



final quality vubs — export option

VFX Turnover Package

Flawless understands the need for pixel-level perfection — so in the event your vub output needs a little cleanup, the VFX Turnover Package provides the elements for taking your Final quality vub into a traditional VFX package like Nuke, Flame or After Effects.

prerequisites

01 Final vub

Your vub is Final quality, no further refinement is required, and it has been exported.

02 Signiant

The [Signiant app](#) is installed, to allow downloads via Media Shuttle.

01 — overview

What is the VFX Turnover Package?

Users exporting Final quality vubs from DeepEditor or TrueSync can also choose to export the VFX Package. It contains a set of files designed to help VFX artists visually refine their visual dub, especially where results may fall short of quality expectations.

The included files are software-agnostic and compatible with a wide range of compositing tools, including Nuke, DaVinci Resolve's Fusion, Natron and Blender. Workflows are primarily documented using Foundry's Nuke.

Available on Final quality exports only — the package is offered alongside the standard export options once no further refinement is required.

02 — package contents

frames	A sequence of Multilayer EXRs generated by DeepEditor, containing the visually dubbed output along with additional layers and embedded metadata.
source_mesh.abc	Alembic file containing a tracked face aligned with the source media initially passed to DeepEditor or TrueSync.
target_mesh.abc	Alembic file containing a tracked face aligned with the vubbed face.
camera.abc	Camera alembic — used to render the source_mesh and target_mesh in your compositing or 3D application.

02 — package contents, continued

EXR layers & metadata

frames — exr layers

rgba	Fully composited layer containing pixels that differ from the original source. Motion blur and grain are reapplied to match the source.
stmap	Enables projection of textures from UV space onto the visually dubbed face — useful for restoring skin textures and generating procedural masks. Includes a built-in soft alpha suitable for premultiplying the <code>pure_neural_render</code> layer.
pure_neural_render	Clean, unprocessed render with no motion blur or re-grain. Designed for compositors and cleanup artists requiring a pure base for further refinement.

exr metadata

plate_interpolation

Per-frame value (0–1) representing the difference in mouth shape between source and visually dubbed output. 1 = fully active vub; 0 = the artist can reveal original source. Extract into a curve with the `Interpolation_PT_Flw` gizmo.

corner_pin_coordinates

Use with the `Stabilization_Flw` gizmo to generate a Nuke CornerPin node that stabilizes the Render. See the tooling documentation for details.

03 — reference

Package summary

file / layer	description	primary use
frames (EXRs)	Multilayer EXR sequence	Compositing
rgba	Composited diff layer	Drop-in replacement
stmap	UV projection layer	Texture / mask work
pure_neural_render	Clean unprocessed render	Cleanup / refinement
plate_interpolation	Per-frame dub activity value	Curve-driven blending
corner_pin_coordinates	Stabilization metadata	CornerPin generation
source_mesh.abc	Tracked source face mesh	3D / projection
target_mesh.abc	Tracked dubbed face mesh	3D / projection
camera.abc	Scene camera	3D / projection

NOTE The OpenEXR files are in ACES 2065-1 color space.

NOTE The camera output as part of the alembic package is only used to view/render the face geometry — it is not a full scene tracked camera and bears no relation to the actual shot camera.

04 — quality review

Why use the VFX Turnover Package?

In some cases, renders produced by DeepEditor or TrueSync may fall short of quality expectations — most often when limited training data was provided, or when source footage contains particularly complex lighting or dynamic movement. The package equips artists with all the assets necessary to address these issues.

what to look out for

Mouth interior

Watch for upper teeth moving unnaturally — they should stay anchored without sliding or drifting. Look closely for changes in tooth shape: they should match the actor's real teeth and stay consistent frame to frame, without morphing or popping.

Facial detail

Observe the cheeks and chin to ensure skin details — pores, facial hair, wrinkles — stay locked in place and do not slide in relation to facial movement. In shots where faces are larger in frame, ensure the level of detail matches the source footage.

Background distortion

Examine the background along the face's edges for warping or distortion, particularly in profile views where render quality may struggle.

Occlusions

Look for shifting facial features when occlusions pass in front of a character's face. Check that the reproduction of occlusions — especially semi-transparent ones — matches the level of detail visible in the source footage.

tooling

Flawless Nuke Tools download

A more comprehensive set of tooling and documentation is available to download — the ReadMe can be found inside the .zip.



Nuke tools & documentation

Includes the Stabilization_Flw and Interpolation_PT_Flw gizmos, plus per-tool documentation. [Download the .zip](#)