

OLM Open Tools

OLM Smoother

User Manual

OLM Digital, Inc.

Table of Contents

- 1. Introduction..... 4
 - 1.1. Supported Environment 4
 - 1.2. Install 4
- 2. Using OLM Smoother..... 5
- 3. OLM Smoother parameters 5
- 4. Other..... 7

Copyright, End User License Agreement

In order to use OLM Smoother you have to accept the terms of the end user License Agreement.

Change Logs

2012/10/05 First Version

2014/08/05 Second Version

Add support for Nuke 6.3, 8.0 for Windows and Linux

Figure 1

©Nintendo • Creatures • GAME FREAK • TV Tokyo • ShoPro • JR Kikaku

©Pokémon ©2008 Pikachu Project

Figure 2.

© LEVEL-5/FC Inazuma Eleven The MOVIE 2010

1. Introduction

OLM Smoother is a The Foundry® Nuke® plug-in specialized in smoothing cel animation drawings.

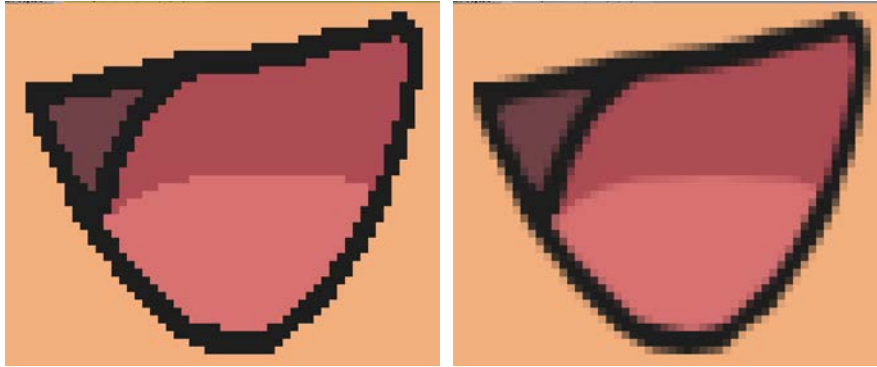


Figure 1 (Left) Original Image, (Right) After OLM Smoother, from the mouth of a character

1.1. Supported Environment

Please refer to OLM Open Tools web site for a complete list of supported environment.

1.2. Install

The zip archive you can download from OLM OpenTools web site contains the files listed in Table 1. To install OLM Smoother copy the plug-in file (for windows: OLMSmoother.dll, for Mac: OLMSmoother.dylib, for Linux:OLMSmoother.so) in a directory registered in the environment variable NUKE_PATH

(example: for windows: C:\Users\USER_NAME\.nuke, for Mac/Linux: ~/.nuke)

Folder	File Name	Explanation
Plugins\[Mac/Linux/Win] \[Version]	OLMSmoother.dylib OLMSmoother.so OLMSmoother.dll	The plug-in files.
doc	OLMSmoother UserManual.pdf	The user manual for OLM Smoother

Table 1 : Content of the zip archive

2. Using OLM Smoother

To create OLMSmoother node, use the menu: (Others)→(All plugins)→(Update).

Then you can use (Others)→(All plugins)→(O) →(OLMSmoother) to create the node, or press TAB key and type OLMSmoother.

It is up to you to create a menu.py and/or init.py file to setup the plugin automatically.

Once the node created you can setup a simple node graph with some input file, OLM Smoother node and a viewer like in Figure 2

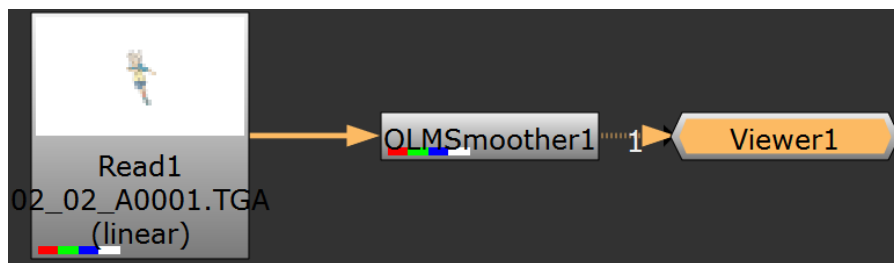


Figure 2 OLM Smoother node network

Be aware that to work properly OLM Smoother node needs an alpha channel. Also be aware that Nuke is reading files in sRGB space, showing the result in sRGB space in the viewer, and that it may not reflect your files color space. Then you may end up having a smoothing effect different from your expectations. To correct this problem just use the right input and output color space.

3. OLM Smoother parameters

OLM Smoother parameters are as follows (Figure 1)

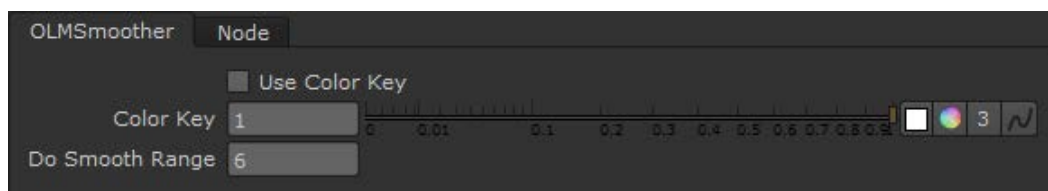


Figure 3 OLM Smoother parameters

- **Use Color Key**—When “Use Color Key” parameter is on, you can choose a color to key before applying OLM Smoother. Pick up the color you want to key with the “Color Key” parameter.

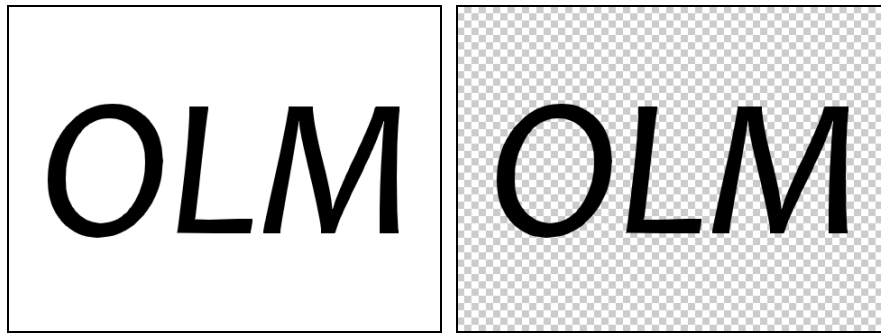


Figure 4 (Left) Use Color Key - Off, (Right) Use Color Key - On

- **Color Key** — The color to key when “Use Color Key” is On.
- **Do Smooth Range**—When the layer you want to apply OLM Smoother contains gradations, the lines does not get as smooth as you expect. By adding tuning the “Smooth Range”, you can get smoother lines in that case.

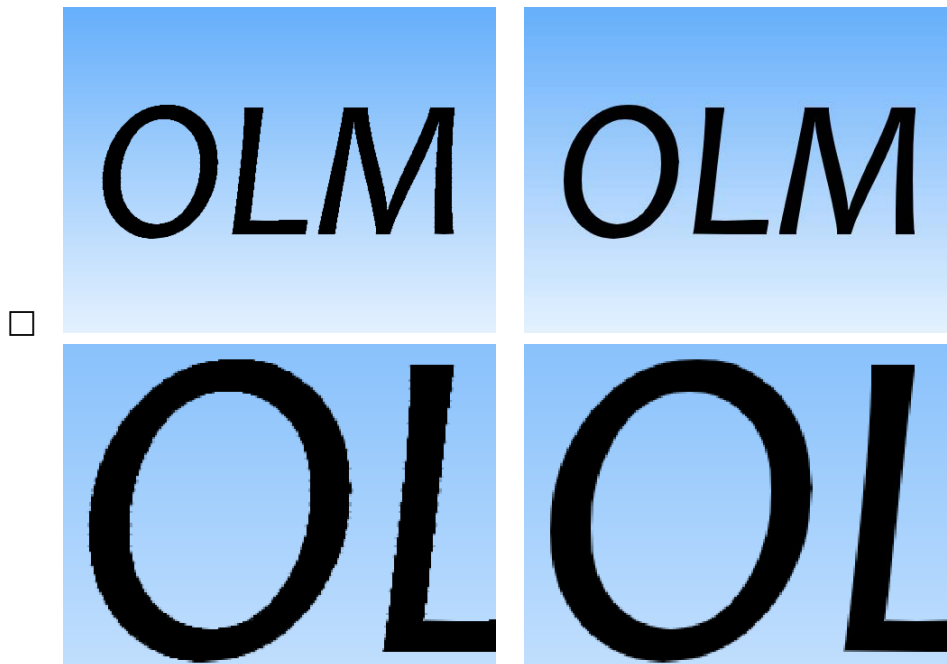


Figure 1 (Left) Do Smooth Range=0 , (Right) Do Smooth Range=6

4. Other

We have tested OLM Smoother with the following operating systems and Nuke versions

- Nuke 6.3v8, 7.0v10, 8.0v5
 - Mac Os 10.6.8, 64bit machine (only 7.0)
 - Windows 7, 64bit machine
 - Linux CentOS 6.2, 64bit machine

We think you can use plug-in within those environments, but it does not mean we officially support them, refer to license for support details. Still, if you have problem using the plug-in in any environment, if you find a bug, have a feature request, or for any kind of feedback feel free to contact us at the following mail address:

opentools@olm.co.jp