



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.

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Features

New Nodes

Primatte

Using a unique algorithm based on three multi-faceted polyhedrons floating in RGB colorspace to isolate color regions, Primatte keys out and replaces blue or green screens with transparency to facilitate background replacement. The 3D Preview display aids in the visualization of the keyed value.

Generative AI and Machine Learning

Stability

Stable Diffusion is a pioneering, deep learning text-to-image model. It is primarily used to generate detailed images based on text descriptions. The Stability node integrates Stable Diffusion models directly in Silhouette. Inpaint, outpaint or generate images from scratch using text prompts.

Denoiser ML

The Denoiser ML node employs sophisticated deep learning techniques to eliminate unwanted noise from images while preserving critical features. To train the denoising model, numerous images were utilized, resulting in a highly effective system. Additionally, the extracted noise can be seamlessly reintegrated into the image using the Grain Composite node.

Grain Management

Denoiser ML, Regrain and Sapphire UltraGrain make up the new grain management tools in Silhouette.

Regrain

Samples the source image's grain, regenerates and randomizes it for the purpose of adding it back to a degrained composite.

Sapphire UltraGrain

Adds simulated digital camera grain to the image.

Mocha Pro 2023

Roto Improvements

Mocha Pro's Roto tools have new features that make spline adjustments easier and more efficient, such as Inner Width feather adjustment, Shrink and Grow Splines, Adjust Spline Points with Falloff, Split Contours, Snapshot Duplicate, and Double-click Shapes.

Tracking Improvements

Mocha Pro's Tracking tools have new features like Merge Tracks, Grid Scale, Adjust Mesh Points with Falloff, and Search Area Mattes.

Sapphire 2023.5

Sapphire has been updated to v2023.5. New features include UltraGrain, PrismLens and DissolveUltraGlow effects, new lens flare and UltraGlow presets, S_Effect parameter linking, and expanded Metal support.

Particle Illusion 2023

Particle Illusion has been updated to v2023. Features include new 2023 Emitter Library, performance enhancements, and numerous user interface improvements. For a complete list of features, fixed bugs and changes, see: [Release Notes](#)

Atmospheric Glow

Atmospheric Glow is a glow style mega-filter that brings instant atmospheric looks to an otherwise flat scene. Based around a film glow, this effect includes nine independently controlled groups, including volumetric light rays, a smoke/fog generator, light flickering, chromatic aberration, optical orbs, film grain and a vignette, each of which adds a new element to the scene.

Curves

Curves adjusts the entire tonal range of an image by changing the shape of RGB, Red, Green or Blue curves. Curve points can be adjusted throughout the range of shadows to highlights.

Expressions

Silhouette offers both scripting and expressions as tools for customizing and automating the animation process. While scripting requires programming skills, expressions allow artists to create complex animations and link parameters, perform math functions, and use variables without having to write code. This makes expressions a more accessible option for artists who may not have programming skills, while still offering a high degree of control and flexibility.

- **Link Parameters In The Same Node**
- **Link Parameters From Different Nodes**

Motion Blur Controller Expression Action

The Create > Motion Blur Controller action creates a Motion Blur node which controls all other node's motion blur settings using expressions. The controller includes Enable, Angle, Phase, and Samples parameters, with values defaulting to the first motion blur enabled node settings it finds. It then creates expressions for all nodes in the tree that have motion blur parameters.

RED R3D Import

Silhouette now supports RED R3D source files.

New Presets

The following nodes now have new presets: Beauty Studio, Camera Shake, Chromatic Aberration, Day for Night, Develop, Film Glow, Grunge, Light Leaks, Prism, Rays, Smear Blur, Sunset, Two Strip, Vignette, and X-Ray.

Scripting

-args <argument_list>

-args <argument_list> is a new command-line argument where argument_list is a comma-separated list of arguments to pass as sys.argv to the script.

SFX_SCRIPT_IMPORTS Environment Variable

The only way to add more script paths that were auto-imported was via prefs. Added the SFX_SCRIPT_IMPORTS environment variable that can be a delimited set of paths (using : or ; as delimiter). Paths can contain their own

environment variables. Any path found in this variable will be imported before external scripting paths set in preferences. Paths should be treated as python modules with their own `__init__.py` file.

Improvements

Nodes

Camera Shake

Added a Data input and Transform parameter to choose point trackers and tracked layers to match move the image based on the tracking data. This is good way to match the camera shake of another image.

Color Correct > Color Wheels Resolution and Layout

The Color Correct color wheels have improved resolution and now appear in the Timeline in a horizontal layout.

Cross Processing / Film Stocks

A curves interface was added to Cross Processing and Film Stocks.

Film Glow

A set of secondary glow parameters was added to create chained glows.

Grunge

An Auto Scale option was added to the Gate Weave section

User Interface

Open Logs Location

Opens the folder containing the Silhouette diagnostic logs.

Parameter Options

Parameters now have an Options menu icon `...` to the right of the parameter that includes Reset, Insert Key, Delete Key and Copy Expression Reference options.

Point Control > Transform Pop-Up Menu

The point control transform pop-up menus used to select the transform source now only appear when the node's data input is connected and there is a point tracker or transformed layer present.

Preset Thumbnail Text Size

The preset thumbnail text now wraps to two lines to accommodate longer preset names.

Sources Window Thumbnail Size

The Sources window thumbnail size was increased.

Viewer > Apply Gain/Gamma When Viewing Alpha Preference

When enabled, the Viewer Gain and Gamma affect the alpha.

Bug Fixes

Channel Blur Missing

The Channel Blur node was missing.

Depth Node Objects Could Not Be Added

Non-shape depth objects couldn't be added to the Object List.

Lens Flare > Flare Editor Black On Linux

On Linux, the Lens Flare > Flare Editor displayed a black viewer.

Morph Crash

The Morph node crashed with inputs that had an infinite DOD like Color.

Paint > Clone > Vertical Split Issues

Crash With Grade/Filter Blur And Sharpen

Using a DOD set smaller than the Session size before the Paint node, Silhouette crashed when Clone > Grade/Filter > Blur and Sharpen were adjusted in conjunction with the Vertical Split.

Black Viewer With Grade/Filter Blur And Sharpen

Using a ROI set smaller than the Session size, the Viewer displayed black when Clone > Grade/Filter > Blur and Sharpen were adjusted in conjunction with the Vertical Split.

Power Mesh Hang With Mocha Pro Insert Enabled

When the output of the Mocha Pro node with Insert enabled was plugged into a PowerMesh node, Silhouette hung and then crashed.

Roto > Outline Size / Fill Opacity Couldn't Be Keyframed

The Roto > Color > Outline Size and Fill Opacity could not be keyframed.

Sapphire Preset Browser Did Not Open On Linux

The Sapphire Preset Browser did not open on Linux.

Scripting

Command-Line Scripts No Longer Require A Project

A project is no longer required to run a script from the command-line.

Transform Menu & Point Trackers

Selecting a point tracker in the Transform menu had no effect.

User Interface

No Project Open Issues

- With no project loaded, the window title now says "Silhouette (NO PROJECT)".
- You are now prevented from dragging and dropping media files into the Sources window when there is not a project opened.
- An error dialog was added if attempting to open a project that didn't exist.

User Interface > Font Size Preference Did Not Affect All Text

The User Interface > Font size preference only affected node labels. Now, it affects all Silhouette text.

Known Issues / Limitations

GStreamer

ProRes

All ProRes movies are imported as 16-bpc. This is a limitation of the GStreamer ProRes decoder.

Rendering Interlaced Footage

Rendering interlaced footage is not supported at this time.

Some Quicktime Files Don't Render In OFX Plug-in

On Linux, some QuickTime movies that work in the Silhouette interface may not load when rendered within the host.

OpenColorIO - Particle Illusion and Flare Editor

OpenColorIO is not implemented in Particle Illusion or the Lens Flare > Flare Editor which results in the image in those interfaces not exactly matching the Silhouette viewer.

Power Mesh

The Power Mesh node renders a slightly different result than Mocha Pro.

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.

Multiple Instances of Silhouette Plug-in

You can't connect two Silhouette plug-ins in a row. There can be multiple Silhouette plug-ins, just not chained together.

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 Premiere sequence settings.

Misreporting The Resolution

Silhouette requires that Premiere Pro's Playback Resolution be set to Full. Otherwise, an error message is displayed when opening the Silhouette user interface. In addition, 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.

Trimmed Footage Loads The 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.

Resolve > Multiple Inputs

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