

**Silhouette 7 What's New**

## ABOUT THIS GUIDE

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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 7.0 - 7/23/18

## Features

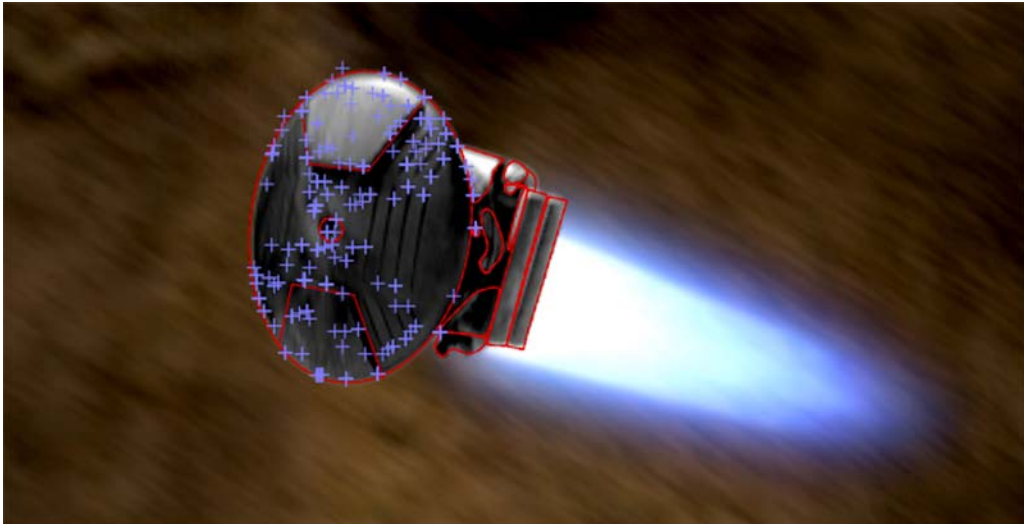
### Sequence Editor

Silhouette can perform editing tasks such as cutting, joining, moving, copying, replacing, trimming, retiming and repeating clips in the Sequence Editor.



### Planar Tracker

The Silhouette Planar Tracker has undergone a major upgrade.



Previously only detecting features based on corners, the Planar Tracker can now track edges and ridges resulting in excellent results even with textureless objects. To achieve the best tracking result, you can choose between Auto, Corners, Edges or Ridges tracking feature modes as well as Perspective,

Affine and Translation motion models. Partial occlusions are handled, in most cases, without the need for subtract shapes while Drift Compensation algorithms are implemented to reduce tracker drift and to fine tune the result.

## Roto

### Combine Shapes

Copies selected points from a source shape between the selected points of a target shape.

### Extract Shape

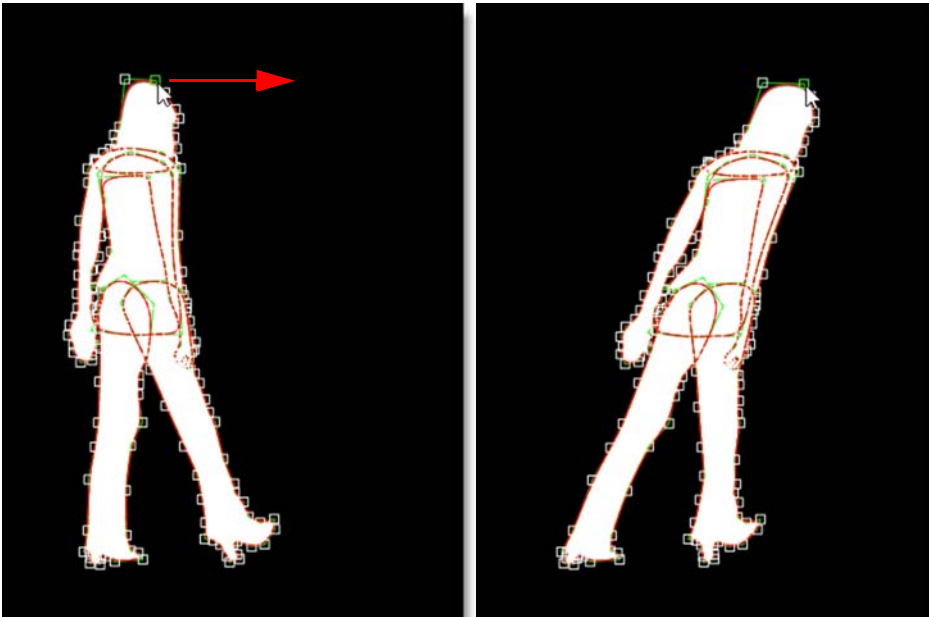
Extracts the selected points of a shape into a new closed shape.

### Extrapolate Shapes

Shape start and end keyframes can now use Timeline extrapolation. This removes the need to add an extra keyframe on both sides to account for motion blur.

### Reshape - Magnetic Mode (RR)

Points near the cursor move more than points farther away.



## Paint

### Clone Brush Transform On-Screen Controls

The Paint > Clone brush transform on-screen controls were re-written so that they are now always visible regardless of zoom level. All transform controls are always available including corner-pin, rotation, scale, translation as well as the newly added skew controls.

### Clone > Warp

The Clone > Warp allows you to warp specific image areas using pins, while leaving other areas untouched. Adjustments can range from subtle nip and tucks to something more obvious like repositioning an arm or leg.

### Cutout Brush

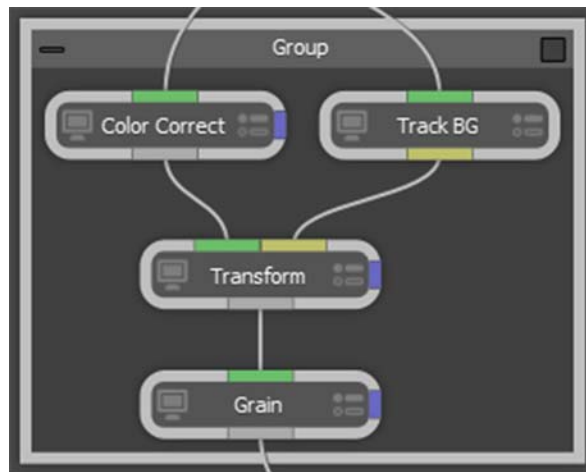
Cuts out a portion of the image based on a rectangular selection, taking into account alpha if it exists, and paints using the cutout.

## Stabilization

Previously, stabilization was limited to the active layer. Now, when the Stabilize icon is clicked, a list of all available nodes/layers are available to choose from. Once a layer is selected, stabilization is performed by the Viewer based on the selected layer's tracking data.

## Trees Window > Node Grouping

Nodes in the Trees window can be grouped, collapsed or expanded.



## Smooth (Catmull-Rom) Interpolation

Smooth (Catmull-Rom) interpolation creates a smooth animation curve between keyframes. Shapes using Smooth (Catmull-Rom) interpolation in Silhouette exactly match the result in Nuke when exported.

## PySide Integration

Silhouette now includes PySide2 integration for the creation of custom docks, widgets, and dialogs.

## Tracker > Smooth

Previously, only point trackers could be smoothed to remove jitter. Now, both point trackers and planar tracked layers can be smoothed using the Smooth button located below Pre-Processing.

## New Nodes

The following new nodes were added.

### Frost

A Frost filter was added to the Diffusion node group. Frost glows highlights and reduces contrast while softening facial blemishes and wrinkles.

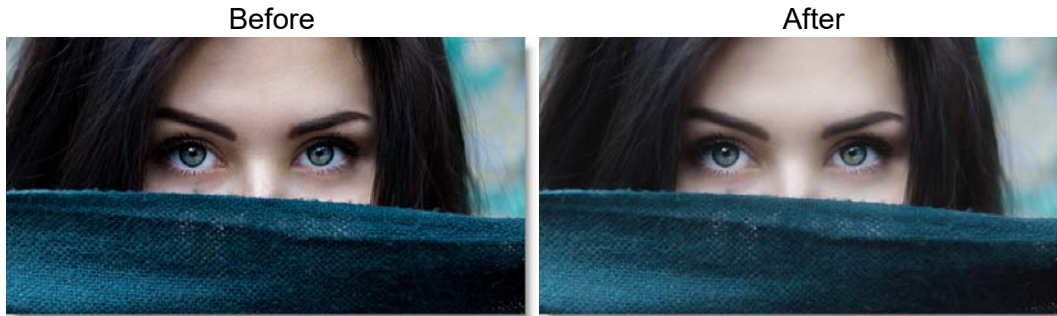


Photo by Alexandru Zdrobau on Unsplash

## Lens Flare

A Lens Flare filter was added to the Light node group. Lens flares are produced by the scattering or flaring of light within a lens when pointed into a bright light. Although an image aberration, lens flares can be added for dramatic effect and are created by combining the following elements: Caustic, Chroma Bands, Chroma Ring, Circle, Circles, Disc, Edge Streak, Ellipse, Fan Rays, Hot Spot, Polygon, Polygons, Radial Streaks, Random Spikes, Ring, Spikes, Spiral Rays, Star, Star Caustic, and Stripe. 331 optical lens flare presets are included along with a Flare Editor where you can create your own flares.



## Pin Warp

Pin Warp allows you to warp specific image areas using pins, while leaving other areas untouched. Adjustments can range from subtle nip and tucks to something more obvious like repositioning an arm or leg.



Photo by Tim Easley on Unsplash

## Source Clip In and Out Points

Each clip in the Sources window can have a different in and out point which are used when creating a new session or editing in the Sequence Editor. Double-clicking on a clip in the Sources window loads it into the Viewer and Mark IN and Mark OUT icons appear.

## Sources Window Icons

Import and New Sequence icons have been added to the Sources window. Also, the new Search field makes it easy to find clips or sequences.

## Backup Chooser

File > Open Backup opens a browser that lists the available backups by date and time which can then be loaded.

## Managing Media Paths

You can now virtualize media paths in order to improve asset sharing between users, asset management and render servers by specifying the file path with a SFX\_MEDIA environment variable. This is accomplished through a default



SfxContentResolver that maps a “sfx” scheme to the SFX\_MEDIA environment variable, and vice versa. When importing media that is nested under SFX\_MEDIA, it will replace the beginning of the path with “sfx://”.

## Preferences

### Shape > Interpolation Engine

A Shape > Interpolation Engine preference was added with Temporal and Spatial (Nuke-compatible) choices that apply only to shapes. Temporal enables all interpolation types except for Smooth (Catmull-Rom) while Spatial (Nuke-compatible) is limited to Smooth (Catmull-Rom), Hold and Extrapolate. This ensures that shapes using Smooth (Catmull-Rom) interpolation in Silhouette exactly match the result in Nuke when exported.

## Changes

### Halo Renamed to Mist

Diffusion > Halo was renamed to Mist.

### Net and Silk > Temperature

The Temperature group in Diffusion > Net and Silk was replaced with the Color Correct group.

## Paint Node

### Clone 1-5 Inputs Renamed

The Paint node's Clone 1-5 inputs were renamed to Input 1-5 since other brushes can also use inputs.

### Default Settings

When a new Paint node is created, the settings are now at their default rather than the previous Paint node's state.

## Roto

### Self-Overlapping Roto Shapes

Shapes that overlap themselves subtracted where they overlapped. Now, the overlapping area is added instead of being subtracted.

## Tagging Points

Tag is now a toggle and is either enabled or not. Untag was then removed from the Reshape pop-up menu

## Stabilizing A Nested Layer

When a nested layer is selected for stabilization, the transforms of the parent layers are now combined with the current layer.

## Transform

The Transform > Wrap Edges control was removed since the Transform node no longer clips its output.

## Zoom Shortcut Keys

+ and = zoom in and - zooms out in the Viewer and Trees windows. The previous I and O shortcut keys for zooming are now used for marking the source clip in and out points.

## WHAT'S NEW IN 7.0.2 - 7/25/18

### Bug Fixes

#### Clone > Warp Crashed With A Pen/Tablet

Clone > Warp would cause a crash when using a pen and tablet.

#### Merge Views Did Not Display the Right View

The Merge Views node did not display the right view.

#### Pin Warp - Obey Matte Input Removed

The Obey Matte input on Pin Warp was removed since adding tacks is a better method for limiting the warp effect.

## WHAT'S NEW IN 7.0.3 - 7/27/18

### Bug Fix

#### Magnet Mode With Transformed Layer

The wrong points would move when using Magnet Mode if the shape was in a transformed layer.

## WHAT'S NEW IN 7.0.4 - 7/27/18

### Bug Fix

#### Source Window > Delete Clip Crash

Deleting a clip in the Source Window caused a crash.

## WHAT'S NEW IN 7.0.5 - 7/30/18

### Bug Fix

#### Paint Change State Is Not Zero Error

With Interactive mode enabled in the Paint > Clone Brush, a "Paint change state is not zero" error could occur when changing the Clone source Frame parameter.

## WHAT'S NEW IN 7.0.6 - 8/06/18

### Features

#### Transform Matrix Extrapolation

Transform Matrix keyframes can now be extrapolated. This is useful for extending motion blur beyond the current frame on shapes when the majority of the motion is from the matrix and not the shape.

### Bug Fixes

#### Grouping Crash

Replacing or deleting a node within a group would cause a crash. Now, only ungrouped nodes can be deleted or replaced.

#### Paint Crash With ROI

When the DOD (Domain of Definition) was larger than the ROI (Region of Interest), painting outside the image area would cause a crash.

#### Stereo Align Crash

Adjusting the Stereo Offset in the Stereo Align view would cause a crash.

#### Stereo Align Keyboard Shortcuts Did Not Work

The Stereo Align Keyboard shortcuts did not work.

## WHAT'S NEW IN 7.0.7 - 8/10/18

### Bug Fixes

#### Nuke Export of Planar Tracked Shapes in Nested Layers

Exporting shapes in nested, planar tracked layers did not work properly.

#### Transform and Reshape Tool State

If the Transform tool was set to Points mode and the Reshape tool to Magnet mode, clicking on either of the icons switched it to the default tool's mode. Now, the state of the tool is remembered.

## WHAT'S NEW IN 7.0.8 - 8/28/18

### Features

#### Paint > Layer Transform

If a layer is active in the Paint > Object List, it now appears in the Paint > Transform pop-up menu.

### Bug Fixes

#### Deleted Paint Strokes Reappear in Paint History

Strokes on frame 1 of the Paint History were not deleted when the project was saved and reloaded.

#### Frost > Paint Crash

If you hooked up a Paint node after a Frost node and then selected the Clone brush, Silhouette crashed.

#### Nodelocked License Tool in Windows 7

The nodelocked license tool did not work properly with some Windows 7 machines.

#### Object List on Linux

The Object List on some Linux distributions did not display all of the columns.