Nuke Basic Operations: Some Reminders

Versions: Save your file using filename_v## to use automatic versioning when desired.

Read/Write: Use ### or %03d (etcetera) in your filenames for image-sequences, particularly remembering to do this as needed in your write nodes.

Moving in the graph area: alt/option and your left-click and middle-click will track and zoom your view of the graph (DAG: directed-acyclic-graph).

Nodes: Tab to start typing name, or select from grouped lists on the left bar to make a new node. (Certain keys such as 'T' for transform or 'R' for read may open often-used nodes). You may also press Ctrl while clicking in the graph area for an organized menu of nodes. Have a current node selected while making a new node for the new node to be connected *downstream* via a *pipe*. Use *shift* or *cmd/ctrl* to branch from or replace the selected node. Del/backspace to delete. 'D' to disable temporarily but leave in the tree.

Pre-Multiplied Images: Remember that these are images where the R, G, and B channels have already been multiplied by the matte in the A channel. Without treating these properly, certain operations may result in modified background areas around the object or in a darker edge around the object of a composite. Generally, *transform* or *filter* pre-multiplied images so that the matte will be updated as needed. Color-correction, however, needs to operate on images that are not pre-multiplied; if the image is already pre-multiples, use an *un-premult* to update before the correction. If an image is not-premultiplied yet, but needs to be, such as for use in an *over* merge operation, use a *pre-mult* node.

Viewer: A viewer node needs to be attached to a point in the tree to see results at that point in the flow. Use hot-keys such as R, G, B, or A to see various channels in that image, Y for luminance, or M to see a matte.

Framecycler: Choose Render->Flipbook this or press alt/opt - F to pull up the Framecycler for more viewing options of your tree results. . (play forward) , (backward) space (pause), - + (zoom), arrows (step frame forward or back), I, O (goto in/out points, shift to set these), F fullframe toggle

Animation: Right-click (or ctrl-click) in a property to set a key or access the curve editor to animate a property.