

WHAT'S NEW IN NUKE & NUKEX 6.3?

NUKE & NUKEX 6.3 is The Foundry's BIGGEST EVER release of NUKE, bringing improvements and additions which expand the parameters of traditional compositing. NUKE and NUKEX are designed to enable artists to stay within the software for longer, saving round trips with other departments and arming them to tackle compositing challenges in new and efficient ways.

NUKE is production proven on Commercials and Episodic Television as well as Film. The Foundry's attention to their differing needs is demonstrated in NUKE & NUKEX 6.3's numerous tailored additions which make life easier for a variety of different workflows whilst continuing to push new ground in more familiar territories.



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"Using NUKEX in our commercials pipeline has allowed us to integrate with 3D more and more. We can share workloads in a more creative manner, getting the best out of both parties. Having a camera tracker, relighting tools, 3D viewer and NUKE's speed has enabled us to create shots that wouldn't have been possible in a commercials schedule before."
 Michael Gregory, Visual Effects Supervisor, MPC.

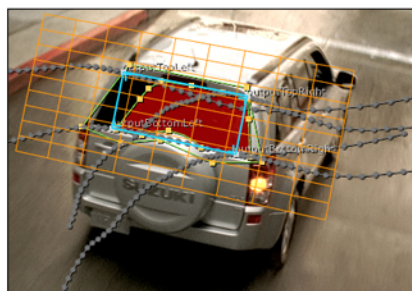
SO...WHAT'S NEW?



3D Particles

NUKEX 6.3's true 3D particle system integrates seamlessly with NUKE's 3D workspace.

Artists can create a range of particle effects quickly and effectively within the composite including breaking windows, dust, fire and rain. No need to go back and forth to an external 3D rendering package.



Planar Tracker

NUKEX 6.3 brings Planar Tracking to NUKE dramatically speeding up common compositing tasks such as sign replacement, element inserts and clean plate generation.

Any new element to be matched to a planar surface such as the face of a building, floor, car side, etc. can easily be tracked, placed and animated.



Cadbury 'Spots & Stripes'.
 Image courtesy of MPC & Fallon.

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Denoise 

The Foundry's research team won a Sci-Tech® Award for their original FURNACE algorithms in 2007. They have now written a completely new Wavelet-based Denoise algorithm resulting in cleaner and more visually pleasing results with less artefacts which is already being well received.

Brandon Fayette, CG Supervisor and Production Lead, Bad Robot Productions: "I've been using Denoise in alpha on a few projects and it has easily saved 400 to 500 hours of my time and allowed me to produce cleaner more visually appealing results with less artifacts. It's made pulling keys on grainy film like working in digital video."



Spline and Grid Warping

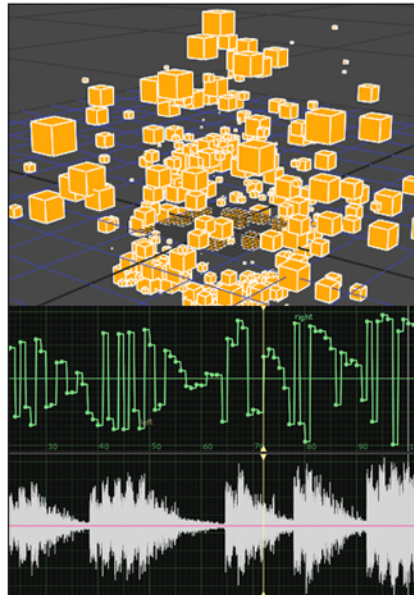
We have completely rewritten the Spline and Grid Warping tools in NUKE to make them more intuitive and

accurate to use. The point and spline UI is shared with RotoPaint allowing the exchange of curves, attachment of spline and grid points to trackers, editing of animation in the curve editor / dope sheet and Python scripting support.

Performance

The Local Read Cache can automatically create local copies of image sequences located on a network to reduce network traffic, improve user experience and artist interactivity.

The aggressive caching option takes advantage of available RAM to speed up compositing, avoiding re-rendering when changing frames or moving from script editing to playback.

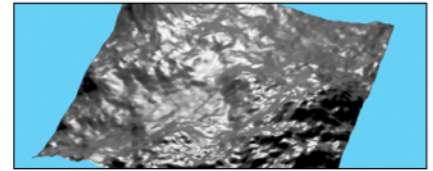


Audio Scratch Track

The Audio Scratch Track works with NUKE's curve editor, allowing artists to match their VFX to audio cues and generate animation curves from audio waveforms.

User Presets

Artists can tailor their workflow by creating preset configurations of parameters and nodes that can be re-used at a studio, job, shot or individual artist level.



Displacement Shader

This surface shader applies dynamic tessellation and displacement of 3D geometry at render time, resulting in quicker and higher quality 2d-3d stereoscopic conversion. This also has a similar effect on other 3D VFX compositing tasks such as virtual environment creation.

3D Projection

Project3D can now detect occlusions to stop projections passing through faces and objects. It is now quick and easy to set up high quality projections without unwanted artifacts.

Customisation

NUKE's already open architecture has been extended to make it even more customisable.

A comprehensive new Developers Manual for both C++ and Python programmers makes it easier for more technical artists to write plug-ins and automate common pipeline tasks.

The addition of LGPL Qt 4.6 also allows the use of any Qt user interface component directly inside NUKE.



Deep Compositing

Deep Compositing allows artists to work with 'deep images' containing multiple opacity or colour samples per pixel. This allows rendering of CGI elements without predetermined holdout mattes, avoiding the need for re-renders when content changes.