

Nuke Specifications

OPERATING SYSTEM

Windows 7 or Windows 10 (64-bit only)

macOS Sierra (10.12) or
macOS High Sierra (10.13)

CentOS 6 or CentOS 7 (64-bit only)

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

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.



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OpenDrives Accelerates 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 network attached solutions from OpenDrives.



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 application leader in visual effects compositing is The Foundry's Nuke. 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 network attached storage for high-resolution video and imaging workflows. OpenDrives is performance based for your visual effects creation lifecycle. Offering both hybrid and all-flash solutions, OpenDrives can accelerate your applications like no other NAS solution on the market.

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.

Power and Performance

Built to meet the needs of modern production work, the Nuke family offers unparalleled levels of power and performance. 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 work with others, whether you're sitting side by side or across the globe. Work fast with Nuke's cutting-edge toolkits, GPU acceleration and fluid workflows. Everything you need to complete your project is in-built and ready.

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.

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, allowing you to conform, review, edit, and even create and render compositions from the timeline. Nuke Studio gives supervisors & artists more creative control.

