Boris FX Syntheyes pro v2025.5 Build 3376 (Win, Mac-2024.1.1058)

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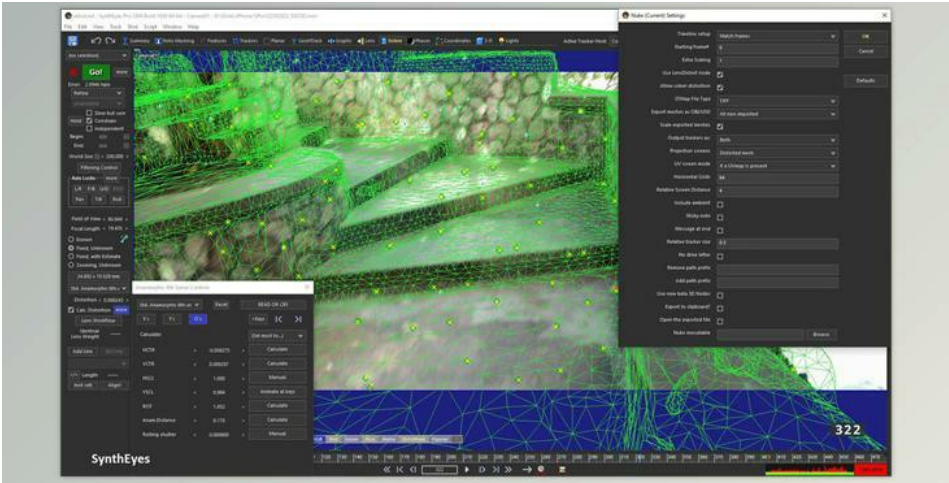
Boris FX Syntheyes pro 2024.5.1062 (Win, Mac-2024.1.1058): SynthEyes(tm) can be described as a stand-alone application that is optimized to work with cameras, object geometries, planning tracking, stabilization, and motion capture.

How can we achieve integration between the virtual and real worlds in visual media productions?

You can use "Boris FX Syntheyes Pro."

Gfx plugin details of Boris FX Syntheyes pro

The product is in the **Software category**, for more information about this post, you can click on the home page link in the sidebar.
To search for similar products to Boris FX Syntheyes pro,

It comes with excellent performance and extensive features, exports to numerous applications, and comes at a reasonable cost. Make use of SynthEyes to insert critters and fix shakey images virtual sets, remove objects in stereoscopic, 360degVR, architectural views, accident reconstruction, product positioning facial, and body image capture.
SynthEyes has been supporting VFX creators since 2003 in over 90 countries. Whether you're just beginning or looking to move to a higher level of tracking power and performance, take SynthEyes to work now!

SynthEyes has a plethora of functions similar to other popular programs like Microsoft Word, Autodesk Maya, or Adobe After Effects. We've separated Features into categories below to give you a few general guidelines. This "New 2304 Highlights" page is always worth checking out; you can review the demo and manuals.

New Features:

- SynthEyes introduces the "Advanced Lens Distortion" plugin for After Effects
- Direct support for all SynthEyes lens models, animated distortion, and off-center lenses/non-square pixels
- Plugins updated for Apple M1/M2/M3 processors and Multi-Frame Rendering on Windows and macOS
- Export 3D meshes and textures directly to After Effects with the AE version selector set to "Beta after 2024.1."
- Automatic reduction of exported tracker layers to user-set limit
- SynthEyes effects are now accessible in the "Boris FX SynthEyes" submenu in After Effects's Effect menu
- The two-pass workflow implemented for Camera01_3D background images as guide layers
- Non-planar trackers marked as "shy" layers for easy hiding in the timeline
- SynthEyes Notes exported as guide layers to After Effects
- Lens workflow scripts updated to set undistorted image resolution to the original image resolution
- Nuke export includes flipping and rotation effects selected in SynthEyes texture panel
- Maya ASCII Updated exporter sends subdivision counts for SynthEyes primitives to Maya
- Additional testing in auto-place for maintaining scene orientation close to the original
- Startup time sped up by deferring colormap reading until they are used
- New macOS uninstaller for deactivating SynthEyes license, removing the application, and uninstalling After Effects plugins

Exports

- SynthEyes allows you to convert the tracker's scene to a variety of other programs that support standard formats, like USD, Filmbox (FBX), and Alembic.

Types of Shots

- SynthEyes can handle a variety of images such as moving objects such as nodal, zoom stereo single frame motion capture, and survey...

Image Preprocessor

The images are processed to assist in following, fixing the color, correcting lens distortion, or reducing the amount of RAM used.

Lens Calibration

- SynthEyes offers a variety of tools for the calibration of lenses using test patterns, measuring distortion when solving the problem, and utilizing calibration data.

Object Separation

- To track automatically, you can use rough animated roto splines, or green-screen keying in order to select the areas to be monitored.

Tracking

- The extensive supervised tracking feature sets high-performance auto tracking, 3D trackers, and MarchTags tools for cleanup and adding trackers...

Geometric Hierarchy Tracking

- A powerful and flexible toolkit to use for 3D tracking constrained hierarchies of multiple levels of moving parts. It can be used directly to track supplied meshes or using standard (supervised) tracking devices.

Solving

- The versatile and powerful solver has constraints, path locks, stereo locks on camera/camera lens distortion zooms, zero-weighted trackers, stages for multistage solutions, and an easy-solving tool...

360deg Virtual Reality

- SynthEyes can be used using 360-degree spherical equirectangular images to track, stabilize, and display.

ViewShift System

- Use ViewShift to perform intricate object removals, mix split takes, create animated texture maps, and much more!

Stabilization

- Stabilization integration was used for 360VR and normal images as well as the creation of a "physical" rig for export.

Coordinate System Setup

- These tools allow you to align, position, and size the whole scene within a 3-D space by using constraints lines, phases, and manual or automatic positioning.

Set Reconstruction

- A stunning texture extraction tool pulls low-noise images of textures. Create meshes using computed 3D tracker positions. Use cards to make rapid geometric.

Graph Editor

- Review camera or tracker velocity or position curves and keyframe view views to aid in the analysis of coverage. Always-visible error curve mini-view.

Perspective Window

- Explore the scene without the camera solved, set trackers onto imported meshes or lidar data, create 3D stereo perspectives, or create preview videos with antialiasing and motion blur.

Images In/Out

- SynthEyes can open a range of image formats for stills and movie files like ARRI, BRAW, and RED. It also can write different movie and image formats for preview films.

Meshes In/Out

- SynthEyes can write and read various models of vertex cache and mesh.

Scripting

- Enjoy the incredible power of the next generation and the versatility of typing, as well as spoken control of natural languages, by using the Synthia guide. Automate repetitive tasks with Synthia, Sizzle, or Python scripting.

Workflow/User Interface

- User-interface options that are flexible, such as spaces, layouts for viewports, customizable toolbars that are free-floating, Keyboard shots, map directions for the coordinate axis, and auto-save for versioning. Notes for communication between artists.

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