

Shapes and Trackers in Fusion

Our Fusion-native tools RE:Flex, ReelSmart Motion Blur and Twixtor (the ones that use Fusion's splines) properly deal with tracker points attached to polyline (splines) vertices. This feature is supported in Fusion 5.1 and over.

This document assumes you know how to connect tracker points to mask points using Fusion's built-in masking tools and trackers.

Even if you know how to connect trackers to spline vertices it is important that you read the known issues at the end of this document.

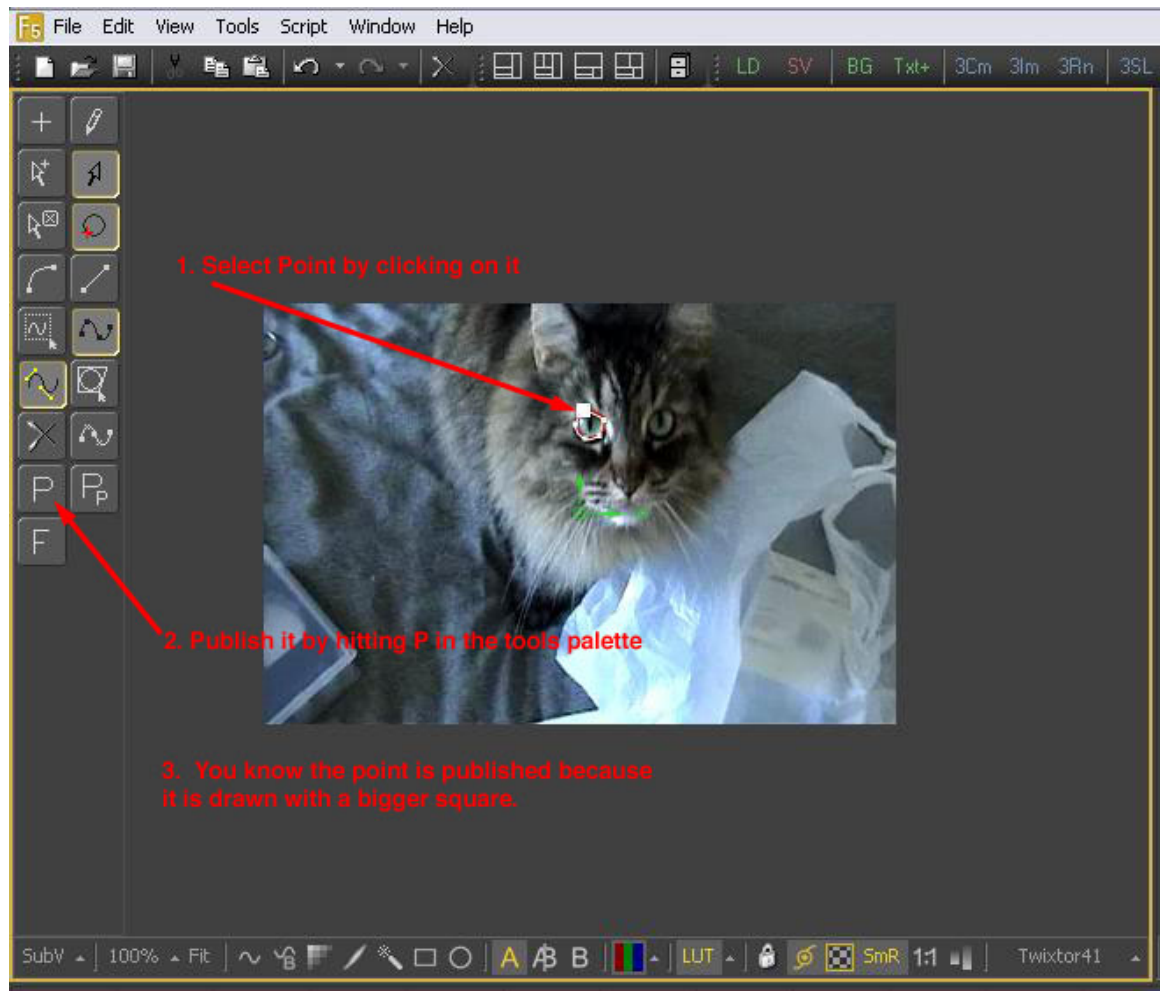
There are two methods to attach trackers to spline vertices:

- 1) modifying spline vertices with a tracker embedded inside the tool. With this method the controls for the tracked points will show up in the Modifiers tab for the RE:Vision Effects' tool being used.
- 2) connecting spline vertices to pre-existing trackers in the Fusion flow (presumably tracked with Fusion's Tracker tool).

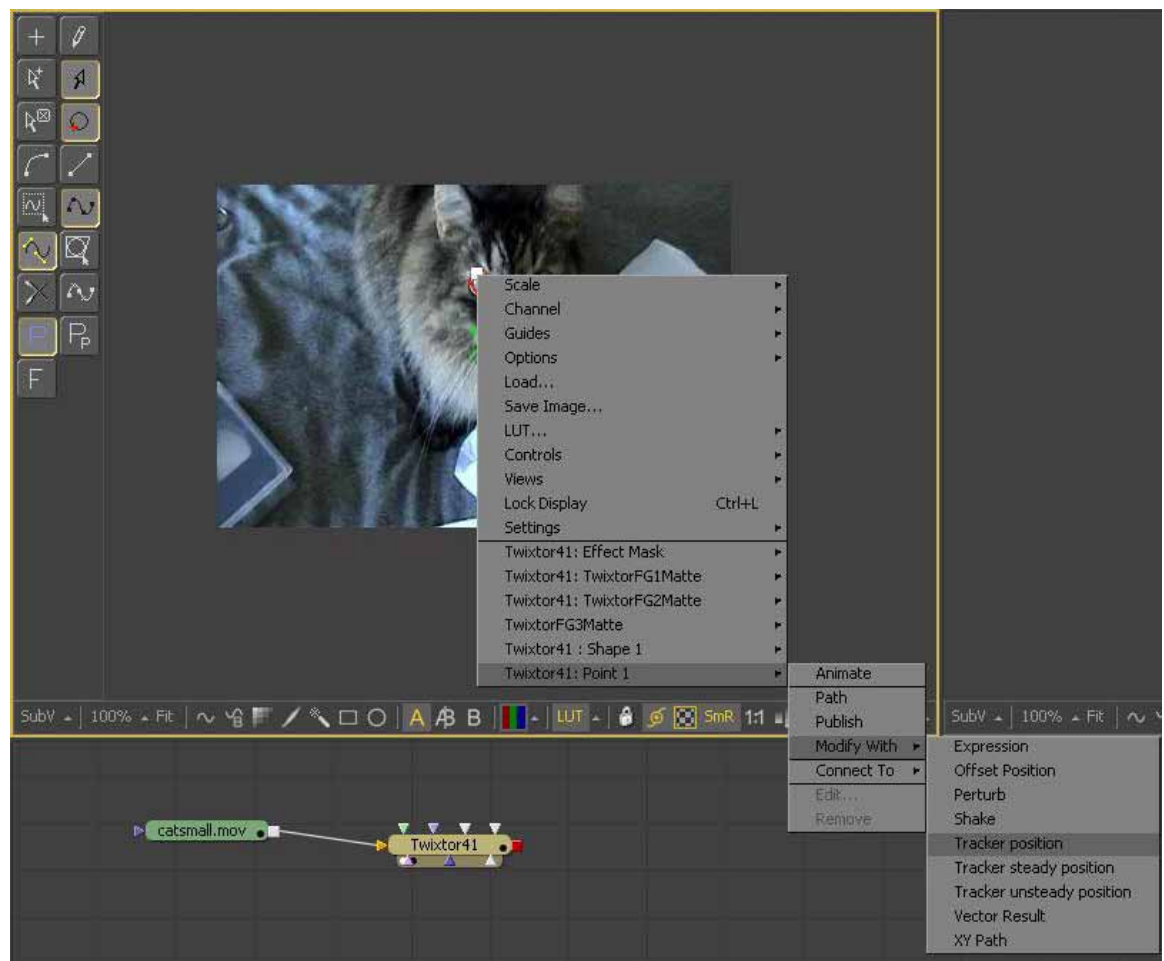
We also describe a method to connect trackers to the Shape Center for a spline (the Shape Center shown in the controls for the RE:Vision Effects's plugin when the spline is selected).

Method 1: Modifying spline vertices with a tracker embedded inside the tool.

1. Select a point (or several points) on a spline in the viewing window.
2. Publish the selected points by clicking on the "P" in the set of spline tools.



3. Right-click on a point. When the popup menu appears, select Modify With->Tracker Position



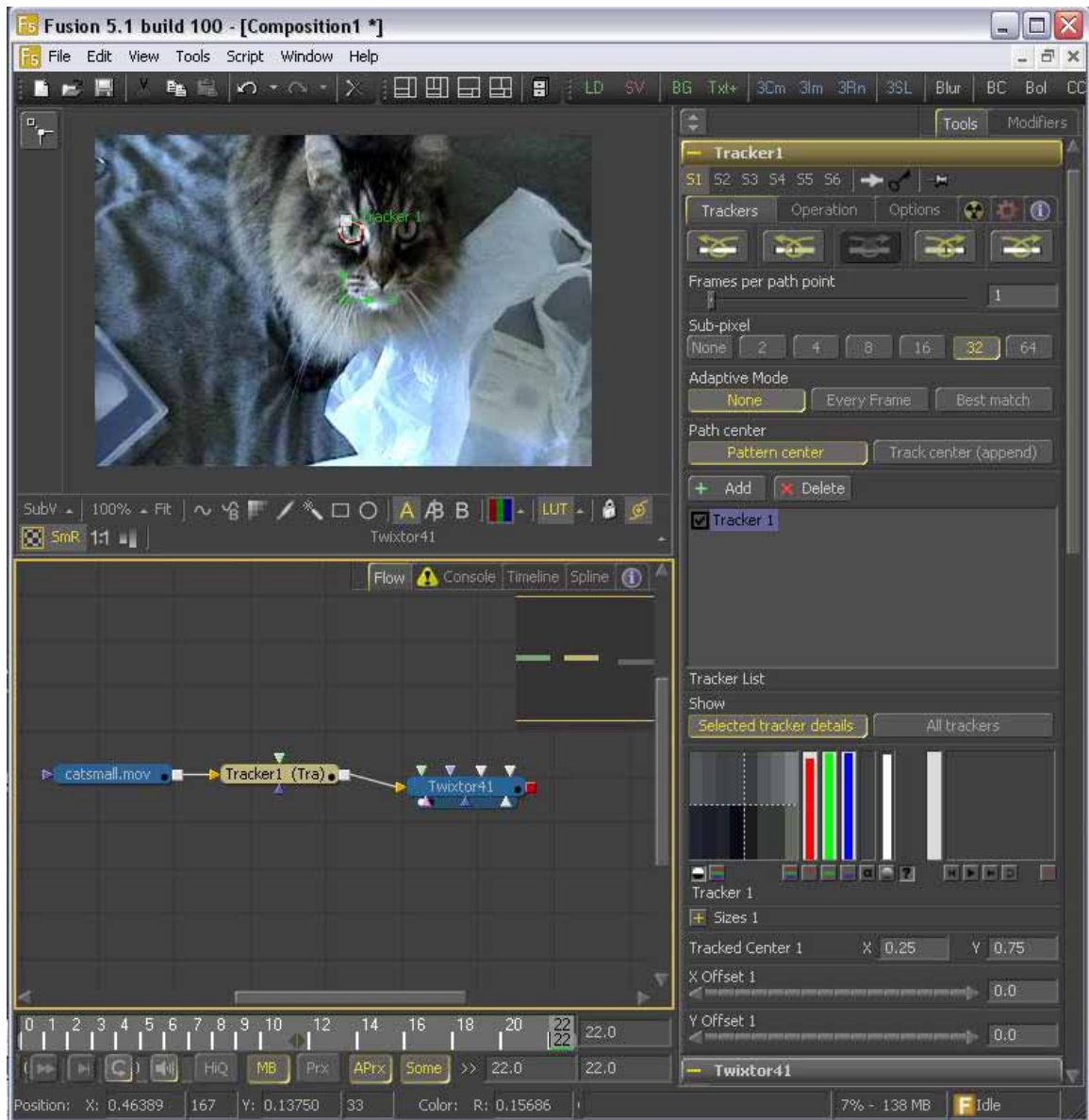
That's it!

The tracker you've just created now shows up in the Twixtor tool's Modifiers' tab. The controls for tracking are described in Fusion's manual (in the Tracker Tool section).

Important Note: In order to delete a vertex, you need to first unpublish the vertex if it is a published point.

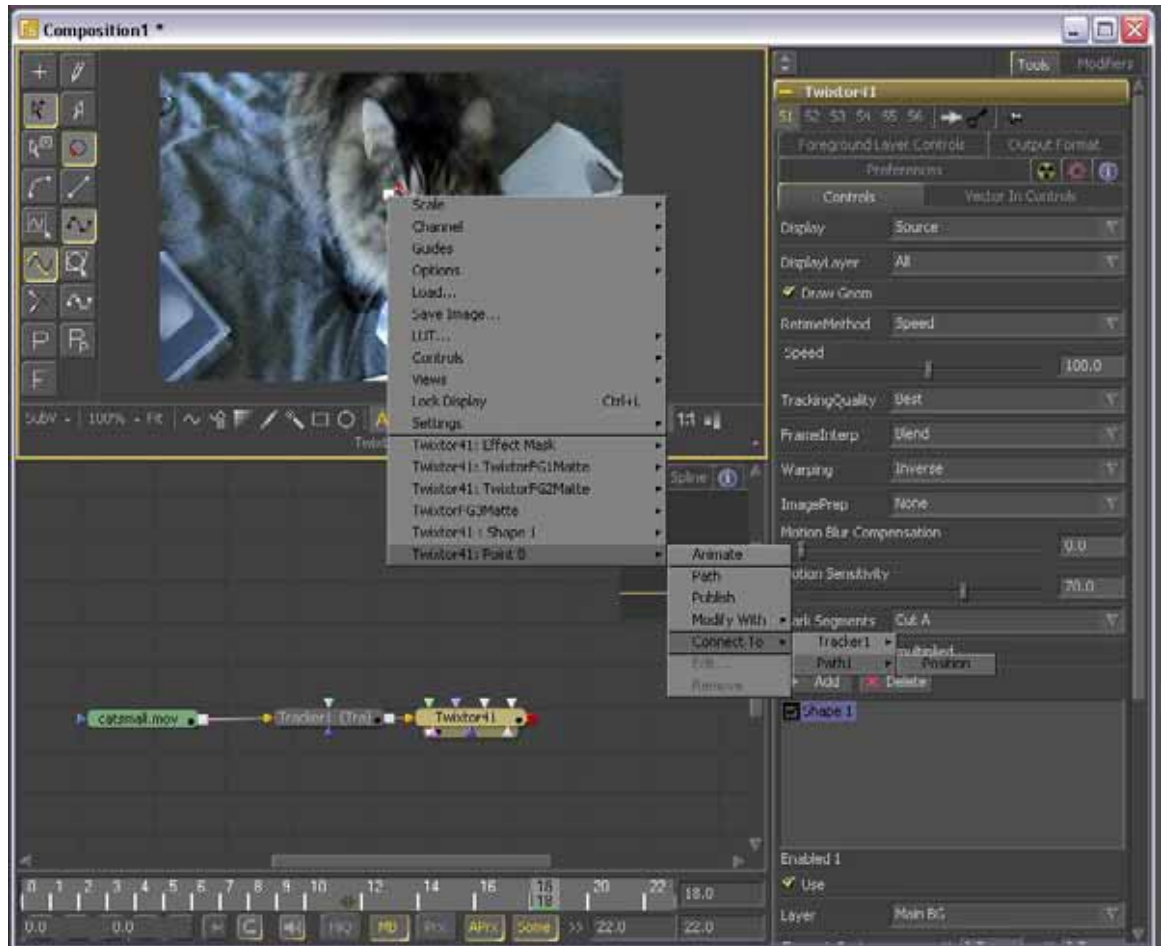
Method 2: Connecting spline vertices to tracking points that already exist within a Tracker Tool in the Fusion comp.

First create a tracker using Fusion's Tracker Tool (read more in Fusion's manual).



The first two steps are the same as the previous method:

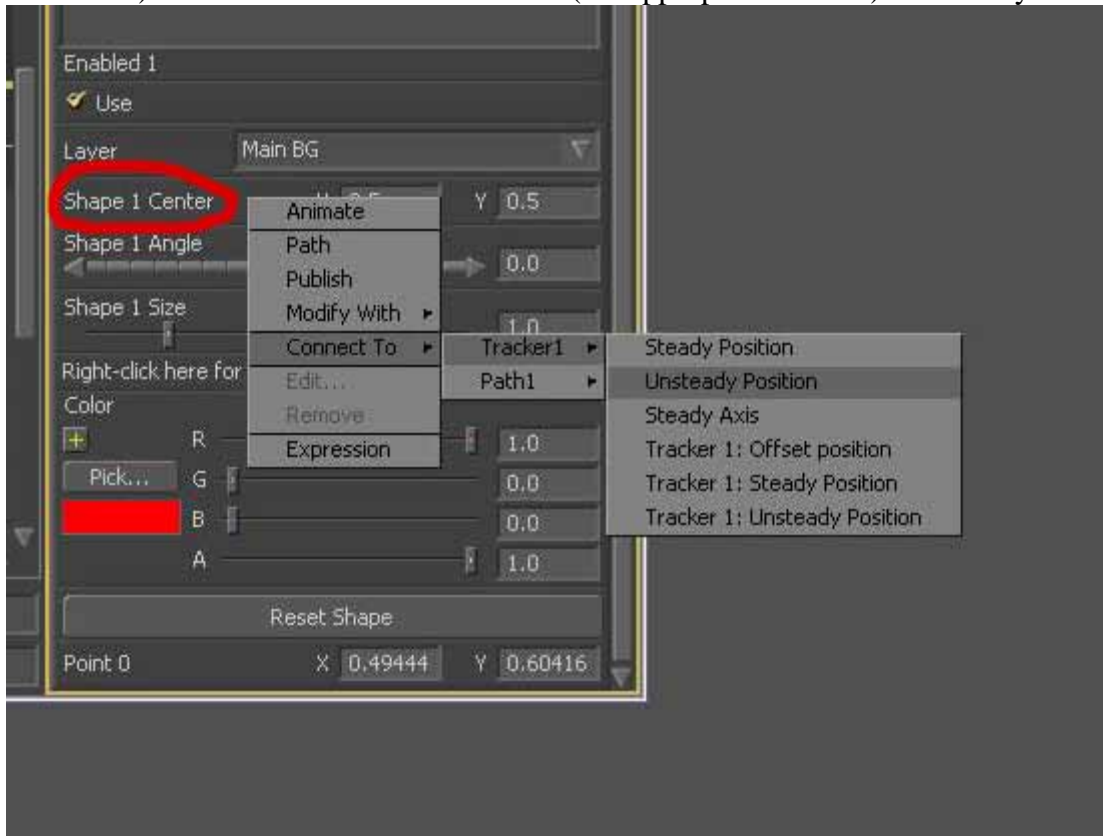
1. Select a point (or several points) on a spline in the viewing window.
2. Publish the selected points by clicking on the “P” in the set of spline tools.



3. Then one would right-click on the published point and select “Connect to->Path 1 (or name of appropriate path)->Position” (see picture above) to connect to an existing shape to an existing tracker.

Connecting trackers to a the “Shape Center” of a spline.

When connecting the Shape Center to a tracker, you should right-click on the Shape Center in the RE:Vision Effect's controls (the Shape Center is displayed when the spline is selected). Then select Connect->Tracker (the appropriate tracker)->Unsteady Position.



NOTES AND ISSUES FOR BOTH METHODS

Note in order to delete a vertex, you will have to unpublish the published point first, THEN delete the vertex.

Note as well that when you copy a shape from source to destination (and vice-versa) with a tracker connected to source, you will actually bake the point value into the destination shape.

Known issues:

A few things have been discovered to be not reliable in 5.1 and are being investigated by Eyeon.

- In 5.1, Fusion introduced a new Preferences “Allow Selection of points from multiple polylines”. When connecting the Tracker to a tool with Shapes (such as our RE:Flex, ReelSmart Motion Blur and Twixtor), the Tracking path and a Shape can suddenly become locked together even if the point/path is not attached to that particular shape. It is recommended you simply turn this preference off, if possible.

- The Tracker icons might stick and hide the shape icons until you actually select a shape in the viewer. In RE:Flex, which has two polylines per shape (both a source shape and a destination shape), sometimes the shape tool palette actually disappears. To fix this, you need to deselect the RE:Flex tool (by selecting another node in the flow) and then select the RE:Flex tool again.

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