



**SILHOUETTE PAINT**  
**What's New**

## ABOUT THIS GUIDE

### Copyright

No part of this document may be reproduced or transmitted in any form or by any means, electronic or mechanical, including photocopying and recording, for any purpose without the express written consent of Boris FX.

Copyright © Boris FX 2020. All Rights Reserved

August 13, 2020

### 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.

# SILHOUETTE 2020.5.6 - 8/07/20

## Features

### Create Tracker > Center of View

Point Tracker > Create placed the tracker in the center of the screen. If you were zoomed in and panned off the center, you wouldn't see the tracker that was created. Point Trackers are now always created in the center of the current view when using Point Tracker > Create.

**Note:** **Alt**-clicking still adds a tracker wherever you click.

### Dragging Past Min/Max Parameter Values

When dragging on a value field with an edit range different than the display range, for example the OCIO Gain control and some Sapphire controls, the value can now be **Alt**-dragged all the way to the edit range limits.

## Bug Fixes

### 32 Bit HDR Image Viewer Clamping

32 bit images were clamping in the Viewer as a result of a bug in OCIO v2. We have reverted to OCIO v1 to solve the issue.

### Color Space Issue With Paint Color Picker

When viewing in certain color spaces, the Color Brush > Color Picker displayed a color darker than what was painted.

### Cursor Offset From Crosshair in Paint Color Palette

On Windows, the cursor was offset from the crosshair in the Paint color palette.

### Freehand Point Selection

When Freehand Point Selection is set as the default, pressing **Ctrl/Cmd** to do a rectangular selection did not work. The points highlighted for a moment, but then there was no selection.

## Object List Jumps To Top of List After Deletion

When the Object List had a scroll bar and you deleted an item towards the bottom of the list, the scroll bar jumped to the first item in the list and you would lose your place.

## Source Alpha Affected All OFX Inputs

In the OFX Paint plug-in, the Source Alpha parameter affected all inputs instead of just the Foreground input.

## Stroke Width Keyframe Icon Automatically Turned On

When adjusted, the Roto > Object > Stroke Width keyframe icon automatically enabled.

## Tracker Preview Box Black When Preview Was Enabled

When hovering over a Point Tracker with Pre-Processing > Preview enabled, the small magnifier box to the right of the cursor was black.

## Undo State Corruption

The Undo state could become corrupted in certain circumstances.

# SILHOUETTE 2020.5.5 - 6/11/20

## Features

### Paint Source

With the exception of the Clone Brush, new brush strokes always affected the previously painted output. Now with the Paint > Paint Source control, you can select whether the Foreground or Output is used. For instance, Foreground is useful for painting multiple strokes to perform a constant color correction or blur adjustment. When using Output, each new stroke affects what was previously painted. **Alt-S** toggles between Foreground and Output.

## Changes

### Paint Tab

#### **Alpha Group Label and Border Removed**

The Alpha group label and border were removed to make room for the new Paint Source parameter.

#### **Alpha > Invert Renamed**

Invert was renamed to Invert Alpha.

#### **Alpha > Obey Renamed**

Obey was renamed to Obey Alpha.

#### **Alpha > Source Renamed**

Source was renamed to Alpha Source.

## Bug Fixes

### OCIO > View XForm - Missing Items

Only sRGB appeared in the OCIO > View XForm menu. There should also have been None and rec709.

## OFX Plug-in Memory Leak

There was a memory leak in the OFX plug-in which could cause instability and crashes. For instance, the Viewer could lose the background input and only show the painted strokes. Also, in Flame, the Viewer would turn gray after playing the clip back a few times.

## Paint Node Could Be Deleted

After switching from the Roto node to the Paint node, you could press **Ctrl-X** or the Delete key and the Paint node would be deleted.

## Pressing Tab In Console Hangs

Pressing Tab in the Console hangs the interpreter.

## Timeline > Markers Grayed Out

The Timeline > Markers were grayed out and there was no way to create them.

## Windows PySide Installation

The Windows PySide installation didn't work right with a clean install.

# SILHOUETTE 2020.5.4 - 5/26/20

## Features

### Clone > Grade/Filter > Hue and Saturation

Hue and Saturation were added to the Clone > Grade/Filter controls.

### Monthly Subscription Licensing Support

Monthly subscription licensing is now supported.

## Changes

### Timeline > Show Work Range Default to Off

The Timeline > Show Work Range now defaults to off.

## Bug Fixes

### Mac Icon Wrong Version Number in Applications Folder

Pressing Cmd-I on the Silhouette app in the Applications folder displayed the wrong version number.

### Planar Tracker

#### ROI Crash

A crash occurred when using ROI with the Planar Tracker.

#### Tracker Points With ROI

With ROI enabled, the tracker points were not constrained by the tracking shape.

### Timeline > Work Range Could Not Be Trimmed/Moved

Moving or trimming the work range within the Timeline did not work.

## SILHOUETTE PAINT 2020.5.2 - 4/30/20

### 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.



# SILHOUETTE PAINT 2020.5.1 - 4/16/20

## 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 plugin 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.

## Known Issues

### Flame Sequence Numbering

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

### 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.

#### 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.

