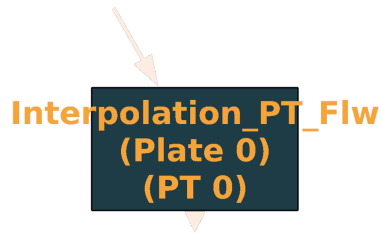


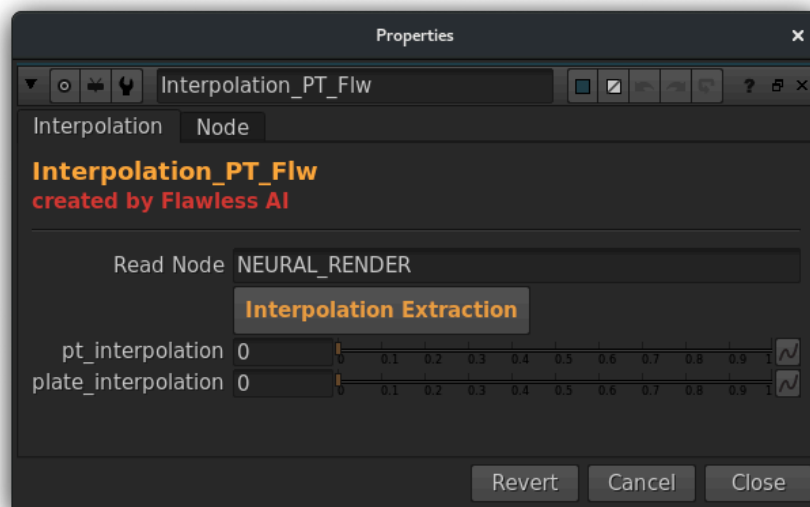
Interpolation_PT_Flw



Interpolation_PT_Flw extracts metadata from the Neural Render, providing the artist with a working range for a given shot. The ranges are displayed using a curve, anything above zero signifies a difference to the PLATE.

The **input** for this node would be the Neural Render but it is not necessary. All you need to do is:

1. Copy the name of the Neural Render read node
2. Paste within the **Read Node Name** text box
3. Then press **Interpolation Extraction**



Once the interpolation is extracted, each slider is populated with a curve, this can be viewed using the **curve editor**.

Use the `plate_interpolation` curve to identify your active working frames and determine when the Neural Render is engaged. When the value reaches **1**, `pt_interpolation` starts to increase, signalling visible lip-sync changes. This helps ensure you're focusing only on the frames that have been modified.

This is especially useful on longer shots, where the curve may rise and fall throughout. Always check it before starting your work.



The image above shows the curve rising above zero after frame 74, indicating a change in lip-sync.