

## Why use the VFX Turnover Package?

In some cases, renders produced by Deep Editor may fall short of quality expectations. This is more likely to happen when the user provides limited training data or when the source footage contains particularly complex lighting or dynamic movement.

### **What to look out for**

When assessing the quality of renders, we can break down the most common issues into four categories: Mouth Interior, Facial Detail, Background Distortion, and Occlusions.

#### **Mouth Interior**

Watch for upper teeth moving unnaturally. They should remain anchored in place without sliding or drifting. Look closely for changes in tooth shape. They should match the actor's real teeth and stay consistent from frame to frame without morphing or popping.

#### **Facial Detail**

Observe the cheeks and chin to ensure skin details like pores, facial hair, and wrinkles stay locked in place and do not slide in relation to facial movement. In shots where faces are larger in frame, ensure that the level of detail matches the source footage.

#### **Background Distortion**

Examine the background along the face's edges for warping or distortion, particularly in profile views where the render quality may struggle.

#### **Occlusions**

Look for shifting facial features when occlusions pass in front of a character's face. Additionally, check that the reproduction of occlusions, especially semi-transparent ones, matches the level of detail visible in the source footage.

**The VFX turnover package equips the VFX artist with all the necessary assets to address the issues outlined above.**