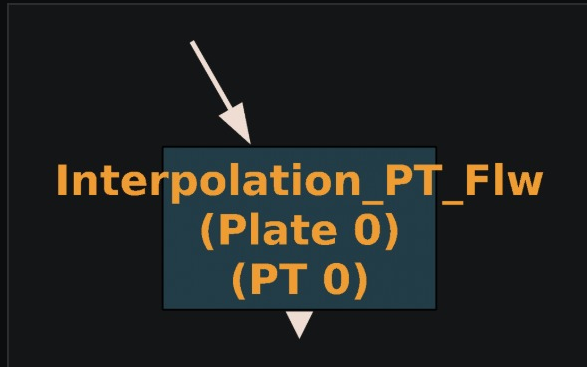


overview

Interpolation_PT_Flw

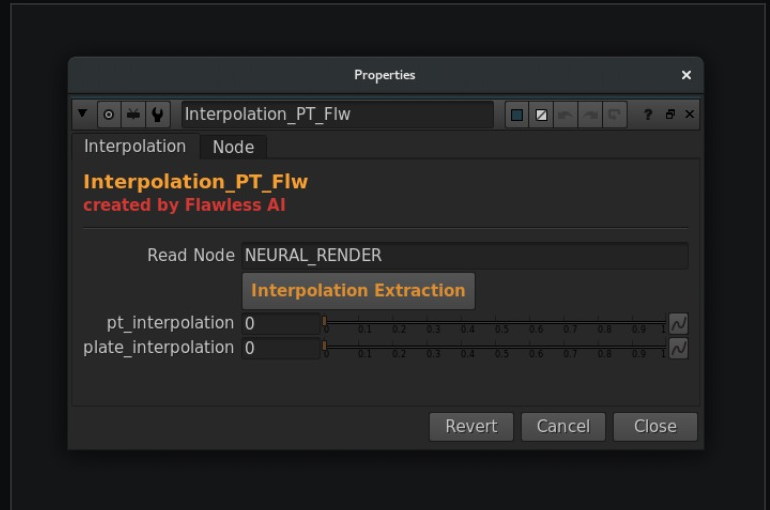
Interpolation_PT_Flw extracts interpolation metadata directly from the Neural Render, giving the artist a precise working range for any given shot. Ranges are expressed as animated curves — any value above zero indicates a difference from the original plate.

node diagram



Interpolation_PT_Flw in the Nuke node graph.

properties panel



The Interpolation_PT_Flw Properties panel in Nuke.

setup

- 01 Copy the name of the Neural Render read node from the Nuke node graph.
- 02 Paste the name into the Read Node Name text box in the Properties panel.
- 03 Press Interpolation Extraction to populate the interpolation curves.

how to use the curves

Reading the curves

Once extraction is complete, each slider is populated with an animated curve, viewable in the Nuke Curve Editor. Use these curves to identify exactly which frames have been modified by the Neural Render before beginning any compositing or QC work.

interpolation curves

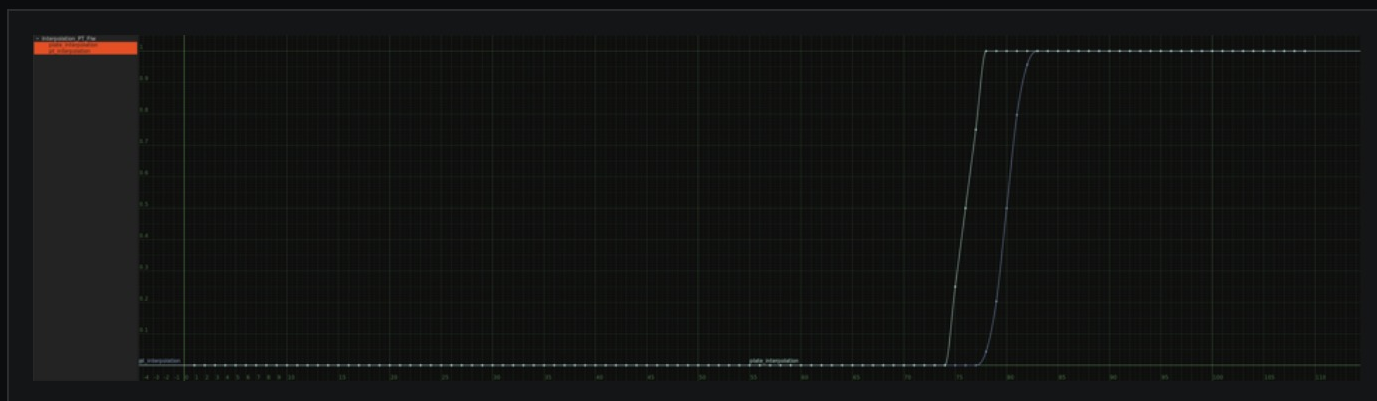
plate_interpolation

Tracks the blend between the original Plate and the Neural Render output. When this reaches 1, the Neural Render is fully engaged — pt_interpolation will start to increase from this point onward.

pt_interpolation

Tracks the magnitude of Refinement (lip-sync) changes per frame. Only rises above 0 once plate_interpolation reaches 1. Focus your QC on frames where this value is non-zero.

curve editor · example shot



Nuke Curve Editor showing plate_interpolation rising above zero after frame 74.

tip · longer shots

On longer shots the curve may rise and fall multiple times. Always check both curves in the Curve Editor before beginning your QC pass — focus only on the frame ranges where pt_interpolation is non-zero.