

STEP TWO

Interpolation Pass

Only alter the frames that need changing

The Interpolation slider allows you to define **how much** of the **new** performance (the Driving Data) is transferred to the shot. It works like this:



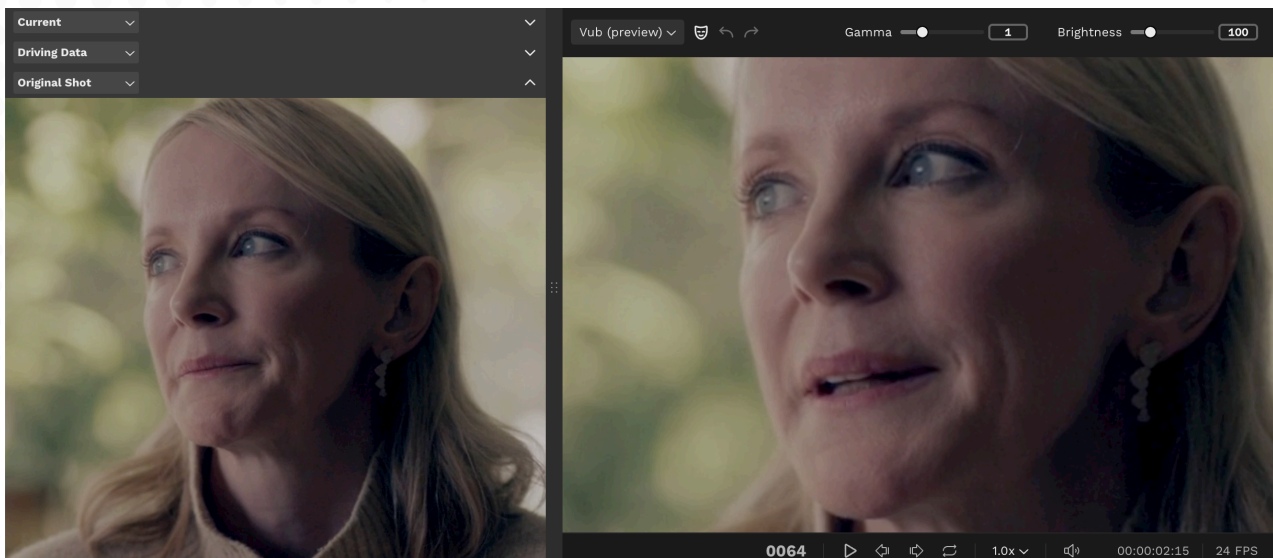
- **Interpolation = 0** gives the full **original** performance
- **Interpolation = 100** gives the full **new** performance

Only change the frames that need changing – retain as much of the original performance as possible – this could be when:

- There is dialogue that **hasn't changed**
- There are **gaps** before/after/between lines where the actor is **not talking**

Ramp in and out of the new performance using the interpolation slider. To do this:

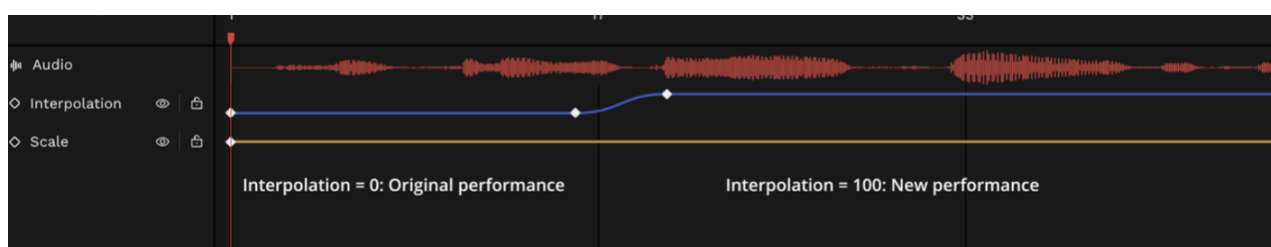
- Expand your **Original Shot** window so you can clearly see the original performance alongside your vub (minimize the 'Current' and 'Driving Data' gray face windows to help).



STEP TWO

Interpolation Pass (continued)

- Work your way through the shot and identify areas of the **original** performance you would like to use.
- Whenever you find these areas, add Interpolation ramps **down to 0** then go **back up to 100** when you want to return to the **new** performance.



- Ensure that the ramps are **long enough** to **transition smoothly**. Typically 4-6 frames produce good results.
- Once you've done your interpolation pass, **render** your shot and review your changes.



- **Note** that in the Refinement tool, frames with **zero** interpolation will show a **neural render** of the original performance.
- However, when you create an **Export**, the compositing step will transition to the **exact original frames** in these areas. This ensures the best image quality possible.