Mastering Silhouette v7
More Tracking, More Roto, More Paint

Presented by Ben Brownlee

Mastering Silhouette v7
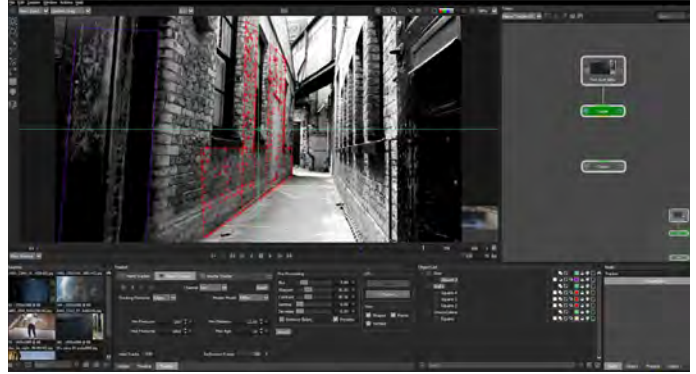### More Tracking, More Roto, More Paint

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
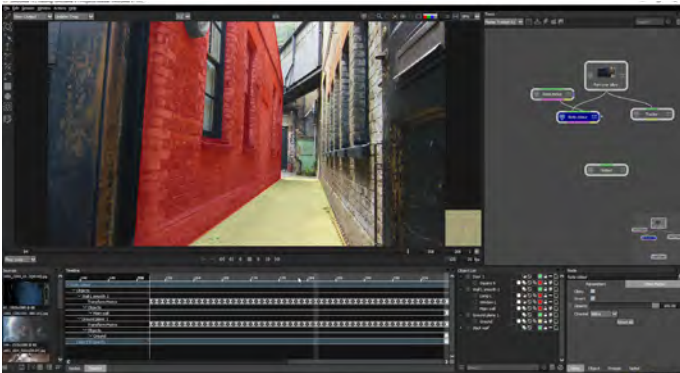15:38   Using occlusion layers with the tracker

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
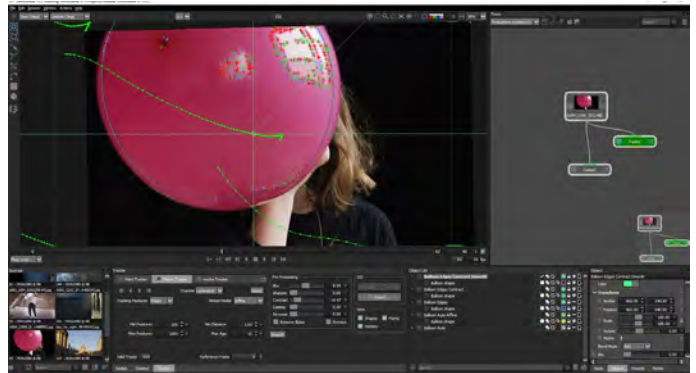
Ex 01C Planar Tracking
Duration : 17:37min

Main Topics :

00:24   Using the Planar Tracker with rotoscoping
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

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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

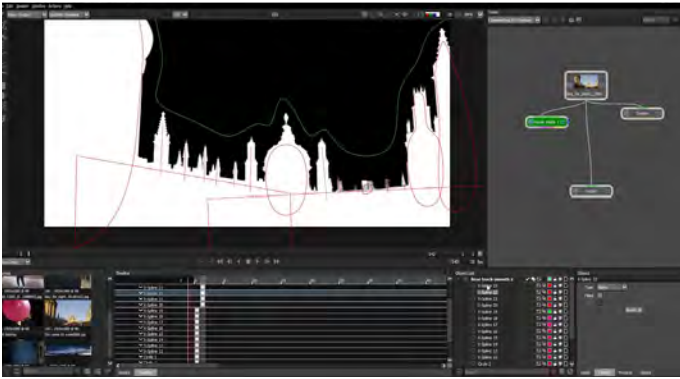### Ex 04B Rotoscoping New Features
Duration : 23:57min
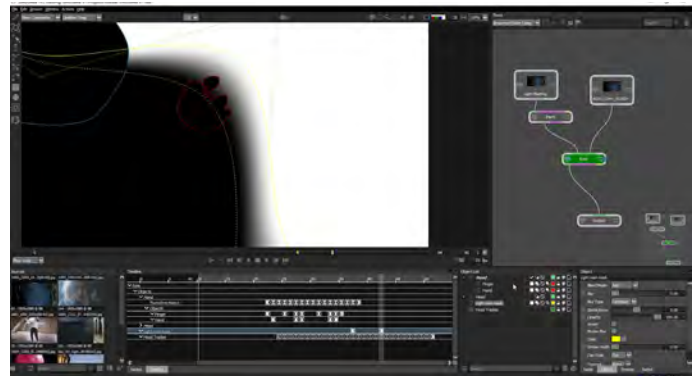
Main Topics :

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

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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
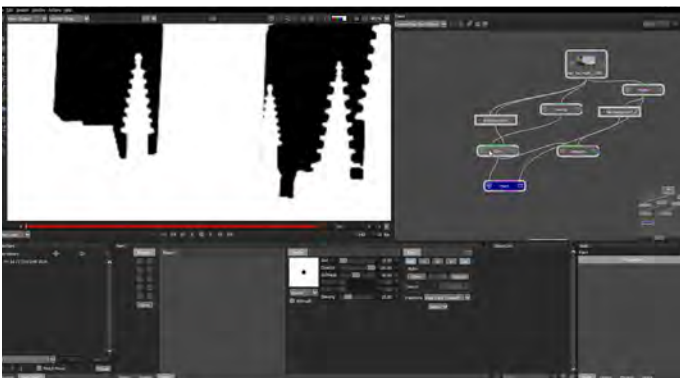16:56   Pulling a good sky key with zMatte

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
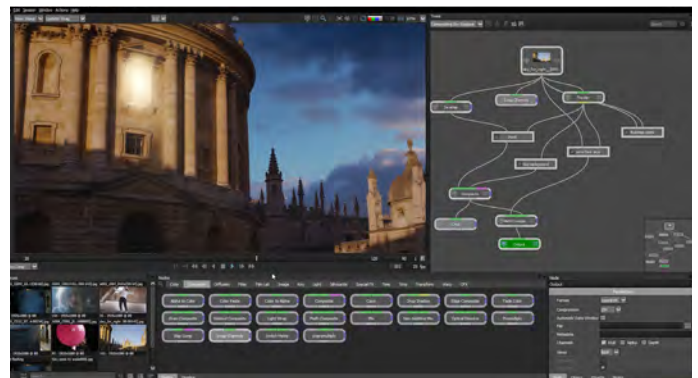
Main Topics :

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