



SILHOUETTE
What's New

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.

SILHOUETTE 2021.5 - 8/17/21

Features

Auto Color Action

Actions > Edit > Auto Color sets the colors of selected shapes, layers, and trackers based on the 16 colors defined in the Color > Object Colors preference. If more than 16 objects are selected, the colors repeat.

DOD > Formats

To the right of the Size controls, a new Format icon opens a list of preset Session sizes. Selecting one automatically sets the Size and DOD parameters.

Color, Color Bars, Checkerboard and Alpha

Added a Channels pop-up menu with RGB and RGBA options. There is also a new Color parameter in Checkerboard.

Color Correct > Color Wheels

A visual, four-way color interface adjusts Brightness, Hue and Saturation using Master, Shadows, Midtones and Highlights color wheels. In addition, 89 color grading presets from Academy Award nominated movies are included.



Image Generators > DOD Parameters

Choose from Custom, Default, and Session as the output resolution in the Checkerboard, Color, Color Bars, Fractal Noise, Grid, Linear Gradient, and Radial Gradient generator nodes.

Math Composite > New Blend Modes

Previously, Math Composite included Add, Subtract, Multiply, Screen, Difference, Darken and Lighten Blend modes. Now, Math Composite includes Add, Subtract, Multiply, Screen, Difference, Darken, Lighten, Overlay, Soft Light, Hard Light, Vivid Light, Linear Light, Pin Light, Color Burn, Linear Burn, Darker Color, Color Dodge, Linear Dodge, Lighter Color, Hue, and Saturation Blend modes.

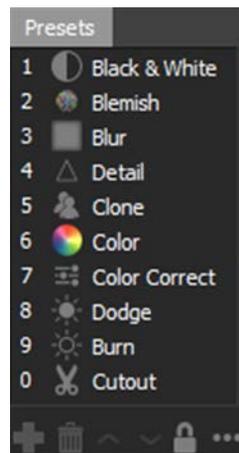
Paint

Color / Detail Performance Improvements

Depending on the size of the brush, there could be a slight delay after painting a Clone stroke in Paint > Color or Detail modes. This was a result of on the fly processing of the detail separation process. Now, the Color and Detail layer processing occurs when these modes are enabled resulting in perfectly smooth strokes.

Presets

The Paint > Presets interface was redesigned. Presets now display the brush icon and name, can be renamed, reordered, imported or exported. A selected preset continually updates until deselected, a new brush is selected or the Lock icon is enabled.



Preferences

Colors > Object Colors

Defines the colors used in the color grid when you right-click on color pots in the Object Window as well as the colors used for the Edit > Auto Color action.

Paint > Lock Presets After Importing

Automatically locks imported Paint presets.

Scripting

Paint Preset Import/Export Path ENV's

Added three environment variables to control the Paint > Presets import/export path.

- SFX_PRESET_IMPORT_EXPORT_PATH
- SFX_PRESET_IMPORT_PATH
- SFX_PRESET_EXPORT_PATH

Preferences Dialog

Added a function to open the preferences dialog to a specific panel.

Timebar > Prevent Field Dragging

Added a lock icon in the Timebar to prevent drag adjustments in the numeric fields. The default state of the lock is controlled by the User Interface > Timebar Field Dragging Lock preference.

Changes

Licensing Window > Trial Screen Opt-In

The marketing Opt-In box for GDPR countries is now set to unselected by default.

Removed After Effects Save Requirement

It is no longer a requirement to save the After Effects project prior to opening the Silhouette interface. This was an issue when running After Effects in Adobe Teams since Teams doesn't have a way to save projects like the desktop version.

Scripting > Paint

There is a scripting change involving Paint > Presets. Old presets ("preset0-preset9") are converted to a new format on load. Presets are now stored in a paint node "presets" state object which is a list of maps.

Bug Fixes

Image Generators / OFX Plug-in Crash

Image generator nodes, like Color and Checkerboard, when plugged into an OFX plug-in would cause a crash.

Morph > Correspondence Mesh

The Correspondence mesh did not appear until two Correspondence points were drawn.

Movie Files Did Not Load In Windows Standalone

On some systems, movie files did not load in the Windows standalone.

Paint

Clone Offset Incorrect In Stereo

When painting in stereo, the left eye stroke did not match what was viewed with the overlay when rotation and scale were used.

Clone > Reset Did Not Reset the Clone > Frame Offset

Clicking the Clone > Reset button did not reset the Clone > Frame Offset.

Color Of Paint Keyframe Markers On Timebar In Stereo

The keyframe marker color was turning black on the Right and Left/Right views. Instead, the keyframe markers were supposed to be red for the Left view, blue for the Right view and green for the Left/Right view.

Crash When Undoing Paint From The Other View

Silhouette would crash if you performed an undo on a painted stroke in the other view.

Renamed Paint > Clone > Default Source Preferences

In the Paint > Clone > Default Source preferences, the choices were using an outdated naming convention instead of Input, Source1-5.

Unable To Delete Empty Group From Auto Paint

It was not possible to delete an empty group from the Auto Paint window.

Power Matte Didn't Work In Plug-in

Power Matte in plug-in projects had no effect in the host application.

Roto

Bezier Shape Feather Handles Reversed

Bezier shape feather handles were pointed inward instead of outward when the shape was drawn counter-clockwise.

B-Spline Circle Crash

If the Shape > Primitive Type preference was set to B-Spline, a crash would occur when a Circle was drawn.

Scripting

Inconsistent Use Of Spaces

An errant space was removed from one of the lines in sequenceBuilder.py.

"Label" Custom String Properties Crashes On Save

Adding a user-defined Label string property crashed when saved.

Module Loading

Silhouette loaded the OFX node's bundle from SFX_MODULE_PATH instead of SFX_PLUGIN_PATH.

Python 3 Errors

solo.py and string.py generated errors with custom scripts.

object_created Hook

The object_created hook was not called for nodes created by templates.

Transform Crash

Silhouette crashed when a Roto node (without a source input) was connected to a Transform node and then into the zMatte > Holdout Matte input.

User Interface

Feather Handle Size

Feather handles did not remain relatively the same size when zooming in.

Filter Preset Thumbnails Not Representative

The filter preset thumbnails were not representative of the input image.

Low Resolution Icons

On 4K monitors, a few icons were low resolution.

Nodes Became Progressively Smaller

The nodes in the Trees window became progressively smaller after with each save, close and reopening of Silhouette.

Source > Interpretation Menu Missing

The Source > Interpretation menu was missing.

Template Centering Issue With Overscan EXR Files

The Roto, Paint and Composite templates didn't correctly center an overscan plate.

Trees Window Unresponsive On Mac

The Trees window became unresponsive after right-clicking on a color pot in the Object List to open the color grid.

Viewer

Auto-Show Overlay Preference

The Viewer > Auto-show Overlay preference did not work. When the Overlay was off, clicking in the Viewer did not cause the Overlay to automatically reappear.

Couldn't Nudge Shape/Points When Overlay Was Off

You couldn't turn off the Viewer > Overlay and nudge shapes/points.

SILHOUETTE 2021.0.1 - 5/11/21

Bug Fixes

Deleting A Note Node Caused The Viewer To Go Blank

When a Note node was deleted, the Viewer went blank.

Missing Icons

The Paint Preferences and Auto Paint > Add Group icons were missing.

Plug-in

Enable Active Session In Plugin

The plug-in was only able to render the first session list entry. Now, when there are multiple sessions, you can now select a session to be used for rendering.

Multiple Sessions of Different Sizes In OFX Plug-in

Additional sessions could not be a different size than the original.

Node Change List - Missing Entries

The node pop-up selector only showed sources, roto and paint nodes.

Silhouette Opened Behind Premiere Pro In Some Cases

Silhouette sometimes opened behind Premiere Pro.

Some IO Modules Were Not Loading On Mac

TIFF, PNG and EXR modules were not loading in the plug-in on Mac.

Update Failed When Switching Between Sessions - Linux

The plug-in did not update back in the host when switching between sessions.

Roto Tool Selection Opened Timeline In Maximize Viewer

When using the Maximize Viewer workspace, selecting Roto tools mistakenly brought up the Timeline.

Sapphire Alpha Support

Reverted a recent OFX alpha handling change that caused Sapphire support to have unexpected results when working with RGBA images.

SILHOUETTE 2021.0.0 - 4/29/21

Features

Silhouette Plug-in

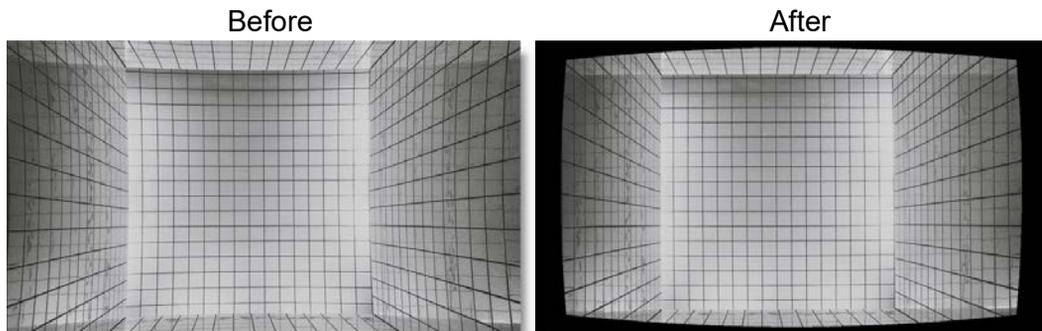
Previously, the Silhouette Paint plug-in was limited to paint functions, but now, all limitations have been removed. The Silhouette Paint plug-in has been transformed into a fully featured Silhouette plug-in that can do everything the standalone version of Silhouette can do, but as a plug-in.

Free Plug-in Renderer

Render Silhouette projects without a license using the Silhouette plug-in.

Lens Correction

Powered by Silhouette's Roto tools and based on shared technology from Mocha Pro's Lens Module, Lens Correction undistorts lens distortion and generates ST Maps for third party applications. To compute lens distortion, you need an image with one or more distorted straight lines or a distortion map, sometimes called a UV map or ST Map.



GStreamer

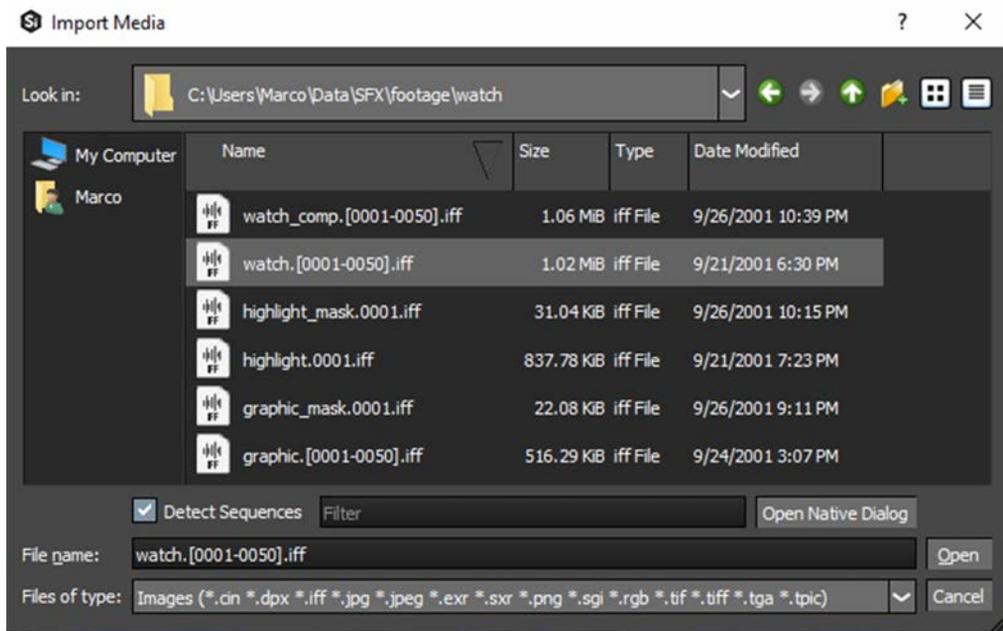
Import of movie file formats is supported through GStreamer which is a versatile media handling library for reading various codecs and footage containers.

External Monitor Support

Silhouette can now be displayed on an external broadcast monitor when using a Blackmagic I/O device.

Custom File Importer

A custom file import dialog now allows sequences to be collapsed, while the previous OS native file dialog can still be used.



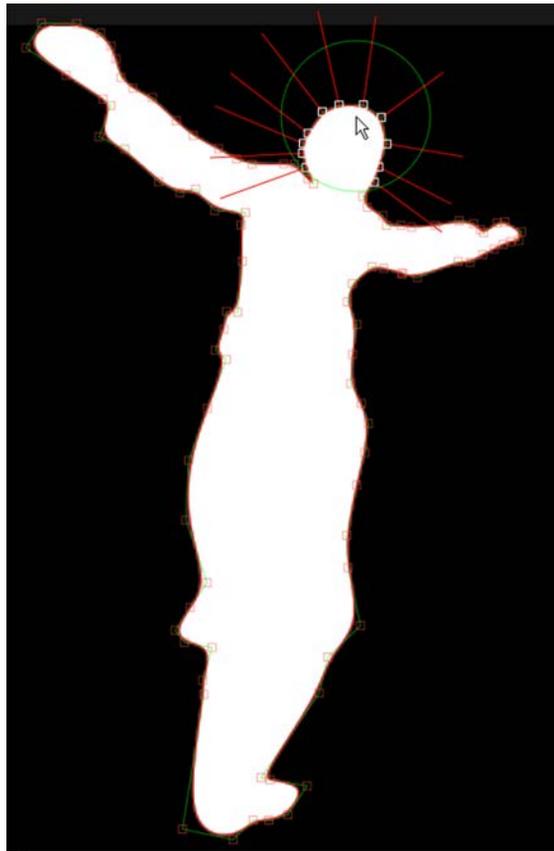
Drag and Drop Import

Dragging and dropping files/folders from the OS file system into the Sources window automatically creates sources for any sequences that are found.

Advanced Roto Editing Tools

Brush Reshape

Brush Reshape uses a circular brush to automatically select and then move points when you click and drag them using the Magnetic Reshape behavior. Pressing **Shift** while dragging points disables the magnetic behavior. You can also **Shift-Alt** click/drag in the Viewer, not on any control points or shapes, and that becomes the magnet pull position instead of using a point.



Collapse Points

Collapses a selection of points into a very small area which can later be distributed between surrounding points. This is useful for shapes whose complexity changes over time.

Distribute Points

Evenly distributes selected points.

Point Groups

Groups of points can be pre-defined and then quickly edited as a group in the Reshape and Transform tools.

Control Point Selection Enhancements

Select Range

Select a range of shape control points by **Shift**-clicking start and end points.

Extend Selection

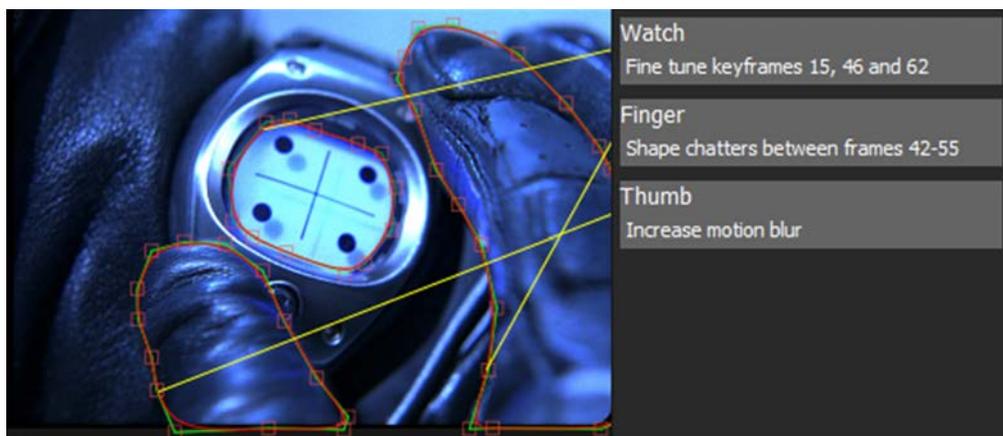
Extend the current selection by **Shift**-clicking an unselected point. The selection is extended by finding the nearest point of the selection.

Roto Review and Approval

Notes assigned to objects (shapes, layers, trackers) can now be displayed in the Viewer. This is a useful review and approval tool for artists to easily see notes provided by their supervisors. Clicking the Viewer > Notes icon displays notes for all objects in the Viewer.



Selecting a note's text also selects the object and displays a callout line from the note to the object. A new Select > Notes action will select all notes.



Split Shapes

Similar to Split Edit in non-linear editing systems where a clip is split in two, Split Shapes is useful for shapes that transform from simple to complex and vice-versa.

Accessed through the Reshape context menu, Split Shapes does the following: The original shape is duplicated and named Shape-copy. If there is an active selection, the new shape is created based on the selected points. At the current frame, the original shape is set to 0% opacity and the copied shape set to 100%. Both shapes are placed in a layer named Shape-Compound Shape. In editing terms, you are cutting from one shape to another.

Weighted MultiFrame

Using the new Fade In and Fade Out MultiFrame parameters, the keyframe adjustment is weighted based on a specified Fade In or Fade Out time period. Keyframes within the fade areas are adjusted less than those that are not. The MultiFrame Start and End as well as the Fade In and Fade Out parameters can be set in either the Timebar or Timeline.

Timebar

Set the Start and End as well as the Fade In and Fade Out values using the numeric fields that appear in the Timebar when MultiFrame is selected.



Timeline

Set the Start and End by clicking and dragging the ends of the red MultiFrame track in the Timeline.



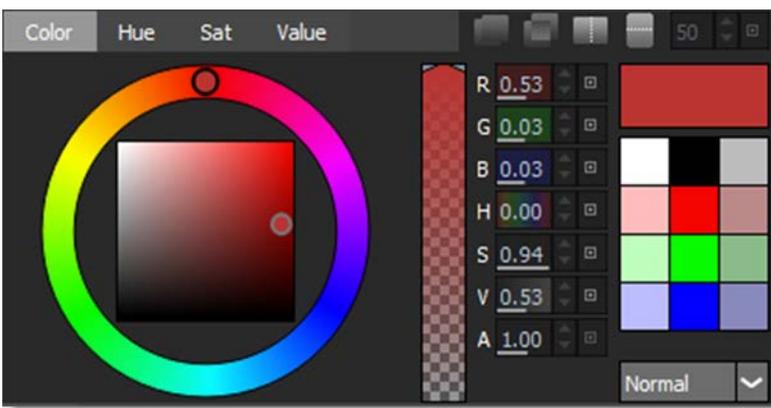
Set the Fade In and Fade Out values by pressing **Ctrl/Cmd** and dragging the start and end of the red MultiFrame range.



Paint

New Color Picker

The ring sets the hue while the inner square sets the value (brightness) and saturation.



Auto Paint > Step Selected Events Forward/Backward

Selected events in the Paint History can be stepped either forward or backward one frame at a time.

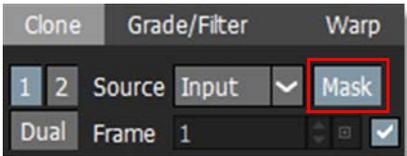


Brush Opacity Shortcut

Ctrl/Cmd-Alt-drag sets the brush opacity.

Mask

Masks the clone source input using its alpha channel.



When enabled, the Clone brush only paints using the masked area of the clone source. In addition, when transforming the clone source, both rgb and alpha channels are transformed.

New Nodes

Alpha Composite

Composites alpha channels with channel and blend mode options for each of the five sources.

Alpha Threshold

Threshold cuts the alpha channel at a certain value. Anything below the value goes to zero (black), while anything above goes to 1 (white).

Dot

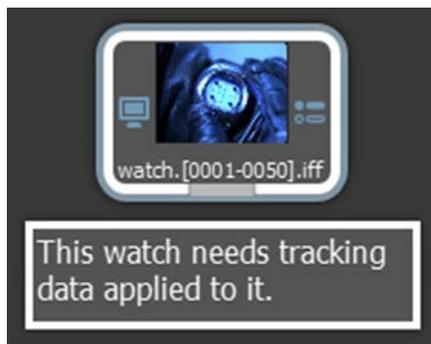
The Dot node, located in the Utility node group, cleanly routes node connections and is displayed as a dot in the tree.



Create a Dot node by **Alt**-clicking on an existing node connection or add it from the Utilities node group like any other node. To drag out an additional output, hold **Alt** over the Dot node and drag the output port that appears.

Note

The Note node adds a node text frame to the Trees window. It can be resized, moved behind other nodes and its background color can be set. The text can be formatted using font type, size, color, bold, italics and underline.



OCIO Colorspace

Converts from one colorspace to another using OpenColorIO.

OCIO Display

Determines the transform that occurs between the input scene's colorspace and the display colorspace.

OCIO LUT

Applies a custom OCIO LUT to the scene.

User Interface

Flyout Menus

Tools with multiple modes, like Roto > Transform and Reshape, now have flyout menus.



Nodes

Alignment

Right-clicking over the Trees window displays a new Arrange menu containing Clean Up, Align and Distribute options.

Clean Up

Neatly aligns all nodes in the Trees window.

Align

Lines up selected nodes either horizontally or vertically. Nodes are aligned horizontally when they are on average horizontal, and vertically when they are more or less vertical.

Distribute

Nodes are distributed in a line between the two nodes that are furthest away from each other.

Coloring

The color of a node can be changed using the Node > Options controls.



Grouping

Nodes within a group can now be deleted.

Options

Per node controls are available in the Node > Options tab for Node Color, Layout, and Connection type.

OCIO Roles

Silhouette now supports OCIO roles and categorizes colorspace according to their family, if defined.

Session Formats

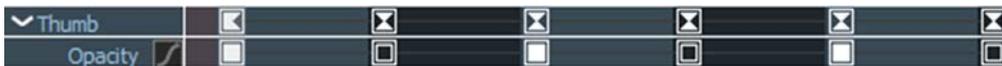
Added UHD 4K/8K session formats.

Sapphire Node Tab

A dedicated Sapphire node tab appears when Sapphire is installed.

Timeline > Shape Visibility Bar

Shapes set to 100% opacity appear as a bar in the Timeline. This is achieved by darkening all tracks associated with an object in areas where the opacity is 0.



Trees Window > Select Context Menu

Right-clicking in the Trees window with selected nodes displays a new Select menu containing Sources, Upstream Nodes, and Downstream Nodes.

Sources

Selects and highlights the sources in the Sources window.

Upstream Nodes

Selects upstream nodes.

Downstream Nodes

Selects downstream nodes.

Viewer > Channel Indicator

The Viewer > Channel icons now display a white outline around the currently selected channel's icon.

Viewer Snapshot

Viewer > Snapshot now works between Sessions.

UI Font Change

Changed the font used by Silhouette from the default system font to Inter UI.

Utility Node Group

A new Utility node group was added for nodes like Dot, Notes, and Null.

Preferences

Paint

Clone > Default Subpixel State

The Clone > Default Subpixel State preference sets whether Clone > Subpixel is enabled or disabled by default.

Scripting

A new Scripting preference was added to make it easy to load your own scripts.

Enable External Scripts

Enable the loading of external scripts.

Note: Disabling external scripts will also have the scripting system ignore `$SFX_SCRIPT_PATH` and `$SFX_USER_PATH/scripts`.

External Script Paths

Add one or more paths where your scripts are stored.

User Interface

Connection Color

Sets the node connection's default color.

Default Group Color

Sets the group's default background color.

Default Node Color

Sets the default node color.

Use Native File Dialog For Importing Media

When enabled, the OS's native file dialog is used for importing files.

Scripting

Improved Communication With Tools

Expanded the "tool command" and "query" functionality to support arbitrary values that can be sent to tools with the `fx.viewer.toolCommand()` and returned with `fx.viewer.queryTool()`. This was necessary to allow [] editing of the brush size in the Reshape > Brush Reshape tool.

object.objects attribute

Added a convenience attribute to object ("objects") which returns the first property that can contain children, if there is one. This is usually the "objects" property of Layers/Roto and Tracker nodes. This the equivalent of: `object.property("objects")`.

Changes

Nodes

Node Selection Coloring

Active Node

The active node has a blue outline and white edges.

Selected Nodes

Selected nodes have white edges.

Math Composite - Individual Channels

Math Composite operations can now be done on a per channel basis.

Morph > Output Alpha of Shapes

In the Morph node, there is now a Cutout option to output the shape alpha.

Null Node Moved From Image Group

The Null node was moved from the Image group to the Utility node group.

Paint

Color Brush Icon

A new Color brush icon was added to the Paint toolbar.

Input Naming

The Paint node inputs were renamed as follows:

- Renamed "Foreground" to "Input"
- Renamed "Input 1-5" to "Source 1-5"

Paint Missing Icon

An icon is displayed in the Output node when the painted data is missing.

Roto

Adjust Feather Handles By Same Amount

If you hold **Shift** while dragging a feather handle, the same distance you moved the active handle will be applied to all selected handles. Otherwise, the distance will be scaled by the original distance of each point.

Preferences

Colors

Shape and Viewer color preferences were moved into a new Colors category.

Fade Outline With Opacity

The Fade Outline With Opacity preference now defaults to off. In addition, the **V** key still toggles the visibility of zero opacity shapes, but no longer turns the Fade Outline With Opacity preference on/off.

User Interface

Eyedropper Removed

The Eyedropper next to color pots was removed. The operating system color picker eyedropper is now used instead.

Object Naming Change

The default name of the first new object has changed so that it is appended with the number 1. Previously, the first object was named <Object> with the second named <Object> 1. Now, the naming is <Object> 1 and <Object> 2.

Render

Data Window

Determines the rendered image size and replaces the previous Render ROI option. Now, you can choose from Session, ROI (Region of Interest) and DOD (Domain of Definition).

Validate

When selected, rendering is aborted if a Paint node's data can't be found.

Streamlined Workspace Change

The Nodes tab in the Timeline was added to the Streamlined workspace.

Template Changes

Since roto and tracking are often used with paint, the previous Paint template was deleted while the Roto+Paint template was renamed to Paint.

Thumbnail Color Space

Previously, the thumbnail colorspace was set based on the colorspace of the Viewer > OCIO controls. Now, it is inferred from the colorspace of the sources themselves.

Timebar Numeric Fields

The Timebar > Start Frame, End Frame, Current Frame and Frame Step fields can now be scrubbed by clicking and dragging while a single click opens a numeric keyboard.

Viewer > View XForm Renamed

View XForm in the Viewer was renamed to View Transform.

Workspace Menu Moved

Workspace was moved out of the Window menu and placed at the main level between Window and Actions.

Bug Fixes

Nodes

Composite

When the ROI did not contain both input FG and BG DOD's, the composited alpha channels displayed a line where they intersected.

Hold

Default Frame Wrong

The Hold node defaulted to 0 when the sequence started at 1.

Frame Field Too Small

The Frame field was too small in the Hold node. If you had 6 digit frame numbers, they got cut off.

Linear/Radial Gradient Composite Artifacts

There were vertical line artifacts when comping Linear/Radial Gradients with another image using Math Composite.

Mocha Pro 2021 Crash

Silhouette's startup script had a conflict with Mocha Pro OFX 2021.

Morph and Power Matte - Missing Tools

The Magnetic Freehand and RotoOverlay tools were missing from the Morph and Power Matte nodes.

Output

Alpha Only EXR With Automatic Data Window Corrupted

Rendering alpha only EXR's with Automatic Data Window enabled produced a corrupt image.

Render > Automatic Data Window Did Not Work

The Automatic Data Window rendering option was not rendering a data window based on the alpha channel.

Paint

Angle & Flatness Affected Square Brush Profile In Viewer

The Angle and Flatness controls should not have changed the square brush profile in the Viewer.

Clone Corner-Pin Did Not Work - Linux

In some cases on Linux, nothing happened when moving the Clone transform controls and then painting.

Clone Cursor Lag On Some Wacom Tablets - Windows

The Clone brush cursor lagged in the Viewer with some Wacom tablets.

Clone Would Occasionally Not Produce A Result

Sometimes, when the clone source was transformed, painting did not have any effect.

Crash When Painting Outside The Image

Using an image smaller than the session size, Silhouette would crash when painting outside the image area.

Power Matte Output Didn't Composite In Composite Node

Power Matte wasn't marking its output as RGBA and resulted in the output not compositing in a Composite node unless all three inputs (Foreground, Background, Matte) were connected.

Roto

B-Spline to Bezier Conversion Caused Undo To Fail

After converting a B-Spline to Bezier, Undo no longer worked.

Layers Became Inactive After A Move

Layers became inactive after they were moved.

Layer Transform Color Preference Had No Effect

The Layer Transform Color preference had no effect.

Magnetic Shape Stroke Mode With ROI Did Not Work

Magnetic Shape stroke mode did not work with ROI.

Nuke Export > Feather Falloff Settings Didn't Match

Silhouette exported shapes with a Shape > Feather Falloff of 2 set to Smooth instead of the Nuke default of Feather Falloff of 1 set to Linear.

Open Shape B-Spline Required A Minimum Of 3 Points

Previously, a minimum of three points was required to create an open shape B-Spline. Now, two points can be used.

Tracker

Automatically Created Layer Not Really Selected

If a layer was automatically created when applying trackers, like in the Mocha and Planar trackers, the layer was highlighted and appeared selected, but was not.

Point Tracker Inaccurate In Float 16/32 With Contrast/Gamma Adjustments

The Point Tracker did not track properly in float 16/32 bit sessions when using Pre-Processing > Contrast and Gamma adjustments.

Shape Export Failed

If you attempted to export a shape to Nuke from the Tracker node, it failed.

Transform Node Sometimes Fell Back To CPU

In some cases, the Transform node would fall back to CPU mode.

Numeric Keypad Did Not Work On Linux

The numeric keypad did not work when using Num-Lock on Linux.

OFX Blacklisting

On Mac, the unsupported CineMatch OFX plug-in was blacklisted to prevent it from loading because it was causing a crash on load.

Plug-in: Resolve > Fusion Page Hangs

The Silhouette plug-in hung when trying to load images when opened from the Fusion page within Resolve.

Scripting

invalid Rects() Don't Represent As Invalid

If you queried the default session "roi" property, you'd get an invalid Rect() which means "not set", but there was a bug where it didn't come out as invalid, but instead "infinite".

Select Siblings Action

The Select > Siblings action mistakenly unselected the originally selected object once the new similar objects were selected.

Shift Source Time Action

The Shift Source Time action was not calculating correctly when both the source time and session time were modified.

User Interface

Channel Selector Would Not Work

The Channel Selector could not be changed with Gain or Gamma adjusted.

Gang State Not Remembered

The enable/disable state of the Gang icon (Lock) was not remembered.

Lock Project Could Not Be Enabled

File > Lock Project could not be enabled.

Low Resolution Icons

On 4K monitors, some icons were low resolution.

OCIO View xForm Not Set Right With Cineon/DPX Files

Creating a new session in a new project did not set the OCIO View xForm correctly. The View xForm was being set to None instead of sRGB as in previous versions.

Trees Window

Clear Selection

Clicking on an open space in the Trees window to clear the selection was not working.

Crash When Deleting Nodes

A crash would occur when deleting a node using the Delete key while simultaneously moving the node.

Deleting Tree Wire Did Not Work

Clicking on a wire to select it and pressing the Delete key did not work.

Panning Trees Window When Over A Node Moved The Node

Middle-mouse dragging on a node in the Trees window moved the node instead of panning the Tree.

Shift-Clicking Connected Node Crash

Selecting a node and then **Shift**-clicking another connected node caused a crash.

Version Check Window Opened Behind Other Windows

The Boris FX version check window opened behind all other windows so you didn't know that it was there and prevented the Silhouette plug-in from recording its changes back in the host.

Known Issues

Linux GStreamer Console Errors

In the Linux console, GStreamer module errors may appear and are related to hardware accelerated decoding if certain libraries are not installed. These are benign errors and can be ignored. However, to remove these errors, please follow the instructions here: [Hardware Video Acceleration](#)

Silhouette Plug-in

Flame Sequence Numbering

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

Premiere Pro

Alpha Channels With Soft Edges

By default, Premiere Pro is linearizing the alpha channels exported from the Silhouette plug-in even though they are already linear. This causes the alpha to appear smaller when using soft edges. To avoid this issue, disable Composite in Linear Color in the sequence settings.

Misreporting The Resolution

Silhouette 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. Adobe is aware of this issue and is working on a fix.

Trimmed Footage Loads Entire Clip Into Silhouette

If a clip is trimmed in Premiere Pro, the entire clip is loaded into the Silhouette plug-in instead of the trimmed clip. Adobe is aware of this issue and is working on a fix.

Resolve and Vegas > Multiple Inputs

Resolve and Vegas do not allow more than one input for plug-ins that use custom user interfaces. However, additional sources can be added directly within Silhouette.