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Silhouette FX Tutorial Course

Email Contact: info@educba.com



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Course Overview

In this Course you get to learn:

All the information about this rotoscoping tool.

Through this Silhouette FX Training, you will learn all the basic to advanced features of this software, which includes shape animation, roto node, tracking techniques, color render, motion blur, etc.

It will be useful for various professionals like VFX artists, Paint artists, graphic designers, 3D compositor, etc.

Silhouette FX Tutorial Skill

You get to learn about the below skills:

- Shape Animation
- The root node
- Tracking techniques
- Colour render in nuke
- Colour corrected footage
- Motion blur
- Landscaping
- Speeding up roto
- Rooting out the palm
- Blocking out the torso
- Blocking out the leg
- Finishing of the leg
- Finely detailed hair masking

Course Features



Course Duration -
10+ hours



Number of Courses



Verifiable
Certificates



Lifetime Access



Technical
Excellence

About Silhouette FX

Silhouette FX is a visual effect software developed by Silhouette FX LLC in 2005. The first version of the software was started as a rotoscoping tool for the VFX industry. But later this software upgraded onto a visual effect pack which features painting, keying, and tracking.

This software is used for making VFX scenes of many famous Hollywood movies.

Silhouette FX Tutorial Course

This is a Bundle Course that includes complete in-depth Silhouette FX Tutorial Course Combined into one course.

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

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SilhouetteFX Comprehensive Training

Section 1 . The gui of silhouette, shape animation

- Introduction to Silhouette
- Final shapes and animation
- Adjusting the shapes
- Confirming the shapes
- THE GUI OF SFX and SHAPE
ANIMATION recap

Section 2 . The roto node

- Setting the preferences
- The roto node
- Using the Mocha tracker in adjusting
the image
- Layering
- The cracking tool
- Working with the Mocha tracker
- Working mocha tracker continues
- Mocha Tracker continues
- Final file editing
- Rendering
- Color correction in nuke

Section 3 . Rotoing out the plant

- Rotoscoping of the cactus plant
- Using various track points

Section 4 . Tracking techniques to roto out plant

- Tracking techniques
- Tracking techniques to roto out plant
- Using two point trackers

Section 4 . Color render in nuke

- Color render in nuke

Section 5 . Color corrected footage nuke

- Color corrected footage nuke

Section 6 . Background replacement of image

- Importing of the image
- Background replacement of image
- Making fine hair details
- Finishing the details

Section 7 . Hair detail and render in nuke

- Hair details
- Render in Nuke

Section 8 . Introduction and creating the project

- Creating a new project
- Masking the shapes

Section 9 . Subtracting out shapes

- Subtracting out shapes
- Overlay mode

Section 10 . Motion blur match

- Motion blur match

Section 11 . Landscapping and Using Nuke

- Working in Nuke
- Color correction

Section 12 . Speeding up roto

- Tracking techniques
- Multi key frame

Section 13 . Tracking techniques

- Tracking
- Rotoscoping
- Matching

Section 14 . Creation of project

- create a new project

Section 15 . Working on the elbow of the image

- adjusting the elbow in the image
- set the key frame
- blocking out the arms

Section 16 . Roting out the palm

- rotoing out the palm - part 1
- rotoing out the palm - part 2
- merging
- adjusting the arm
- matching the motion

Section 17 . Blocking out the torso

- blocking out the torso

Section 18 . Blocking out the left leg

- blocking out the left leg

Section 19 . Finishing off the leg

- Formatting the background
- Finishing off the leg

Section 20 . Finishing off the boots

- Masking of the boots
- Finishing off the boots

Section 21 . Blocking off the hair core

- Plucking the frame
- Blocking off the hair core

Section 22 . Techniques to draw detailed hair

- Working with corner trackers
- Techniques to draw detailed hair

Section 24 . Fine detailed hair masking

- Fine detailed hair masking

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SilhouetteFX Comprehensive Training

Section 25 . Finishing off the entire human roto

- Finishing off the entire human roto

Section 26 . Start to mask the BG

- Start to mask the BG

Section 28 . Tracking techniques

- Test tracking and mask
- Tracking techniques to roto out the BG



Frequently Asked Questions

Will I get complete knowledge about 3ds max just by learning online?

Learning online is as per your convenient time determines your mood. Also, this makes you grab fast when you want to learn. Online knowledge helps to last longer in your mind instead of by learning theory.

Is this a sufficient knowledge to get use it further?

This syllabus includes information of all tools and features in the software. Live examples and demo projects are included in the sessions that adhere you to the topic. Practicing makes a man perfect after learning theoretical knowledge.



Customer Reviews

“

I am very happy with the course. All the sections are well explained by the trainer. As a VFX artist, I learned many techniques with the help of this Silhouette FX Tutorial. Thank you very much for arranging this course.

Diana Pak

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This Silhouette FX course helped me to develop my skills and knowledge as a 3D compositor. It was new software for me, and with this course, I have learned all the basic to advanced tools of this software. Now I am a professional in Silhouette FX.

Lewis Sole



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Silhouette FX Tutorial Course

For Queries please contact:

Email : info@educba.com



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