Nuke UnrealReader

UnrealReader is a new NukeX node that connects Nuke to Unreal Editor. UnrealReader makes it quick and easy for compositors to generate live renders from Unreal Engine and control the results in Nuke, by breaking objects into layers, separating passes, building environment maps, and tweaking shot framing. It will be released as a beta feature for Nuke 13.1.

Quick Start

1. Download the Nuke Server plug-in for your operating system.

   

   Note: You must be using Unreal Engine version 4.27.1. If you are currently using 4.26, please update to 4.27.1 from the Epic Games Launcher.

2. Extract the contents of the archive and copy the **Foundry** subfolder to your Unreal plug-ins location. The default Unreal Engine installation locations are:

   Windows
   `C:\Program Files\Epic Games\UE_4.27\Engine\Plugins`

   macOS
   `Macintosh HD/Users/Shared/Epic Games/UE_4.27/Engine/Plugins`

   OR
   `/Applications/Epic Games/UE_4.27/Engine/Plugins`

3. Open your Unreal Engine project, then use the search functionality to find and then enable the Nuke Server plug-in in the **Plugins** panel, under **Edit** > **Plugins**.

4. Open the Nuke Server panel in Unreal Editor from **Window** > **Nuke Server**.

5. Click **Start Server** in the **Nuke Server** panel to start the server connection to Nuke.

Note: You can change the port number here if required, but make sure that you use the same port number in the UnrealReader node.

6. In Nuke, create an UnrealReader node and connect it to your running Unreal Editor session using the same port number.

Important Information

- UnrealReader requires a NukeX or Nuke Studio license with valid maintenance.
- The Nuke Server plug-in supports Windows and Mac and Unreal 4.27.1.
- You can connect multiple Unreal sessions to Nuke using several UnrealReader nodes. Connecting Unreal to Nuke between two separate machines and connecting multiple Unreal sessions simultaneously has not been tested for all combinations of operating systems.
- The UnrealReader does not work when Unreal Editor is in **Play Mode**.
- To get alpha channels that match your stencil passes, you must enable the following setting in Unreal: **Project Settings** > **Engine - Rendering** > **Postprocessing** > **Enable alpha channel support in post processing (experimental)** > **Linear color space only**
- The extended stencil layer output is still experimental in this release and some minor bugs are known. More refinements will be added in a future release.