



# 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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### 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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