

# Mastering Silhouette

Rotoscoping, Paint, Morph & Beyond

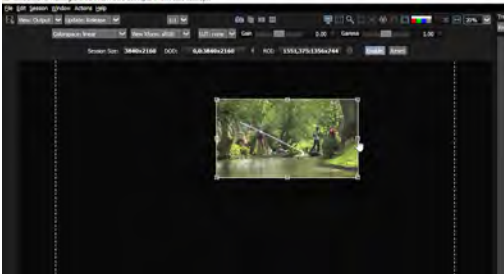
Presented by Ben Brownlee

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Ex 01A - The Silhouette User Interface  
Duration : 10:45min



Main Topics :

00:21 / Importing footage  
02:22 / Basic Project Hierarchy  
03:32 / Nodes not modules  
05:50 / Viewer options  
07:22 / Region of Interest

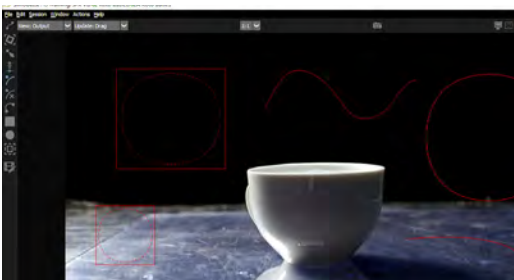
Ex 01B - Workflow Overview  
Duration : 10:41min



Main Topics :

00:33 / Starting a session and creating session presets  
02:21 / Goodbye Disk Cache, hello preload frames  
03:49 / Using oversized media and extending duration  
05:52 / Node inputs and outputs  
06:23 / Basics of a nodal workflow

Ex 02A - Rotoscoping Basics  
Duration : 21:18min



Main Topics :

00:05 / Setting up the workspace for rotoscoping  
06:32 / Bezier splines  
12:57 / B-splines  
15:52 / X-splines  
19:01 / Channel viewer options

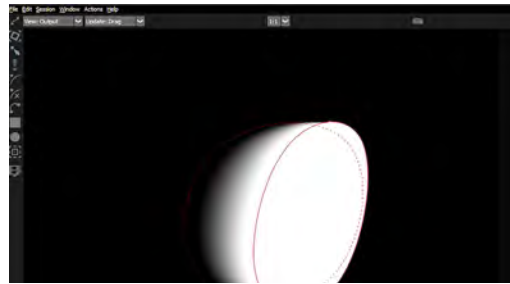
Ex 02B - Rotoscoping Basics Continued  
Duration : 19:50min



Main Topics :

02:10 / Transform Tool  
04:26 / Reshape Tool  
05:09 / Timeline and keyframes  
07:22 / Rotoscoping complex shapes  
11:59 / Making the complex, simple  
16:56 / Blending different shapes

Ex 03A - Rotoscoping Continued  
Duration : 18:44min



Main Topics :

00:22 / Motion blur  
07:54 / Transforming layers  
10:34 / Blurring individual objects  
12:53 / Blurring layers and nodes  
14:43 / Per point softness

Ex 04A - Motion Tracking  
Duration : 20:47min



Main Topics :

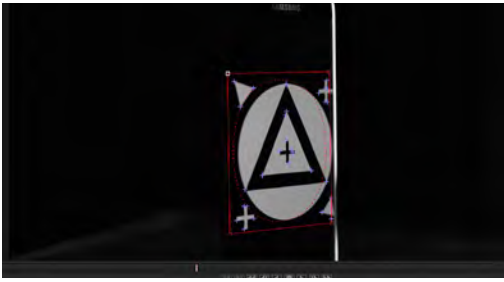
02:15 / Point tracker  
06:25 / Applying one-point tracking data  
07:53 / Using multiple point trackers  
13:16 / Creating trackers from shapes  
14:30 / Advanced point tracker controls  
18:06 / Stabilizing the viewer

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## Ex 04B - Motion Tracking - Planar Trackers

Duration : 18:03min

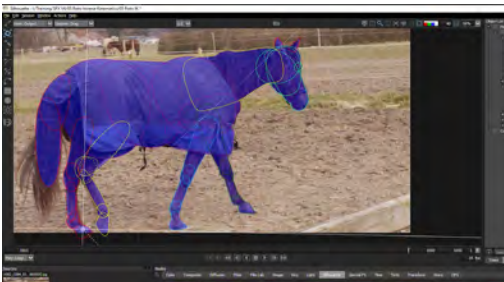


Main Topics :

- 00:35 / Setting up the Planar Tracker
- 04:27 / Fixing Planar Tracker problems
- 06:35 / Tweaking properties of the Planar Tracker
- 08:58 / Adjusting viewer for easier roto
- 09:45 / Create a point track with the Planar Tracker
- 11:52 / The mocha planar tracker

## Ex 05A - Complex Roto and Inverse Kinematics (IK Tool) / Part 1

Duration : 17:43min



Main Topics :

- 00:36 / Setting up a complex roto
- 02:20 / Renaming multiple layers with a batch script
- 03:48 / Preparing layers for animation
- 05:17 / Rotoscoping complex objects
- 06:13 / Roughing out the basic movement
- 12:26 / Working down the object hierarchy

## Ex 05B - Complex Roto and Inverse Kinematics (IK Tool) / Part 2

Duration : 21:18min



Main Topics :

- 01:14 / Setting up layers for IK
- 01:59 / The importance of hierarchy
- 03:15 / Working with the IK Tool in practice
- 08:00 / What the IK Tool cannot do
- 08:21 / Using a stabilizer layer to do the finishing touches

## Ex 06A - zMatte Basics

Duration : 17:28min

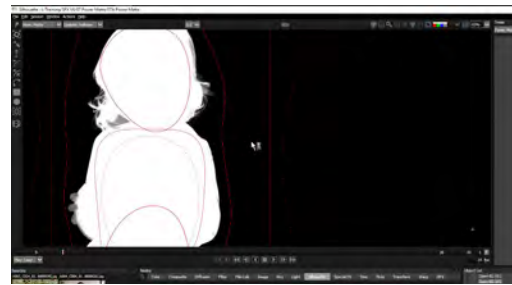


Main Topics :

- 00:52 / Exploring zMatte inputs and outputs
- 01:18 / Extend duration
- 04:30 / Primary matte controls
- 10:07 / Removing spill
- 12:01 / Color correcting keyed footage
- 13:24 / Light Wrap
- 16:42 / Output from zMatte

## Ex 07A - Power Matte

Duration : 14:36min



Main Topics :

- 00:57 / Setting up basic shapes
- 04:27 / Fine tuning shapes
- 04:48 / Open shapes in the Power Matte
- 05:45 / Fixing foreground errors
- 07:03 / Checking results with Composite
- 08:04 / Adjusting accuracy
- 12:52 / Color Estimation to fill in details

## Ex 08A - zMatte Advanced

Duration : 20:56min



Main Topics :

- 00:56 / Alterate zMatte strategy 1
- 02:23 / The Fat Primary
- 03:42 / The Skinny Secondary
- 07:02 / Holdout mattes
- 10:26 / Improving our greenscreen before keying
- 12:54 / Aternate zMatte strategy 2 : Skinny Primary, Fat Secondary
- 16:37 / Using Obey Matte to fix color issues

# Mastering Silhouette

Rotoscoping, Paint, Morph & Beyond

## Ex 09A - Paint Basics

Duration : 15:02min

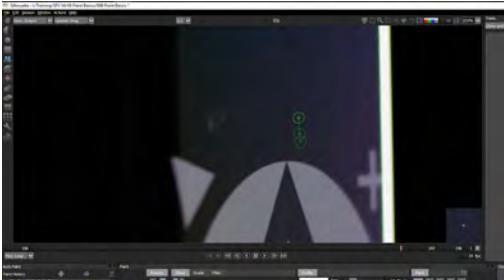


Main Topics:

- 01:19 / Color tool and basic brush control
- 05:31 / Paint History
- 08:53 / Black & White tool
- 09:26 / Blur tool
- 11:21 / Drag tool
- 12:33 / Eraser, Grain, Mosaic, Repair & Scatter - A brief overview

## Ex 09B - Cleaning up with Paint

Duration : 15:19min



Main Topics :

- 00:52 / Blemish tool and setting up brush profiles
- 02:50 / Matching the grain profile
- 06:09 / Dust busting
- 08:28 / Clone tool basics
- 09:53 / Choosing a clone source
- 12:37 / Clone brush tricks

## Ex 10A - Paint Extended - Auto Paint

Duration : 07:06min

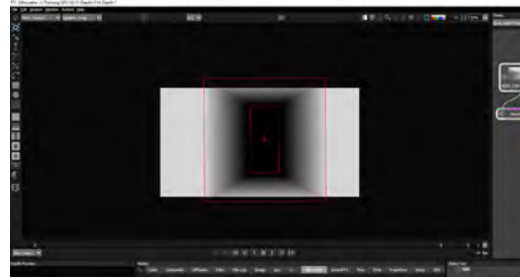


Main Topics :

- 00:40 / What is the Transform input on the Paint node?
- 01:30 / Creating tracking data for Auto Paint
- 02:49 / Auto Paint
- 05:09 / Making manual adjustments to auto painted frames

## Ex 11A - Depth - Part 1

Duration : 14:37min



Main Topics :

- 01:02 / Checking out Depth and the Depth Preview
- 01:45 / Constant Tool
- 03:02 / Setting the scene with the Horizon Tool
- 05:27 / Setting up the overall scene depth
- 06:41 / Using the Ramp Tool
- 08:39 / The Hall Tool
- 10:47 / Tunnel Tool
- 11:54 / When and how to use the Edges Tool effectively

## Ex 11B - Depth - Building up our scene

Duration : 10:41min



Main Topics :

- 00:40 / Building layers of depth with roto tools
- 04:52 / Making elements pop
- 08:23 / The importance of layer order
- 09:14 / Using blend modes in Depth

## Ex 11C - Depth & Alpha - Building up our next scene

Duration : 09:16min



Main Topics :

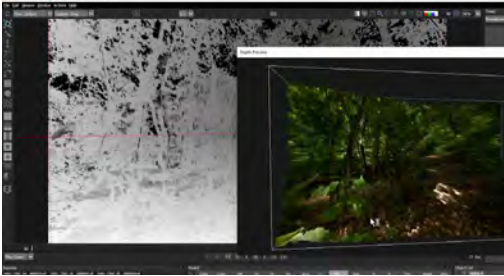
- 00:52 / Adding multiple Ramps
- 01:54 / Blending shapes together
- 04:38 / Using Alpha channels in the Depth node
- 07:41 / Finalising our scene with the Alpha tool

# Mastering Silhouette

Rotoscoping, Paint, Morph & Beyond

## Ex 11D - Procedural Depth - Building up our final scene

Duration : 20:08min

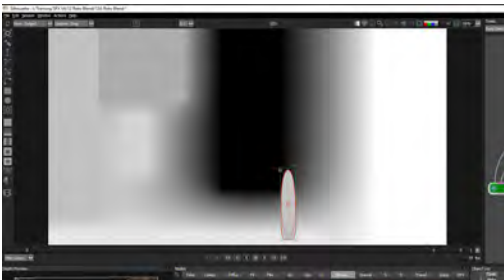


### Main Topics:

- 00:40 / Choosing the correct base tool
- 02:11 / Motion tracking in the Depth tool
- 03:53 / Using zMatte to create our environment
- 05:58 / Alpha tool and Depth types
- 09:34 / Adding multiple alpha inputs
- 11:45 / Further isolating areas with garbage masks
- 13:26 / Adding the second alpha input into the Depth node
- 15:02 / Adding a bit of texture to the ground plane

## Ex 12A - Roto Blend

Duration : 05:30min

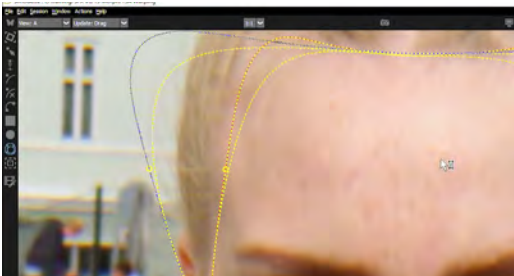


### Main Topics :

- 00:36 / Setting up the first objects and seeing the output build
- 01:39 / Reading the object list
- 02:16 / Building up shapes and layers
- 03:10 / Roto Blend parameters

## Ex 13A - The Morph node - Warping

Duration : 11:05min



### Main Topics :

- 00:28 / Morph node inputs & outputs
- 01:09 / Morph node toolset overview
- 01:33 / Creating the shapes for the Warp; Source, Target and Correspondence
- 04:12 / Starting the Warp
- 05:05 / Using open splines in the warp
- 05:53 / Fixing wrong correspondence points
- 07:45 / Preserving details with barrier shapes

## Ex 13B - The Morph node - Warping folding shapes

Duration : 06:38min

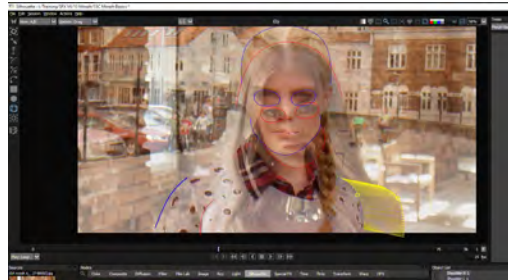


### Main Topics :

- 00:20 / Setting up for overlapping shapes
- 02:00 / Adding the barrier shape
- 02:27 / Hierarchy for barrier layer
- 03:34 / Fine-tuning the effect
- 04:32 / Helping to fix artefacting around the warped area

## Ex 13C - The Morph node - Morph Basics

Duration : 16:27min



### Main Topics :

- 00:53 / Setting up the viewer
- 03:07 / Copying shapes from A-roll to B-roll
- 03:45 / Transforming and joining A and B shapes
- 07:15 / Reducing ghosting between A & B
- 10:29 / Different shapes for different hairstyles
- 12:08 / A Warp and B Warp views
- 15:00 / Importance of layer order in the Morph node

## Ex 13D - The Morph node - Morph animated

Duration : 12:05min



### Main Topics :

- 00:58 / Keyframing transition from A to B
- 02:38 / Animating shapes to keep quality high
- 03:45 / Keeping consistency in our objects
- 05:45 / Using motion tracking to speed up the workflow
- 07:32 / Finishing the effect

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Ex 13E - The Morph node - Morph advanced  
Duration : 07:25min



Main Topics:  
00:35 / Offsetting distortion and transparency keyframes  
01:43 / Finetuning the animation in Wireframe view  
02:10 / Overriding distortion and transparency on shapes  
04:02 / Exploring the effect  
04:44 / Tweaking keyframes in the Timeline

Ex 14A - The Output node  
Duration : 16:04min



Main Topics :  
00:49 / Export file formats - OpenEXR  
02:22 / OpenEXR metadata  
04:34 / When to use Crop/Pad  
05:49 / Rendering out the session  
08:32 / The difference in outputting Output and Composite  
10:32 / Outputting roto shapes into Channels and why you may want to do that  
11:44 / Rendering colors and outlines  
12:48 / Exporting shapes into other applications

Ex 15A - Tracking and Stabilization  
Duration : 17:21min



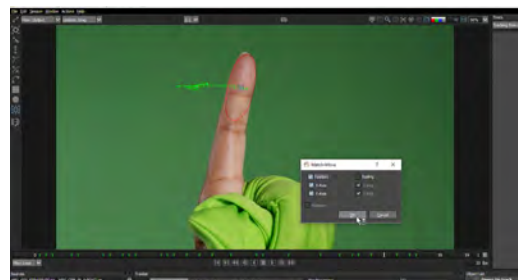
Main Topics :  
00:15 / Stabilization  
01:14 / A brief detour into Camera shake  
04:00 / Exploring the Tracker node  
06:20 / Stabilizing out with two-point tracking  
07:20 / Extending and merging multiple trackers  
11:43 / Adjusting the tracking data to create natural motion  
12:50 / Export and import of tracking data in other applications

Ex 15B - Tracking and Matchmoving  
Duration : 14:55min



Main Topics :  
00:36 / Corner pin tracking with offsets  
03:14 / Checking tracker data for consistency  
04:42 / What to do when you can't "smooth" your way to good tracking data  
07:38 / Screen replacement  
11:28 / Finding the perfect scaling quality  
12:22 / Softening out hard edges on a composite

Ex 15C - Tracking and other nodes  
Duration : 05:49min



Main Topics :  
00:53 / Creating trackers from shape layers  
02:49 / Diffusion node  
03:01 / Presets; using them, filtering them and saving them.

# Mastering Silhouette

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## Ex 16A - Composite nodes

Duration : 14:55min



Main Topics :

- 00:36 / Saving and Loading nodes
- 02:39 / Changing opacity on roto splines
- 03:59 / How Blend Modes work in the object hierarchy
- 05:52 / Adding steam!
- 07:52 / Swapping out nodes
- 08:39 / Adding steam the easy way with Math Composite
- 11:56 / Issues with Transform in the composite

## Ex 16B - Composite nodes - Getting alpha from color

Duration : 10:41min



Main Topics :

- 01:35 / What is the Swap Channels node?
- 02:29 / Tweaking the new alpha channel
- 03:36 / Compositing the elements together
- 03:57 / How to use the Obey Matte input
- 05:53 / Seeing the differences between the two methods

## Ex 16C - Grain Management

Duration : 07:03min

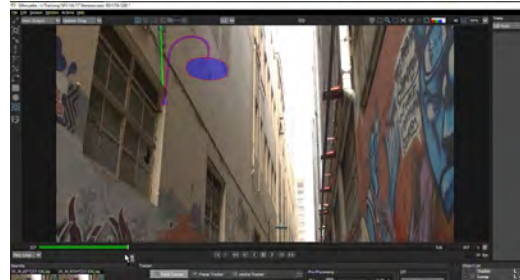


Main Topics :

- 01:52 / Degraining the image
- 03:18 / Re-graining the image again
- 04:15 / Working with the Grain Composite
- 06:12 / Grain Composite and external grain

## Ex 17A - Working with stereo footage and roto-scoping

Duration : 12:28min



Main Topics :

- 00:26 / Setting up the stereo session
- 01:56 / Updated viewer options with stereo projects
- 04:24 / Rotoscoping in stereo
- 07:25 / Copying the left view to the right view
- 08:27 / Adding the stereo offset
- 10:43 / Correcting shapes with perspective shifts

## Ex 17B - Working with stereo footage and paint

Duration : 10:14min



Main Topics :

- 00:49 / Setting up the stereo session for paint
- 02:20 / Creating layers for stereo paint
- 03:45 / Painting in multiple depths
- 05:07 / Auto Paint in stereo
- 07:53 / Duplicating strokes to other views

## Ex 17C - Other ways of working with Stereoscopic media

Duration : 04:25min



Main Topics :

- 00:55 / Color matching left and right streams
- 02:22 / Connecting streams with Merge Views
- 03:16 / Split Views

# Mastering Silhouette v7

More Tracking, More Roto, More Paint

Presented by Ben Brownlee

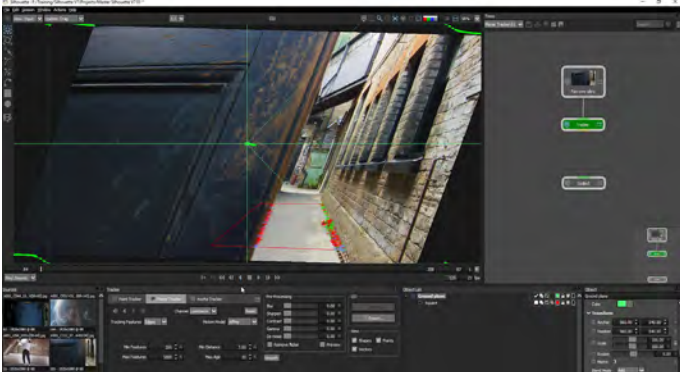
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# Mastering Silhouette v7

More Tracking, More Roto, More Paint

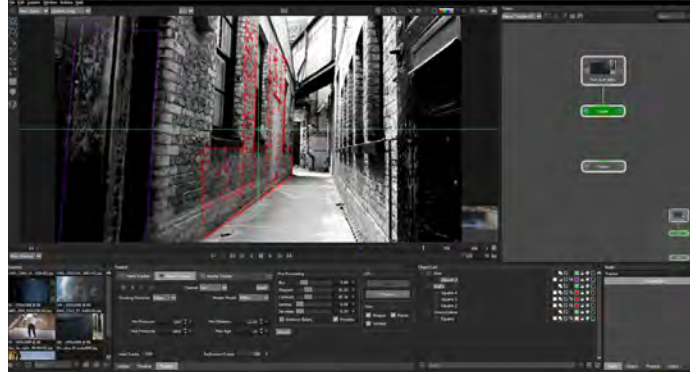
Ex 01A Planar Tracking  
Duration : 20:12min



Main Topics :

- 00:53 Trimming clips in the clip editor
- 03:07 What's new in the Planar Tracker
- 07:00 Differences in the Motion Model
- 11:56 Fixing problems with the track
- 15:38 Using occlusion layers with the tracker

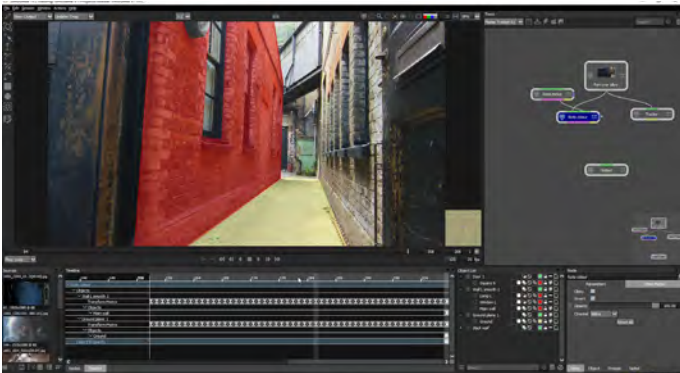
Ex 01B Planar Tracking  
Duration : 14:49min



Main Topics :

- 00:20 Identifying the most suitable areas to track
- 03:27 Pre-Processing to improve tracking accuracy
- 07:25 Checking track stability
- 11:26 Smoothing and the Planar Tracker

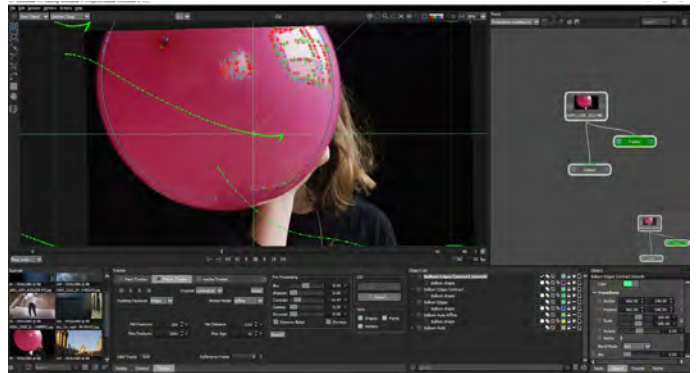
Ex 01C Planar Tracking  
Duration : 17:37min



Main Topics :

- 00:24 Using the Planar Tracker with roto-scoping
- 01:12 Changes to stabilization in the Viewer
- 02:39 Taking the pain out of roto with track data
- 10:11 Extending tracking data
- 13:40 Coloring roto shapes and combining blend modes

Ex 01D Planar Tracking  
Duration : 19:57min



Main Topics :

- 00:35 Tracking textureless objects
- 02:53 Comparing the results from different tracking methods
- 07:02 Evaluating tracking consistency when things go wrong
- 08:48 Creating the right type of shape for featureless object tracking
- 13:19 Using incomplete tracking data to create a perfect roto spline

# Mastering Silhouette v7

More Tracking, More Roto, More Paint

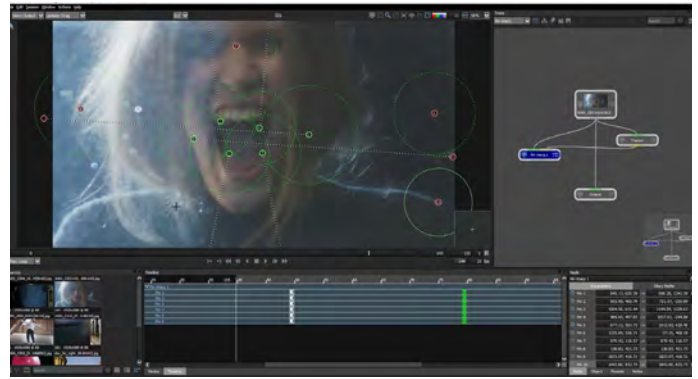
Ex 02 Paint and Wire Removal  
Duration : 26:47min



Main Topics :

- 01:54 Manually cloning from other frames
- 04:51 Quickly removing straight wires
- 07:05 Different approaches to automating wire removal
- 08:33 Stabilization with the Planar Tracker to create a clean source
- 16:15 Setting up Paint for Source Match Move
- 17:28 Cloning redux!
- 22:49 Fixing areas that cannot be easily cleaned

Ex 03 Pin Warp  
Duration : 32:51min



Main Topics :

- 01:09 Getting started with Pin Warp's controls
- 03:09 Using Tacks to protect areas
- 04:37 Creating our warped face
- 06:41 Identifying regions to protect
- 09:12 Tracking faces
- 19:33 Connecting tracking data to the Pin Warp
- 22:26 Hiding the effect with animation
- 27:26 Using other nodes to maintain unwarped areas

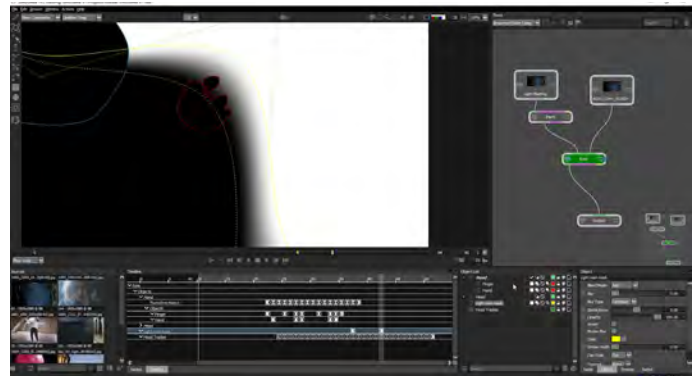
Ex 04A Rotoscoping New Features  
Duration : 29:44min



Main Topics :

- 01:30 Exploring the Sequence Editor
- 04:45 Timing, repeating and retiming clips
- 08:58 Using a sequence in a session
- 06:41 Identifying regions to protect
- 11:52 Rotoscoping the first hold-in shape
- 17:57 Using the Magnetic Mode on the Reshape tool
- 25:37 Extrapolation on the timeline

Ex 04B Rotoscoping New Features  
Duration : 23:57min



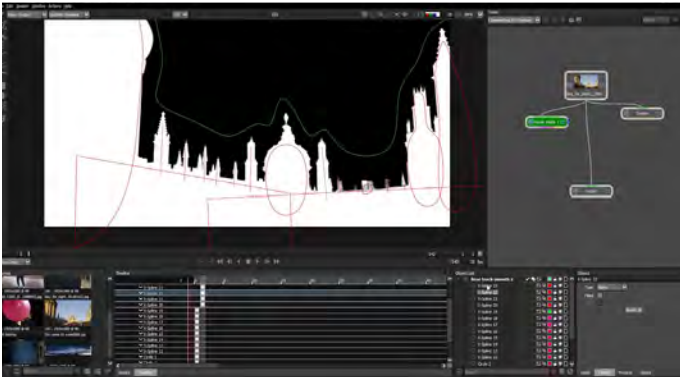
Main Topics :

- 01:51 Cleanup Paint
- 11:15 Extracting shapes with Extract Shape
- 15:26 Animating shapes on and off
- 17:27 Mixing back the original in the node tree
- 19:55 Polishing the composition

# Mastering Silhouette v7

More Tracking, More Roto, More Paint

Ex 05A Compositing and Sky Replacement  
Duration : 22:54min



Main Topics :

- 01:38 Tracking for a sky replacement
- 09:03 Using the Power Matte to key the sky
- 16:56 Pulling a good sky key with zMatte

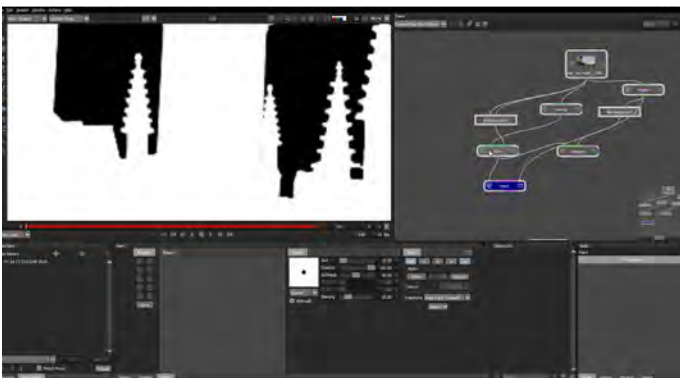
Ex 05B Compositing and Sky Replacement  
Duration : 18:32min



Main Topics :

- 02:27 Grouping and Ungrouping nodes in the Node Tree
- 04:13 Adding movement to the sky
- 06:51 Primary color correction to match the sources
- 10:21 Fixing matte edges
- 14:52 Isolating the matte clean-up

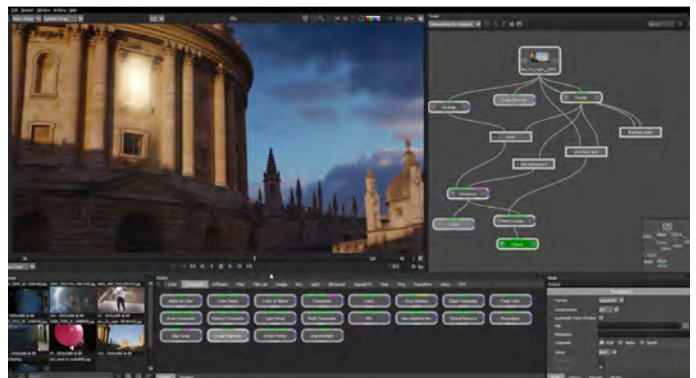
Ex 05C Compositing and Sky Replacement  
Duration : 18:42min



Main Topics :

- 00:31 Deciding where to put the Paint node in the Node Tree
- 02:03 First starts with the Cutout Brush
- 04:53 Auto Paint and what to do when it goes wrong
- 08:42 The importance of channels in the Paint Node
- 13:53 Easily paint behind existing objects

Ex 05D Compositing and Sky Replacement  
Duration : 35:16min



Main Topics :

- 00:59 Exploring the Lens Flare node
- 05:19 Working and creating in the Lens Flare Editor
- 14:18 Adjusting global parameters on the flare
- 22:21 Adding masks to a lens flare
- 25:52 Adding effects exclusively to the Lens Flare element
- 30:23 Finishing and cleaning up the composite