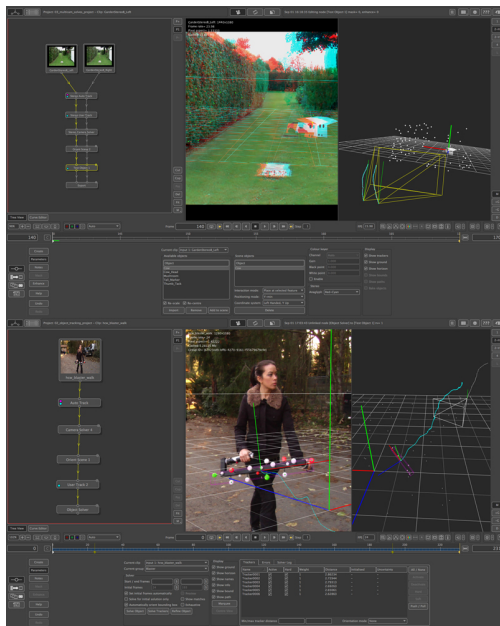


PFMATCHIT



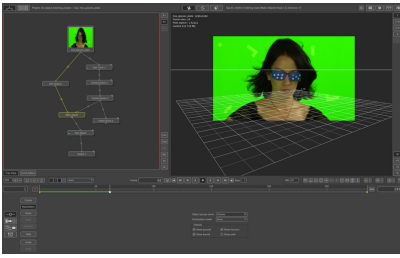
PFMatchit is the first product to harness the power of The Pixel Farm's innovative node-based flowgraph architecture. The new architecture gives users a logical, visual overview of tracking workflows, and a procedural, non-linear environment in which to work. Digital artists have full control over every aspect of each individual operation within a workflow, and can experiment non-destructively with different approaches to a shot to achieve the best possible result. Moreover, the new architecture facilitates shared data manipulation, greater flexibility and ultimately richer creative options for the digital artist.



Cena: \$0,00

Kategorie: [Video](#), [Rekonstrukcja obrazu](#)

GALLERY IMAGES



OPIS

Such a workflow, more familiar to users of much higher priced mainstream compositors completely changes the game and provides users unparalleled power and flexibility in tracking scenes that before would have taken up to ten times as long, Daryl Shail, Monster Matchmoves, Canada.

Standing apart from the competition

Of course, this new architecture in it's own right is not only what sets PFMatchit apart from the competition. PFTrack changed the matchmoving market by taking an innovative approach to data generated by matchmoving, and in combination with other technologies, provided a richer data set to the VFX pipeline whilst providing all the tools the matchmoving artist required to stay within a single package to get the job done. Using the key algorithms and technology developed in PFTrack in combination with the data management capabilities of the flowgraph in PFMatchit again demonstrates those core values, by using a new architecture to further extend the creative and technical possibilities beyond any competing product.

Flexible Camera Solver - Arguably the industry's most versatile and reliable camera solver enables the user to solve unlimited cameras and objects into a single user space, providing an unlimited number of camera and object motions per shot which can then be exported as a single file.

New Edit Camera Node - One of the single most important new addition to The Pixel Farm's tracking arsenal, the Edit Camera node provides manual control over the cameras parameters, enabling the user to animate the position of a camera in 3D space over time it allows previous camera solves to be edited, and can generate hints to influence how a 3D

camera moves, with the result that shots can be solved that were previously considered un-trackable.

New 2D tracker - PFMATCHIT includes a completely new 2D tracking engine. Re-written from the ground up it now provides multiple feature tracking technologies that can be deployed automatically, manually, or in an unlimited combination as individual nodes in the flowgraph. Completely new for PFMATCHIT is a GPU accelerated optical flow tracker.

Integrated toolsets - Versatile image processing capabilities such as the built in Matte and Roto tools and extensive image enhancement nodes in combination with new tools such as in-built rolling shutter correction, support for RED RAW without conversion, plus stereo review tools, keep matchmoving artists within a single environment, eliminating the need to use any other third-party applications.

New lens distortion tools - Completely redesigned distortion tools can either be left to calculate automatically by the camera solver, or completely manually overridden and managed by the user and saved as a preset for automatic use anywhere else in the facility workflow. Powerful enough to solve for lens distortion, when no grid or alignment data exists.

Built for the modern facility

The Pixel Farm's development team have excelled in creating a product architecture that effectively resets the boundaries of the matchmoving and tracking market. The benefits of that architecture extend beyond the individual match-mover and right into the heart of the facility pipeline. Command line control, tightly integrated scripting and GUI customisation make the application ideal for tight integration into existing pipelines and deployment in large facilities.

Metadata management core - With tightly integrated metadata management at the core of the application, any adjustments are constantly written to the project file making any data available to other parts of the application via Python scripting and macros.

Python scripting and workflow customisation - Full Python scripting provides users with the ability to create custom nodes. This capability provides for streamlined integration of The Pixel Farm technology into any post-production pipeline, along with the automation of routines and processes, and resource management for post-production supervisors and producers.

Robust project and shot management - Unlimited workspaces, and unlimited shots per



workspace provide flexible and scalable user management opportunities, and support robust backup strategies.

Optimised for 64-bit and GPU - The use of 64-bit processing across all platforms allows digital artists to work on the highest resolution clips, providing greater accuracy with quicker turnaround times. GPU Acceleration of many of the effects in the application provide cost effective yet scalable performance.