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Natron Tutorial

Email Contact: info@educba.com



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Course Overview

This Natron Tutorial will help you to learn about the fundamentals of node-based compositing using Natron, this course will also demonstrate the user interface of Natron along with features & applications of Natron.

Natron Skills

We learn the following skills:

Natron Tutorial is a detailed extensive course which is not limited to any user. This program focuses on various application & features of Natron for Visual Effects.

This program would increase the knowledge of learners on the basic nodes & parameters supported by Natron.

Course Features



Course Duration- 12
+ Hours



Number of Courses



Verifiable
Certificates



Lifetime Access



Technical
Excellence

About Natron

An Open Source node- based compositing software application is Natron. Natron Supports plugins following the OpenFX 1.4 API.

It supports Linus, OS X Free BSD, Windows Operating Systems. It was released in 2014 and developed originally by Alexandre Gauthier. It is written in C++ & Python language.

Natron supports a powerful GUI interface that is adjustable and adaptable node based engine.

Natron Course

This is a Bundle Course that includes complete in-depth Natron Learning Courses combined into one Complete Course.

This Bundle perfectly meets the requisite of the industry and gives you a better chance of being hired as a Natron professional.

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Music Production using FL Studio – Advanced

Section 1.Introduction

- About the Course
- Introduction to Node Based Compositing
- Features of Natron

Section 2. Using Natron

About the Course

- NATRON User Interface and Viewer Properties
- Importing Images
- Working with Layouts
- Working with Nodes
- Importing Videos
- Properties of Selective Nodes

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Compositing and Keying

Section 1. Compositing Layout

- Displaying Single Channels and Toggle View
- Proxy Mode
- Gain and Gamma
- Timeline Parameters
- Superimposing Alpha Image to RGB

Section 2 . Keying

- Concept of Keying
- Applying Chroma Key
- Filename-Merging FG with BG
- Keying Out a Human Character
- Using Despill
- Compositing the Character with a BG
- Keying a Single Frame Into Motion
- Using Masks in Keying
- Working on Key Gain
- Adding Elements
- Blending Merge Nod
- Keying the Glass of a Car
- Keying Out Girl Hair

Section 3. Summary

- Compositing Layout and Keying Course Summary

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Subprograms

Section 1. Fundamentals of Rotoscopying

- Fundamentals of Rotoscopying
- Rotoscopying through Ellipse Tool
- Drawing with Bezier Tools
- Equalizing CC of the Extracted Portion

Section 2. Understanding Motion Blur

- Understanding Motion Blur

Section 3. Animating Motion Blur Control Points

- Animating Motion Blur Control Points

Section 4. Adding Extra Bezier and Compositing Extracted

- Adding Extra Bezier to the Same Roto Node
- Compositing Extracted Object with BG

Section 5. Rotoscopying Human Character in Motion

- Importing TIFF Image Sequence
- Analyzing Shapes
- Analyzing Shapes Continue
- Drawing the Upper Body Shapes
- Drawing the Lower Body Shapes
- Animating Cap and Face Shapes
- Animating End Frames of Cap and Face
- Animating Torsoe
- Working with Curve Editor

Section 6. Animating Hands and Legs

- Animating Left Leg
- Adjusting Targets of the Right Leg
- Animating Right Leg From 77-90 Frames
- Animating Right Leg

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Tracking and Color Correction

Section 1. Introduction

- Introduction to Tracking

Section 2. Tracking Process

- Final Output of Tracking
- Tracking Process
- Connecting Tracker Node to Banner

Section 3. Adding Color

- Adding Color Grade to Banner
- Adjusting the Track Point Pixel
- Connecting Tracker to Surface and CC

Section 4. Footage

- Tracking Hand Shot Footage
- Cloning Pixels
- Connecting Paint to Tracker

Section 5. Color Correction

- Introduction to Color Correction
- Working with Color Correct Node
- Clamp Node
- Color Correcting Through Color Lookup
- Changing Color Temperature
- Creating Solid Color through Constant
- Connecting Roto Node to Merge Mask
- Creating Fake Lights
- Creating Reflections
- Time Lapse After Color Correction

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Paint and Filters

Section 1. Introduction

- Introduction to Paint and Filters in Natron

Section 2. Using the Roto Paint Node and Cloning Pixels

- Using the Roto Paint Node
- Cloning Pixels

Section 3. Creating Multiple Clones and Creating Clean Plate

- Creating Multiple Clones
- Creating Clean Plate

Section 4. Compositing Clean Plate with Original Footage

- Compositing Clean Plate
- Analyzing the Camera Movement
- Tracking and Troubleshooting
- Cloning Pixel and Changing Lifetime to End
- Exporting Track and Connecting with Paint
- Painting the Second Area in Same Footage



Frequently Asked Questions

I am a fresher in the field of Compositing. Will this Natron Tutorial benefit me?

I would say that a pure fresher in this field would be able to learn node based compositing with Natron, but it will take time. Since you are a beginner you need first gain some basic knowledge of Compositing and then only you will be able to succeed using this Natron Tutorial.

Will this Natron Tutorial help me to grow my Career?

Yes. It is a career based training, aimed to teach different methods of Compositing and it will help you to create Visual Effects and professional presentations. If you take up this course you will not only learn the software but also obtain command over the various methods and process of compositing, which in turn will automatically open many career opportunities.



Customer Reviews

“

Well, this is undoubtedly the best and probably the most used Natron Course. I liked the practical lectures and the demonstrations in the training. Thank you.

Cong Son

”

I enjoyed and learned a lot of tricks and methods with so much ease. I thank this Natron tutorial for teaching me how the basic concepts and commands could be applied to different projects.

Arushi Nawal

“

With this Natron tutorial, I can proudly say that I got to learn the fundamentals of using Natron and learn various aspects of the User Interface along with various features and commands of Natron.

Robert Young



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For Queries please contact:

Email : info@educba.com



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