

overview

Format_DE_Flw

Format_DE_Flw processes DeepEditor's VFX output and formats it into a usable asset. It sits directly beneath the Render node and requires no manual configuration.

Fully procedural — placed directly under the Render node, it reads and preps the incoming AOVs on its own. No knobs to set, nothing to configure.

node diagram



Format_DE_Flw as it appears in the Nuke node graph — placed on the de_vfx_element output beneath the Render.

setup

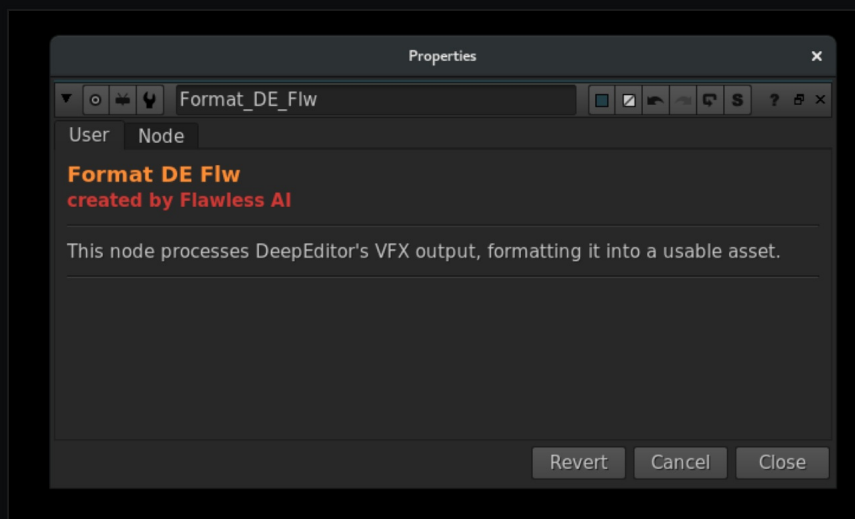
Main input

The Render. Place Format_DE_Flw directly beneath the Render node.

Configuration

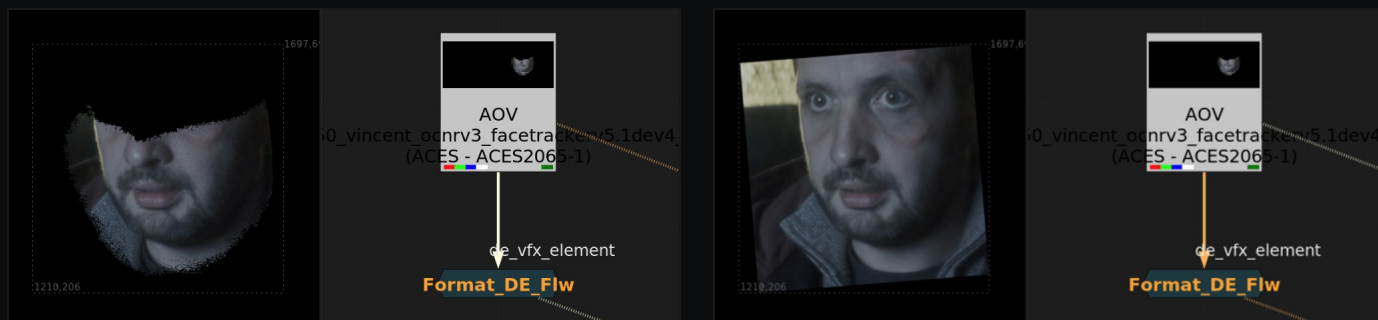
None required — the node is fully procedural and prepares the shot automatically.

properties panel



internals

Before & after Format_DE_Flw



before

after

how it works internally

The Pure Neural Render layer has no automated compositing applied — a clean slate for artists. Inside the node, a Shuffle and a Remove read the layer AOVs from the render and shuffle them out to their respective channels, prepping the shot.

Shuffle

Reads the layer AOVs embedded inside the Neural Render and shuffles each AOV out to its respective channel for artist use.

Remove

Cleans up the layer stack after the Shuffle, ensuring only the prepped channels are passed downstream.



Leave it alone

Because Format_DE_Flw is fully procedural, leave it untouched once placed. No manual knob adjustments are needed — it automatically reads and preps whatever AOVs are present in the incoming Neural Render.