

OpenDrives Speeds Up Nuke Workflows

Compositing is the construction of visual elements from separate sources into single images to create the semblance that all those elements are parts of the same scene. The final image is created by combining layers of previously-created material, including rendered computer animation, special effects, graphics, 2D animation, live action, and static background plates.

The Foundry's Nuke is the application leader in visual effects compositing. Nuke offers cutting-edge toolkits for node-based compositing, editorial, and review. Nuke has unparalleled flexibility and collaborative workflows help you get the highest quality results—fast.

Nuke Supercharged with OpenDrives

OpenDrives provides purpose-built enterprise storage solutions for high-resolution video and imaging workflows. OpenDrives is performance based for your entire visual effects creation lifecycle. Offering both hybrid and all-flash solutions and powered by our flexible and scalable Atlas Suite of software, OpenDrives can accelerate your applications like no other storage solution on the market. With OpenDrives, performance meets intelligent data handling, which provides faster and more efficient time to completion in Nuke.

Visual effects and the need for speed

Compositing and visual effects applications made faster with OpenDrives. Stop creating workarounds and streamline your workflow with enterprise storage solutions from OpenDrives.

Compositing

All the tools you need to get the job done, no matter how you're working. From advanced node-based compositing, to 3D tracking and model building, to conform and review, the Nuke range can scale to suit your needs. Supported by an OpenDrives storage platform, the Nuke toolset is truly unleashed.

Power and Performance

Built to meet the needs of modern production work, the Nuke family offers unparalleled levels of power and performance along with the flexibility to meet future operational demands. Nuke's node graph and resolution-independent processing ensure that the scope of work you can handle with Nuke is unmatched.

Collaboration, Speed, and Efficiency

Easily communicate, share, and collaborate

with others, whether you're sitting side by side or across the globe. Work faster with Nuke's cutting-edge toolkits, GPU acceleration, and fluid workflows. Leveraging OpenDrives storage, creatives can work with real-time playback without the fear of lagging performance. When you combine Nuke and OpenDrives, everything you need to complete your project without obstacles is in-built and ready to go.

The Perfect Fit For Your Pipeline

Open and customizable, Nuke fits perfectly into your pipeline, with major operating system support, low hardware requirements, support for industry standards like OCIO and Alembic, and a Python API and Pyside included. To support this flexible pipeline, OpenDrives embraces open standards too, so your workflows benefit from a more open technology ecosystem, with no vendor lock-in.

The Nuke Product Family

Nuke

The 3D compositor, designed to streamline day-to-day workflow. Flexible, efficient, and feature packed, this toolset delivers film-grade results, fast. The perfect choice for compositors, lighters and animators after a robust toolset for compositing tasks.

NUKEX

Get the core functionality of Nuke, with an additional 'out of the box' toolkit of exclusive time-saving features. Ideal for taking on more complex compositing tasks, NukeX's advanced toolset gives more power and control to the compositor.

Nuke Studio

The compositing power of NukeX, plus the multi-track editorial timeline of Hiero, allows you to conform, review, edit, and even create and render compositions from the timeline. Nuke Studio gives supervisors and artists more creative control.

Key OpenDrives features for Nuke:

- Facilitates workflows incorporating 4K uncompressed footage
- Helps creatives scrub through video timeline with ease
- Intelligent caching allows for subsequent calls for data to be read from much faster cached data in memory
- Supports NVMe cache to accommodate even larger timelines
- Benefits render farm tasks with assets directly from memory

REFERENCE ARCHITECTURE

NUKE SPECIFICATIONS

Operating System

Windows 10 (64-bit only)
macOS Catalina (10.15)* or macOS Big Sur (11.x)*
CentOS 7.4, 7.5, and 7.6 (64-bit only)

Note: Other operating systems may work, but have not been fully tested

*32-bit QuickTime codecs are no longer supported on macOS Catalina or macOS Big Sur

Hardware

Processor x86-64 processor, such as Intel Core 2 Duo or later

Storage

5 GB disk space available for caching and temporary files

RAM

At least 8 GB RAM

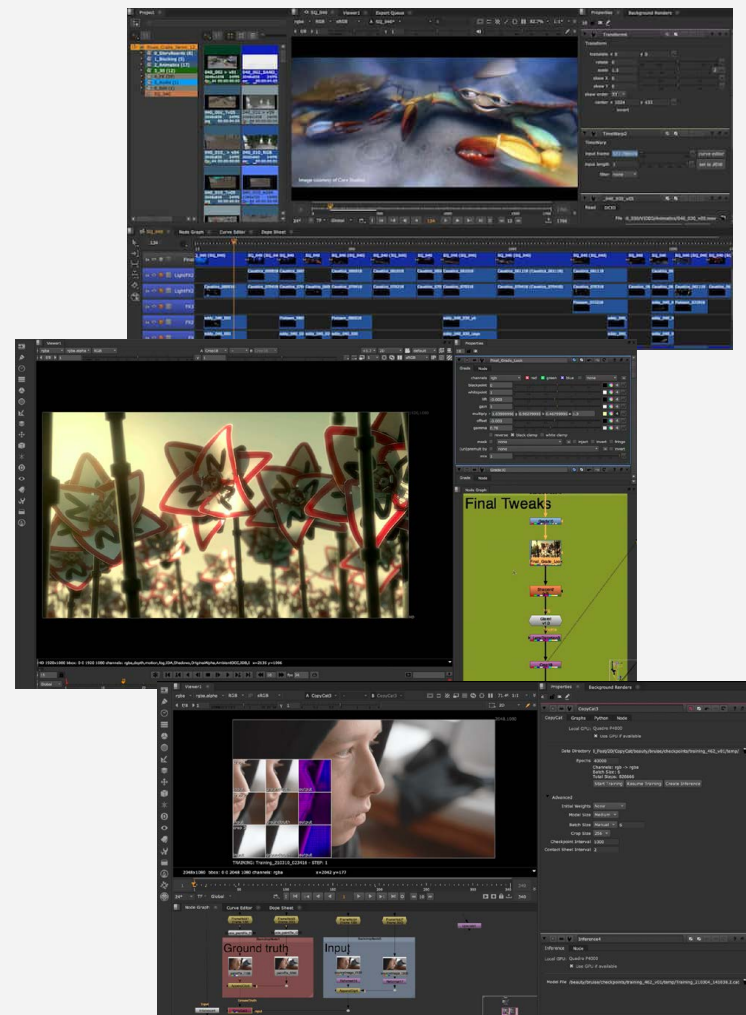
Display

At least 1280 x 1024 pixel resolution and 24-bit color

Video Card

Graphics card with at least 512 MB of video memory and driver support for OpenGL 2.0.*

(*To enable optional GPU acceleration of Viewer processing, you need OpenGL 2.0 with support for floating point textures and GLSL.)



More information

OpenDrives

opendrives.com/products

Foundry – Nuke

foundry.com/products/nuke

sales@opendrives.com | +1 888-778-5491

open
DRIVES