

1. Click the Nuke Project File Content preset to display the script settings.

2. Select Write Nodes from the dropdown and check which path from the shot template should be used for the Nuke Write node. For example:

`[shot]/nuke/renders/[shot]_comp[.nameindex]_version[.####.ext]` to resolve the render path where Nuke Studio expects to find the files when they're rendered.

Custom Parser for node data?

NDK API?

RE'd Format?

Process through Nuke?

Can run headlessly?

NDK for speed vs. Python API for minimizing reimpls of node graph intermediate format & need to serialize

CPython API interop?

Socket/SHM Passthrough?

Input Frame

Node Data

Output Frame

Parse raw & rendered video files to bypass excess Nuke processing

Correlated naming schema for video files? Avoid manual tagging

Might have to parse in/out files from project files

Per-frame, per-shot or both?

Image similarity as fitness?

Do we value output readability?

Include strong image classifier as "bonus" input?

Key

— Node Data

— Misc. Relations

— Network & Training

— Image Data