if there are only left and right views.

OFX

Silhouette now supports RE:Vision Effects Twixtor and ReelSmart Motion Blur OFX plug-ins.

Roto Node > Color Comp View Mode

A Color Comp view mode has been added to the Roto node. The shortcut key is 4.

Save Paint History With Auto-Saves

The Paint history is now saved along with the auto-saves. A rotating list of backup paint histories are stored in the respective paint data directory so you can choose the one you want.

View Paint (Shift-0)

When View > Paint is selected in the Paint node, Shift-0 displays paint strokes over black.

Changes

Linux - Python 2.7

Silhouette v6 requires Python 2.7 with UCS4 support. If you are running an older distribution, we have packaged Python 2.7 as a convenience. To enable the internal Python (i.e. if you don't already have Python 2.7), uncomment the PYTHONHOME line in the run.sh script.

Fixed Bugs

DVE Crash

The Transform node could crash in when used in conjunction with certain nodes.

EXR Compression Parameter Display Problem

When you added an Output node, the custom module parameters were not created until you actually selected the module from the list again.

Paint and Match Node Crash

Silhouette would crash if a Match node was used before the Paint node.

Pasted Nodes Did Not Get A New Label

Pasted nodes had the same name as the original. They are now incremented by 1.

Render - Output Directory Variables

Variables were not expanded in the path portion of the output path. For example, an output path of "$(HOME)/output" was not properly expanded with the HOME variable replacement.

Scripting

Cloning a Project Returned The Wrong Type

Cloning a project via scripting returned an Image object instead of a Project object.

Object_Created Did Not Get Proper Type

In the object_created hook, the created object had the base Object type but not the subclass type.

User-Defined Properties Should Remember Their Positions

If user-defined properties were inserted between default properties, they loaded back in at the end.

WHAT'S NEW IN 6.0.28 - 3/07/2017

Fixed Bugs

Nuke 10 Tracker Import

Nuke 10 trackers will now import into Silhouette. In addition, trackers with a start frame other than 1 will now import into Silhouette as long as the Silhouette start frame matches the Nuke start frame.

Output Multi-Part Node Missing on Windows

A recent update mistakenly removed the Output Multi-Part node on the Windows version.

Temporary Paint File

We create a temporary paint file called sfxpaint.dat used for undo events. The file is only deleted when Silhouette is closed and could get quite large. In addition to deleting the temporary paint file when Silhouette is closed, it is also now deleted when the project is switched.

WHAT'S NEW IN 6.0.27 - 2/17/2017

Fixed Bugs

Renders 1 Frame Short

A recent update caused the last frame of a sequence to not be rendered. This also affected rendering the current frame.

WHAT'S NEW IN 6.0.26 - 2/15/2017

Features

Scriptable Custom Button Property

A custom button property can now be added with a script callback function.

Changes

Scripting -> object.properties Attribute Is Now A Normal Python dictionary

Any scripts that iterated over object properties should be updated.

Fixed Bugs

Holdout Composite Crash

Holdout Composite would crash if only one input was connected.

Linux Node Crashes

A compiler error in a recent Linux update caused crashes with the following nodes: Bump Distort, Chromatic Aberration, Keystone, Lens Distortion, Morph. Roto Blend, Scatter and Turb Distort.

Renderer Did Not Support A Specific Frame Set

The command-line renderer -range option did not work.

Scripting

Added Proper Indentation in Code Editor

Tab and Shift-Tab now properly indent (and un-indent) blocks of code.

Adding An Empty Group Property To A Node Caused A Crash

When adding a custom group property with no children to a node, the property view crashed.

node.properties Did Not Act Like A Real Dictionary

We originally created are own dictionary interface to the internal prop-list, but instead rewrote it to use a normal Python Dict and now it behaves as expected.

X-Ray Render Problem

The X-Ray node was not rendering correctly.

WHAT'S NEW IN 6.0.25 - 1/24/2017

Features

Linearize Images In Mocha Pro

If you are using rec709 8-bit images, enable the Mocha > Linearize Images In Mocha Pro preference and they will look correct in the Mocha user interface.

Fixed Bugs

EXR Alpha Automatically Opaque

EXR files without an Alpha channel automatically had a an opaque Alpha channel once imported into Silhouette.

Render Options > Output Start Frame Not Obeyed

The Output Start Frame number was not obeyed in some cases.

WHAT'S NEW IN 6.0.24 - 1/11/2017

Fixed Bugs

Roto - Nuke 9+ Export Problem With Nested Transforms

In some cases, nested transforms were not being exported correctly to Nuke.

WHAT'S NEW IN 6.0.23 - 1/10/2017

Fixed Bugs

Roto > Input Alpha and Motion Blur Crash

Fixed an issue that caused sources with input alpha to crash when using Roto shapes with Motion Blur.

WHAT'S NEW IN 6.0.22 - 1/09/2017

Features

mocha Pro OFX v5.2.1 Plug-In Compatibility

Silhouette is now compatible with the mocha Pro OFX v5.2.1 plug-in.

Fixed Bugs

Linux Centos 7 Error

On some Linux Centos 7 systems, Silhouette would fail to start with the following error: The application failed to start because it could not find or load the qt platform plugin xcb.

Roto - Copy/Paste Order Of Roto Objects Not As Expected

In certain projects, the order of pasted objects did not match the original selection.

Roto - Input Alpha Motion Blur Problem

The input alpha was not computed properly when Motion Blur was enabled and caused corruption.

WHAT'S NEW IN 6.0.21 - 12/19/2016

Features

User Interface > Trees > Connections Preference

A User > Interface > Trees > Connections preference with Curved and Straight options was added.

Fixed Bugs

Output Start Frame Wrong in Render Window

A modified Output Start Frame in the Render window was off by one the next time you opened the Render window.

sfxcmd -info Crash

The sfxcmd -info command-line could crash when running scripts.

Undo Crash With Non-Keyframed Splines - Linux

Fixed a Linux compiler bug which would cause a crash when undoing a change to a non-keyframed spline.

Copy Node Naming Error

Copying nodes resulted in both nodes getting the same name.

WHAT'S NEW IN 6.0.20 - 12/09/2016

Features

Action > Time > Shift Source Time

A source sequence can be shifted in time by inputing both the source frame and the destination session frame. This automatically calculates and sets the Source node's Time Shift parameter.

Render Only Alpha Parts to EXR

Silhouette now supports rendering alpha only multi-part files.

Scripting

Add User-Defined Property Groups

Property groups previously could not be defined. A Property with no value is now a group. Info dictionary attributes are "expand" (True|False). To put a property into the group, prefix the property name with <group_name> and dot. For example, group.property.

Order Actions

You can now control the order of Actions and Action menus. Action has a new "order" argument that can be set to an index. The default is -1, which means to use alphabetic order (the default). Actions can also be placed in the File and Edit menus by specifying the optional "root" argument with the string "File" or "Edit".

Fixed Bugs

EXR Render Crash - EXR Parts With Same Name

SFX crashed when trying to render multiple EXR parts with the same name.

Mocha Floating License Not Returned Until Exit

Instead of checking in a mocha floating license when leaving the mocha tab, it was not returned until Silhouette was exited.

Roto Node > Blur Crash

Silhouette would crash when the Roto node's blur was adjusted.

WHAT'S NEW IN 6.0 - 12/01/2016

Silhouette v6 is a fully featured, GPU accelerated compositing system. Its standout features are award winning rotoscoping and non-destructive paint as well as keying, matting, warping, morphing, and a total of 136 different nodes--all stereo enabled.

Features

Trees and Nodes

Trees

The power of Silhouette lies in the Trees window where your effects are built. A tree is a series of clips and nodes, such as color correction, image processing and composite nodes, plugged together to create the desired effect. The tree is grown by adding clips and nodes in any order. The ability to view any node while editing another allows for very complex composites that can be set up and rendered in one pass.

Nodes

Silhouette is now a GPU accelerated node based system with 137 different nodes used for various functions. Located in the Nodes tab at the bottom of the screen, nodes are grouped into the following categories:

Color

Black and White, Chromatic Aberration, Color Correct, Defringe, Develop, High Contrast, Invert, Kelvin, Low Contrast, Match, Polarizer, Printer Points, Selective Color Correct, Shadows/Highlights, Telecine, Tone Adjust, Vignette.

Composite

Alpha to Color, Color Paste, Composite, Copy, Drop Shadow, Edge Composite, Fade Color, Grain Composite, Holdout Composite, Light Wrap, Math Composite, Mix, Non-Additive Mix, Optical Dissolve, Premultiply, Slap Comp, Swap Channels, Switch Matte, Unpremultiply.

Diffusion

Center Spot, Depth of Field, Diffusion, Double Fog, Fog, Halo, Net, Rack Focus, Silk, Split Field.

Filter

Blur, Bump Shade, Deartifact, Deband, Deblock, Deflicker, Defog, Degrain, Despeckle, Detail, Displace, Edge Detect, Grain, Mosaic, Scatter, Scratch, Sharpen.

Film Lab

Bleach Bypass, Cross Processing, Film Stocks, Grunge, Overexpose, Three Strip, Two Strip.

Image

Checkerboard, Color, Color Bars, Depth, Fractal Noise, Grid, Linear Gradient, Merge Views, Null, Output, Output Multi-Part, Paint, Radial Gradient, Roto, Roto Blend, Split Views.

Key

Color Suppress, Difference Matte, Matte Repair, Power Matte, Screen Smoother, zMatte.

Light

Glow, Glow Darks, Glow Edges, Rays, Reflector, Relight, Star, Streaks.

Silhouette

Depth, Morph, Output, Output Multi-Part, Paint, Power Matte, Roto, Roto Blend, zMatte.

Special Effects

Cartoon, Color Infrared, Color Shadow, Day for Night, Harris Shutter, Infrared, Looks, Night Vision, Pastel, Pencil, Texture, X-Ray.

Time

Retime, Time Blur.

Tints

Color Gradient, Color Spot, Colorize Channel, Colorize Gradient, Dual Gradient, ND Gradient, Photographic, Radial Tint, Split Tone, Sunset, Tint.

Transform

Camera Shake, Crop, Flip, Flop, Keystone, Resize, Tracker, Transform.

Warp

Bump Distort, Lens Distortion, Morph, Turb Distort.

Presets

Visual presets for most nodes.

Featured Nodes

Roto

Feathering

Open Shape Feathering
Opens shapes can now be feathered.

Per-Point Feathering
Feathering is now implemented for every point in the shape so as to be compatible with Nuke.

Open Shape Cap Style

A Cap Style parameter has been added for open shapes. You can choose from Flat or Round end cap styles.

Nuke 9+ Exporter

Silhouette will now export open/closed shapes, the shape feather, opacity, blend mode, invert, motion blur, outline color, fill color, shape blur (inner and outer blur only), and visibility. The layer's blur, visibility and motion blur are also exported in addition to the node blur. You can optionally fully bake shape and transform data, convert opacity to Nuke Lifetime, and export the Silhouette project name.

Render Shape Outlines

Shapes in the Roto node can now be rendered as outlines over the image.

Paint

Speed

Switching frames after painting is now instantaneous, even with large images, as a result of the frames being saved in a background thread.

Trackers

Paint can now utilize Trackers from any node that produces them. Just connect the Objects output of any node that produces Trackers into the Paint node's transform input (colored yellow) located at the top right of the node. You then select which tracked layer to use from the Paint tab's Transform pop-up menu.

ROI Compatibility

Paint is now compatible with ROI (Region of Interest) so you can paint on a much smaller area of a larger image.

Clone

Blur Aspect

Allows differing amounts of blur on the X and Y axis. Blur Aspect is along the X axis, so setting the aspect to 2 would be twice as much blur horizontally than vertically.

Filtering

The Clone filtering has been improved for all filtering methods.

On-Screen Controls - Corner-Pin

The mouse, pen/tablet or **Arrow** keys can now all be used to move corner-pin points after first selecting them with the **Ctrl(Win)/Cmd(Mac)-1**,**2**,**3** or **4** keys corresponding to the top left, top right, bottom right and bottom left corner points. Pressing **Ctrl(Win)/Cmd(Mac)-1**,**2**,**3** or **4** a second time deactivates the mode. This is useful when Interactive mode is disabled or when you are zoomed into the image.

Obey Matte On All Inputs

The alpha of all incoming inputs can be used as an Obey Matte source.

Drag Brush - Alpha Behavior

The Drag brush now draws into the alpha channel identically to the RGB channels.

Depth

The Depth node contains a dedicated tool set for creating depth channels.

Shape Gradients

Silhouette's industry leading rotoscoping and shape tools have expanded functionality in the Depth node. New shape parameters include depth and gradient control.

Depth Tools

Alongside the powerful rotoscoping tools, the Depth node adds a number of depth tools that make quick work of common depth map tasks. The time-saving tools include Constant, Horizon, Ramp, Hall, Tunnel and an Alpha object which converts the alpha channel hooked into the Depth node's Alpha inputs into a depth map.

Depth Preview

The Depth Preview window in the Depth node displays a 3D view of the depth map. It is very useful for visualizing the depth and placement of objects in 3D space. Clicking and dragging will move the image around in a perspective view.

Roto Blend

The Roto Blend node smoothly blends the opacity of shapes together. This is very useful for creating depth mattes which can then be further manipulated in the Depth node.

Tracker

Previously, the Tracker tool was only available in certain nodes. Now, a new Tracker node can be plugged into other nodes that contain trackable items so that they can directly make use of transformed layers.

OFX

OFX plug-ins are now supported. At the current time, Genarts Sapphire has been qualified to run in Silhouette.

Region of Interest

The ROI (Region of Interest) tool crops the image in the Viewer to a user defined size and can be animated. This is especially useful when you only need to work within a smaller region of a larger image as it will use less memory and process faster. If expanded, the ROI will display overscan pixels which can then be manipulated.

Resolution Independence

Although Silhouette Sessions are a fixed size, sources of different resolutions can be used. Overscan areas of sources larger than the Session are never clipped and are accessible with either a Transform node or expanding the ROI (Region of Interest).

Actions

Batch > Rename

Renames selected objects to match the first selected object.

Keyframes

Select All

Selects all keyframes.

Select Layer

Selects all layer keyframes.

Select Shape

Selects all shape keyframes.

Select Tracker

Selects all tracker keyframes.

Select > Single Point Shapes

Selects single point shapes.

Preload Frames

Source frames are automatically cached in a background thread. The amount of frames preloaded is controlled by a Cache > Preload Frames preference.

EXR Enhancements

- **EXR multi-part files can be rendered using the Output Multi-Part node.**

- **The EXR data window is fully supported and the ROI (Region of Interest) is saved as an output EXR data window.**

- **When creating a new session based on an EXR file, the session size will use the display window but the data window will appear in the proper place, and overscan is available.**

- **The metadata contained in EXR files is now passed through to the rendered file.**

Scripting

There are a number of scripting changes in v6. See the **Scripting Guide** for what's new.

User Interface

Curve Editor

The Curve Editor is a view mode in the Timeline that allows you to work with keyframe animations expressed as curves on a graph. It lets you visualize the interpolation of the animation.

Preferences

Cache > Preload Frames

Controls how many source frames are preloaded into the cache.

Paint > Default Source

Sets the clone source default.

Shape > Hide Outlines During Edit

When activated, the shape outline is hidden when editing.

User Interface > Colored Timeline Tracks

Colors the timeline tracks the same as the Roto node's shape colors.

Retina Support

The Silhouette user interface has been upgraded with Retina display support for Macintosh systems.

Snapshot

Captures the image in the Viewer so that it can be compared with other nodes or Viewer modes using Toggle Snapshot, Vertical Split, and Horizontal Split snapshot modes.

Timeline > Select All Keys

When hovering over a track, Select All Keys will select all keyframes for that track. If not over a track (empty area), it will select all keyframes in the timeline.

Workspaces

Custom workspaces can be saved/deleted through the new Window > Workspace menu.

Changes

Composite > Background Color Preference Removed

The Composite > Background Color preference has been removed. Now, if you use only one input of a multi-input composite node and select View > Composite, the background color will default to black.

Crop Node Now ROI

The Crop node has been converted to a ROI (Region of Interest) Viewer tool.

Disk Cache Removed

As Silhouette has evolved to a more complex node based system, disk caching has been removed and replaced with a Cache > Preload Frames feature. See the features section for more information.

Feather Tool Removed

The Silhouette v1-v5 Feather tool is no longer visible in the Toolbar as feathering now takes place in the Reshape tool. Projects with Silhouette v1-v5 feathering can be loaded and the old Feather tool will appear.

The feathering method used in Silhouette v1-v5 can still be used by enabling the Shape > Enable Legacy Feathering preference. This will force the feather tool to appear in the Toolbar. However, you will not be able to export the feathering data to Nuke as it is not compatible.

Multiple Shape Selection & Bounding Boxes

Previously, the bounding boxes of all shapes in a multi-shape selection were displayed in Transform mode and was distracting. Now, only the combined bounding box is displayed.

Node Inputs

The Inputs menu in the Viewer has been removed since node inputs are now hooked up within the Trees window.

Node Outputs

Some nodes have multiple outputs. For instance, the Roto node has Output, Composite, and Channels outputs and the Paint node has Output and Paint Only outputs.

Nuke Tracker Import

Silhouette now imports Nuke 8 and above trackers.

Project Folder and Filename

The project folder and filename can now be named identically by setting the following environment variable: SFX_PROJECT_IS_BUNDLE=1

Quicktime

Quicktime is no longer supported.

Render Options Window / Output Node

The Output node is where you now specify the file name, file type, and channels to render. The Render Options window only deals with which nodes to render, frame range, resolution, field handling and whether to apply a region of interest.

Render Shapes to Channels

The Render Shapes to Channels action has been removed as it can be achieved by using the Roto node's Channels output.

Session Creation

- **The New Session dialog no longer has the ability to choose which nodes to add. The Nodes window is where you select the nodes you will be working with.**

- **There is a Session > Default Type preference that lets you choose from Composite, Roto and Paint session types. When set to Roto or Paint, a Roto or Paint node is automatically added when creating a session. With Composite selected, no nodes are added by default. The session is ready for you to add whatever nodes you like.**

- **Whichever type of new Session is created, an Output node is always automatically added and it determines the file format, file name, disk storage location, and channels to be rendered.**

Source Settings

Source settings such as field handling are now edited in the Object window. Click on a clip in the Sources window to display its parameters.

Sources Window

The Project window has been replaced with a Sources window where source media can be displayed in a thumbnail format.

Stabilize and Shape Bounding Box Points Appearance

The shape bounding box points nested within layers with extreme transforms now appear normal when Viewer > Stabilize is enabled.

S3D Node Removed

The S3D node has been removed and replaced with the Depth node.