silhouette fx

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For Immediate Release

Stand-Alone Silhouette Roto Ships! New Plug-In Available

The stand-alone (SA) version of Silhouette Roto is now shipping. Available for Windows®, Mac OS®, and Linux®, the SA version is targeted at facilities with rigorous roto demands. Motion stabilization (also added to a new release of the plug-in version) produces fewer keyframes and High Dynamic Range support means Silhouette Roto SA fits in well in the most demanding of film environments. Apple® Shake® rotoshape export has also been added.

Los Angeles, CA (March 30th, 2005) - Silhouette FX, LLC is pleased to announce the availability of the stand-alone (SA) version of Silhouette Roto, the thoroughbred rotoscoping application. Battle tested at large high profile effects facilities, the SA version makes the ubiquitous task of roto more efficient and easier to integrate into production workflow. Motion stabilized roto, High Dynamic Range support and Shake export are added to Silhouette Roto's already best-in-breed feature set.

Motion stabilized roto means greatly enhanced productivity by eliminating many of the keyframes caused by an object's motion. Silhouette Roto's integrated motion trackers can be used to translate, rotate, and scale objects automatically, sometimes with no shape keyframes at all. Even if shape keyframes are necessary, there are far fewer of them because the object's basic motion has been factored out of the job.

The SA version's support of High Dynamic Range image file formats such as DPX, Cineon and OpenEXR™, means that roto in over- or under-exposed areas of the image are made easier and more accurate. Exposure compensation is accelerated in hardware right in the main user interface of Silhouette Roto.

The SA version, as well as the new 1.0.6 release of the plug-in version, add Shake rotoshape export to Silhouette Roto's broad range of shape import and export options. Shapes are exported by Silhouette Roto is the Shake SSF format. Silhouette FX provides a Shake module that imports SSF files into Shake version 3.5 rotoshape nodes. Silhouette Roto now boasts shape import or export compatibility with Avid® Technology's Elastic Reality®, Pinnacle System's® Commotion, Discreet's combustion® and flame® family, Adobe® After Effects®, and Apple's Shake.

Silhouette Roto's design expressly as a roto system shows, says Jan Cilliers speaking on the Creative Cow Silhouette FX forum. Jan said, "In the act of creating and animating your splines... nothing (bar none), will beat Silhouette Roto in efficiency, accuracy and speed of use. (You can quote me on that!)."

Mike Parsons, Visual Effects Supervisor for Mike Reed & Partners Post Production, Melbourne Australia had this to say, "As a commercial post production house we are always looking at ways to get support tasks such as rotoscoping and motion tracking off the big machines. In the past we have used flame, DS, Commotion, After Effects and combustion but have now standardized all our rotoscoping systems to

Silhouette Roto. As a new system it already has a remarkably mature toolset which clearly shows that the developers understand what a roto artist needs. Add to this the 'no-brainer' GUI with fast interactivity and a realistic price point and Silhouette Roto is clearly the best solution on the market today."

Leveraging years of experience, the Silhouette Roto engineering team led by Paul Miller has taken care to produce a lean, clean user experience. Chris Poisson said that Silhouette Roto has "...one of the best interfaces I have ever seen, really intuitive. I picked it up very quickly."

Silhouette Roto will be demonstrated at the National Association of Broadcasters convention April 18 to 21. Come visit us at NAB 2005 in the South Hall at Booth SL1024.

Silhouette Roto, as a plug-in for Mac OS and Windows systems, retails for $395 (USD). As a stand-alone application for Windows, Mac OS and Linux systems, Silhouette Roto retails for $495 (USD). Both the stand-alone and the plug-in can be purchased together for $595 (USD). More information about Silhouette Roto including system compatibility information can be found at http://www.silhouettefx.com.

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