ABOUT THIS GUIDE

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About Us

Founded in 1995, Boris FX is a leading developer of VFX, compositing, titling, video editing, and workflow tools for broadcast, post-production, and film professionals. Boris FX products have grown to serve over a million artists worldwide. The company’s success lies in its ability to tightly integrate and leverage technologies through strong partnerships with Adobe, Apple, Avid, Blackmagic Design, Autodesk, FilmLight, Grass Valley, Magix, SGO, and other leading developers of video editing software. In 2014, Boris FX acquired Imagineer Systems, the Academy Award-winning developer of Mocha planar tracking software. In 2016, Boris FX acquired GenArts, the developer of Sapphire, the gold standard plug-in package for high-end visual effects. In 2019, Boris FX acquired the Academy Award-winning Silhouette for advanced feature film rotoscoping, painting, and effects.
**Bug Fixes**

**16 Bit Paint Artifacts**
There were artifacts in painted, black sections of the image when using a 16 bit project in the host application and a 16 bit project in Silhouette Paint.

**Roto Viewer Black in Vegas**
In the Roto node, the viewer was black in Vegas.

**Shift-| Didn't Work With Clone Brush**
*Shift-|* didn't work with the Clone brush to snap the horizontal or vertical split to the cursor position.

**Slow Painting / Cursor Movement With Small Brushes**
On Linux, painting and cursor movement was slow when using small brush sizes.
Features

Paint

Paint Now Updates in Additional Viewers
Additional viewers set to the Paint node now update painted strokes after the main viewer updates.

Snap Vertical/Horizontal Split Position To The Cursor
To snap the vertical or horizontal split compare position to the cursor position, use the | key (vertical bar) keyboard shortcut.

User Interface - Synchronize Viewers Of Same Node
Multiple viewers from the same node have the option of being synchronized in terms of zoom and pan using the Use Viewer > Synchronize Viewers preference. Synchronization is one way from the main viewer to the additional viewers.

Tracker > Shape Selection
Shapes can now be selected in the Tracker in both the Planar Tracker and Mocha Tracker tabs.

Vegas OFX Support
Silhouette Paint is now available for Vegas.

Changes

User Interface

Scroll Wheeling in Parameters Window Adjusted Numeric Fields
If you used the scroll wheel in the Parameters window to vertically navigate, the numeric fields would adjust if the cursor was located over them while scrolling. Now, you have to press Alt when hovering over a numeric field to adjust it.
Bug Fixes

Paint

Clone Offset Fails With Arrow Keys
Clone offset using the arrow keys did nothing right after using a parameter’s numeric pop-up keyboard. To solve this, the Viewer now has focus after a numeric pop-up keyboard is used. This behavior is controlled by the Viewer > Restore Focus After Editing preference.

Roto

Feather Handle Flashed
When the feather handles were hidden, the feather handle flashed on and off when the shape was closed.

Joining Open Shapes Issue
If you had two points selected on two open shapes, you couldn’t join the shapes using Alt.

Reset Feather On a Single Frame
Reset in the context menu reset the feather on all frames. Now, it only resets on the current frame, unless you have MultiFrame mode on.

Known Issues

Flame Sequence Numbering
Flame is not obeying the OFX parameter that determines the start frame, so a Flame sequence starting a 1 starts at 0 in Silhouette instead.

Resolve

8 Bit
Resolve is sending 8 bit images regardless of the Silhouette project bit depth. Blackmagic is aware of the problem and are working on a fix.
**Alpha Input**

Connecting an alpha input to a Resolve source node creates a white edge around brush strokes. If you are using the alpha as an obey source, disconnect it from the source in Resolve after you finish painting.

**Fusion Page Hangs**

Silhouette hangs when trying to fetch the images when opened from the Fusion page within Resolve. Blackmagic is aware of the problem and are working on a fix.

**Multiple Inputs**

Resolve does not allow more than one input for plug-ins that use custom user interfaces. Blackmagic is aware of the problem and are working on a fix.

**Premiere Pro Misreporting The Resolution**

Silhouette Paint requires that Premiere Pro’s Playback Resolution be set to Full. Otherwise, an error message is displayed when you try to open the Silhouette user interface. Sometimes Premiere Pro misreports the correct resolution even though it is set to Full. If this happens, change to a different frame and try again.
Silhouette Paint 2020.5 - 4/10/20

Silhouette Paint is the industry's first paint and tracking plug-in designed to bring best-of-breed, 32 bit, high dynamic range paint tools to editing and effects applications. Artists can now access Silhouette's professional sequence based paint tools inside their host of choice including: Adobe After Effects and Premiere Pro, The Foundry’s NUKE, Blackmagic Resolve, Autodesk Flame and more. Available on macOS, Windows, and Linux.

Features

Performance For Artistic Control.

Built on a non-destructive Auto Paint stroke recording system, Silhouette Paint delivers unparalleled performance for interactive, pressure sensitive artistic control -- at any resolution. Work on 4k/8K, 32 bit float projects with literally hundreds of animated paint layers with no performance hits. As you paint, every action is recorded and can be selectively played back with, or without tracking data applied. Silhouette's Auto Paint delivers the speed of raster paint with the repeatability of vector paint.
Paint That Moves

Silhouette Paint includes integrated motion tracking, including Mocha’s powerful planar tracker for rock solid results. Strokes or groups of layers can each be assigned to their own tracker within one effect, simplifying advanced object removals and clean ups. Track and apply paint to position, scale, rotation, skew and perspective. Quick Stabilize by layer, allows the artist to paint on a locked down view for an intuitive and fast stabilize/destabilize workflow. The Viewer can also be rotated to any angle to compensate for gyrating camera motion.

Paint Tools You Need

Silhouette’s interface is optimized for film and video and is regularly used in the film industry for matte painting, beauty work, touch ups, marker removal and more. Paint on individual RGBA channels or choose to work on separated detail (coarse, medium & fine) and color views for advanced control. A large library of keyboard shortcuts speed up repetitive tasks. Core tools include Color, Clone, Blur, Dodge, Burn, Grain, Drag, Mosaic, Repair and more. Silhouette Paint includes full OCIO support and is the industry’s only paint plug-in to fully comply across ACES and color managed workflows.

Sophisticated Cloning

When clean frames do not exist, artists use clone and offset techniques to remove unwanted objects. Silhouette Paint’s interface is designed for usability with onion skinning, advanced offset display and multiple compare mode options to enable sophisticated cloning and clean plating. Clone from the same clip with position, scale, rotate, skew, corner pin, warp and time offsets, or channel another input layer to clone from one clip onto another.

Roto Assisted Paint

Trackable roto shapes assist in the painting process and are utilized as holdout mattes for paint strokes. Displaying the shape outlines while painting allows artists to determine the exact edge of a shape’s alpha channel without viewing it. Roto + Paint equals exacting strokes without having to use the eraser.
Industry Stamp of Approval
Don’t take our word for it, Silhouette is a tool the pros use. With a history of success, Silhouette has been used on the world’s most notable films and T.V. shows, by the industry’s most prominent VFX studios. Recent customer work includes 1917, Avengers: End Game, Black Panther, The Mandalorian, Game of Thrones, and many, many more. The Silhouette team was doubly honored in 2019 with Academy and Emmy awards for technical engineering achievement and contribution to the film and television industries.

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