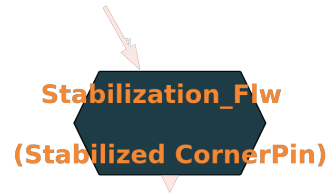


## Sabilization\_Flw

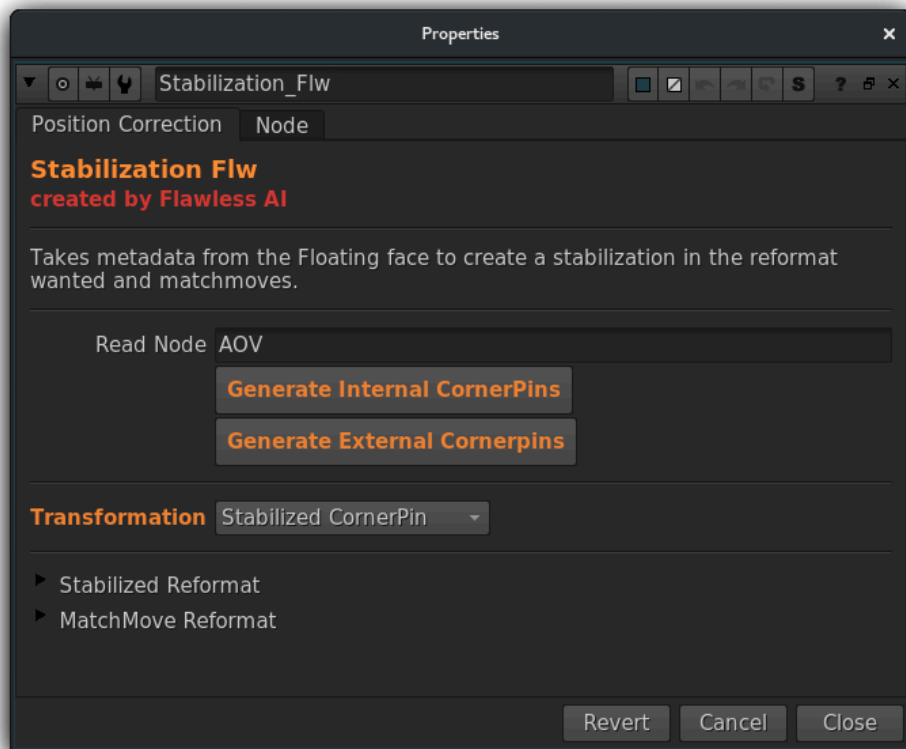


The VFX turnover render includes embedded cornerpin metadata. This tool extracts that data and uses it to populate a Nuke CornerPin node.

No **input** required for this node. All you need to do is:

1. Copy the name of the Neural Render read node
2. Paste within the **Read Node** text box
3. Then press **Generate External Cornerpins**

When pressed it creates the cornerpin nodes and reformats to stabilize outside of this node and also, the matchmove back to original.



Within the **Stabilized Reformat** and **MatchMove Reformat** drop downs, you have access to the output **formats** & **filters** for both, which the artist can adjust if needed. However, keep in mind that the MatchMove output format must match the original Read node format in order to accurately restore the original look.