

What is the VFXTurnover Package?

Users exporting theatrical-quality Vubs from Deep Editor can also choose to export the VFX Package.

This package contains a set of files designed to help VFX artists refine and adjust their Visual Dub, especially in cases where the results may fall short of quality expectations.

The included files are software-agnostic and compatible with a wide range of compositing tools, including Nuke, DaVinci Resolve's Fusion, Natron, and Blender. While the assets are broadly usable, our documentation primarily demonstrates workflows and examples using Foundry's Nuke.

Package Contents:

frames

Deep editor generates a sequence of Multilayer EXR's, containing the Visually Dubbed output along with some additional layers and metadata.

EXR Layer Breakdown

rgba - A fully composited layer containing only the pixels that differ from the original source. Motion blur and grain have been reapplied to match the source.

stmap - This EXR layer enables the projection of textures from UV space onto the Visually Dubbed face. It is particularly useful for restoring skin textures and generating procedural masks. A built-in soft alpha is included, suitable for premultiplying the `pure_neural_render` layer.

pure_neural_render - Designed for compositors and cleanup artists, this layer provides a clean, unprocessed render free from motion blur and re-grain, ideal for further refinement.

EXR Metadata Breakdown

`plate_interpolation` - A per-frame value ranging from zero to one. This interpolation value represents the difference in mouth shape between the source and the visually dubbed output. A value of one indicates the visual dub is fully active, while a value of zero suggests the artist can reveal the original source and disable the render. Using the `Interpolation_PT_Flw` Nuke Gizmo, an artist can extract these values into a curve. **You can explore this further in our tooling documentation.**

`corner_pin_coordinates` - Using the `Stabilisation_Flw` Nuke gizmo, an artist can generate a Nuke CornerPin node, stabilising the Render. **You can explore this further in our tooling documentation.**

source_mesh.abc

Source Mesh is an alembic file containing a tracked face aligned with the source media initially passed to Deep Editor.

target_mesh.abc

Source Mesh is an alembic file containing a tracked face aligned with the Vubbed face.

camera.abc

The camera alembic can be used to render the source_mesh and target_mesh.