

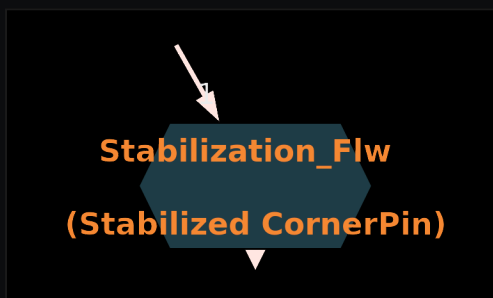
overview

Stabilization_Flw

The VFX turnover render carries embedded cornerpin metadata. Stabilization_Flw extracts that data and uses it to populate a Nuke CornerPin node — giving you both a stabilized working plate and a matchmove back to the original camera.

No node input needed — Stabilization_Flw reads directly from the Neural Render by name. Point it at the read node and generate.

node diagram



Stabilization_Flw as it appears in the Nuke node graph — standing free of the tree, reading the Neural Render by name.

setup

- 01 Copy the name** Copy the name of the Neural Render read node from the Nuke node graph.
- 02 Paste it in** Paste the name into the Read Node text box in the Properties panel.
- 03 Generate** Press Generate External Cornerpins to create the cornerpin nodes.

what gets created

Stabilized CornerPin

Applies the embedded cornerpin data to stabilize the vubbed face. Your working space for paint, roto and comp.

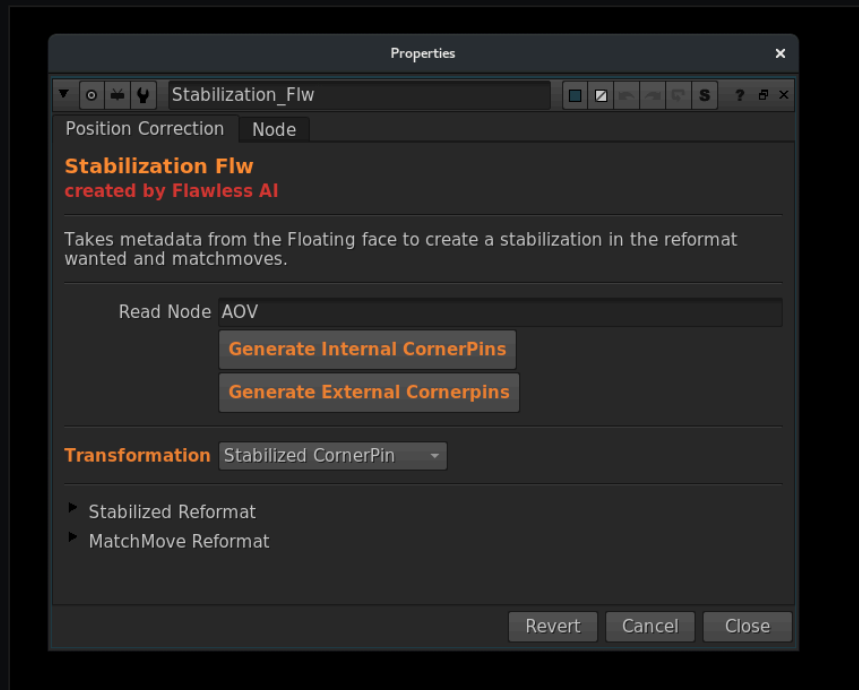
MatchMove CornerPin

Inverts the stabilization to restore the original motion.

controls

Properties & reformat options

properties panel



reformat options

Both reformat dropdowns expose output format and filter controls. These are the typical coefficients found within Nuke's reformat node. Adjust these if you want to stabilize towards a higher or lower resolution. There is little need to expose the MatchMove reformat coefficients, as long as your project settings are correct.

Stabilized Reformat

Sets the output format and filter for the stabilized (locked) output.

MatchMove Reformat

Sets the output format and filter for the matchmove (restored) output. Must match the original Read node format.



Match the plate

The MatchMove output format must match the original Read node format. A mismatch causes incorrect framing and will not accurately restore the original look.