



AutoPost

DEFORMABLE SURFACE TRACKING
AND ALPHA MATTING FOR THE AUTOMATION
OF POST-PRODUCTION WORKFLOWS

Automate and improve efficiency
of labour-intensive VFX tasks by integrating
state-of-the-art algorithms for **deformable
surface tracking and natural video matting**
into plugins for established
post-production platforms.

Applications

VFX in 2D and 3D post-production workflows:

- Object and skin manipulation
- Appearance modification: digital makeup, ageing and de-ageing
- Scene extension and replacement
- Compositing and matting hair with arbitrary and natural backgrounds
- Object selection for color grading and finishing

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MIOTO


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www.autopost-project.eu

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In brief:

- SDKs and plugins that bridge the gap between state-of-the-art computer vision algorithms and commercial tools
- Ready-to-market tracking and matting plugins for established post-production platforms
- Solutions targeting small and medium post-production companies for reducing their overall production costs and boosting their competitiveness in the global market
- Avoid expensive green screen, motion capture or rotomation techniques
- User-centered research for post-production

Features and tools

Significant progress in VFX productions:

- **Tracking methods** that estimate temporal consistent surface motion, deformation, and shading changes, even in presence of temporary occlusions under real-world conditions.
- **Matting methods** that provide accurate and more realistic mattes for VFX and post-production processes with particular attention to motion blur and deformable surfaces under real-world conditions.
- **Software Development Kits (SDKs)** for the tracking and matting algorithms.
- **Tracking and matting plugins** for existing established post-production platforms using standard interfaces for data interchange.

Contact and information

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