The Foundry Nuke Studio 16.1v7 (Win, Mac- v15.1V3)

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The Foundry Nuke Studio 16.1v7 (Win, Mac- v15.1V3): Nuke is a powerful compositing tool based on nodes that are at the center of the Nuke family of products. No matter if you're focusing on films, animation, or episodes, Nuke's versatile and powerful toolset enables teams to produce pixel-perfect content each time.

Gfx plugin details of The Foundry Nuke Studio

The product is in the **Software category**, for more information about this post you can click on the home page link in the sidebar.
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Powerhouse of post-production

With over 200 nodes, a scalable graph of nodes, and an image processing engine, Nuke is the best tool set for compositing. It gives artists all the tools they need to solve numerous digital post-production issues at any resolution and scale.

Advanced tools for compositing

Nuke's Deep Compositing tools eliminate the requirement to re-draw CG elements whenever the content changes. The tool lets artists create images with various opacity, colors, and camera-relative depth samples for each Pixel.

Work with technology that is in the future.

Nuke supports top industry standards like OpenEXR and the latest technologies, including Hydra as well as USD. Additionally, it supports OpenColorIO and ACES Color management is simple and guarantees uniform color from capture to the time of delivery.

Maximize your 3D workflow.

Artists can swiftly create 2D and 3D elements with Nuke's integrated 3D environments. This workspace lets complex projection workflows based on customized geometry be created and rendered in a matter of minutes.

HOW TO INSTALL:

- Install Your Foundry Product
- Install FLT7 (If you already have our rlm server working and running, jump to step 8)
- Stop the Foundry License Server
- Copy the cracked rlm.foundry.exe over the original one (C:\Program Files\The Foundry\LicensingTools7.1\bin\RLM\rlm.foundry.exe)
- Edit xf_foundry.lic replacing HOST_NAME MAC_ADDRESS PORT. You can get that information using rlmutil.exe, a simple dos window IP config/all, or you can start Foundry License Utility and choose Diagnostics and Run Diagnostics; you will find your hostname, your Mac address (System ID) PORT is by default 5053 if you don't put any (don't forget to delete the word PORT then if you do not want to specify one). If you need more information, read the RLM manual.
- Copy the xf_foundry.lic to C:\ProgramData\The Foundry\RLM or C:\Program Files\The Foundry\LicensingTools7.1\bin\RLM\
- Restart the RLM Server. You can do that from services or just with Foundry License Utility (the best way to check logs and info)
  Select RLM Server and Click on Start Server
- Start Your Foundry Product and Enjoy it !!

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