

What's New

ABOUT THIS GUIDE

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About Us

Three Academy Awards. Five Emmy Awards.

Trusted by more than one million creators worldwide.

Boris FX is a leading developer of visual effects, video editing, photography, and audio software for creative professionals. Our tools have helped create some of the most celebrated films and television series of our time, from iconic franchises like Star Wars, Avatar, and Harry Potter to award-winning modern hits including Dune, Stranger Things, The Last of Us, and Barbie. Through iZotope, our intelligent audio technology has also powered countless hit records, film soundtracks, podcasts, and broadcast productions.

Our portfolio includes Sapphire, Continuum, Mocha Pro, SynthEyes, Silhouette, Vegas Pro, Optics, Sequoia, Samplitude, Sound Forge, Acid Pro, and the complete iZotope family of audio tools. From noise reduction and mastering to 3D tracking and rotoscoping, we solve the industry's toughest creative challenges through machine learning, computer vision, and intelligent design, so artists can focus on creating.

Founded in 1995, Boris FX builds tightly integrated tools for the industry's leading creative platforms through long-standing partnerships with Adobe, Apple, Avid, Autodesk, Blackmagic Design, Foundry, and other technology leaders.

SILHOUETTE 2027.0 - 11/14/26

Features

ML Roto & Matting

Roto

Roto ML (New Tracking Option)

Automatically rotoscopes shapes within layers by fitting them to an ML-generated matte. Roughly drawn shapes and sparse keyframes guide the process. After tracking completes, you can add keyframes where needed and then automatically refine the remaining keyframes to a final result.

Shape Tracker (New Tracking Option)

The Shape Tracker uses machine learning to track roto shapes from your keyframes. It follows motion inside the shape, deforms the shape to match that motion, and can optionally align its outline to a propagated matte. This lets shapes stay locked to subjects that change form as they move, such as clothing or limbs.

Object Tracker - Body ML

Automatically generates layers and shapes for each major body part and tracks their motion and deformation throughout the shot. It produces basic tracked shapes that you can then refine and finalize using Roto ML.

Matte Deflicker ML (New node)

A machine-learning deflicker node designed to stabilize temporal behavior in mattes generated by Matte Assist ML/Matte Refine ML. Matte Deflicker ML analyzes consecutive frames for luminance, edge, and density fluctuations, then applies a learned temporal smoothing model that preserves detail while eliminating frame-to-frame jitter. The result is a cleaner, more coherent matte sequence that holds up under fast motion, challenging lighting changes, or thin-edge detail.

Matte ML (New Compound Node)

A unified matte-generation workflow that bundles Mask ML, Matte Assist ML, Matte Refine ML, and Matte Deflicker ML into a single streamlined compound node. All Data ports are automatically connected, and Matte Deflicker ML starts disabled so artists can enable it only when needed.

Mask ML

Auto DOD (Domain of Definition)

Crops the source before matting so the models work only on the active image region, improving matte accuracy.

Hover Overlay

When you hover over an area, a preview overlay appears showing the region that will be segmented when you click.

Object Tool

An Object tool replaces the Rectangle tool and selects an object, its individual components, or all objects within the selection. It segments the object into distinct parts, each treated as a separate object.

Matte Assist ML

Auto DOD (Domain of Definition)

Crops the source before matting so the model works only on the active image region, improving matte accuracy. The sequence is analyzed and a DOD is inserted after the source.

Inference Shape and Size

Matte Assist propagates masks using an internal working image. The new Inference Shape and Inference Size parameters control the aspect ratio and resolution of that working image. They control how much image information is supplied to the propagation model, creating a tradeoff between detail, processing speed, and GPU memory.

New Model

Introduced a Matte Assist ML v1 (Better) model which generates a matte with more stable edges across frames, but takes longer to process.

Matte Refine ML

New Video Matting v2.1 model

Added an updated v2.1 model with improved detail.

Quality Parameter

Introduced a Quality control with Standard and Enhanced modes. Standard performs a single-pass refinement which matches the previous behavior; Enhanced does a three-pass refinement that improves matte quality at the expense of longer render times.

Video Inpaint ML (New node)

Video Inpaint ML removes areas covered by an input alpha channel and generates a replacement using machine learning. Use it to remove unwanted objects, such as a person, wire, or tracking marker, while filling the background consistently over time.

3D

3D Composite (New node)

3D Composite is Silhouette's multi-planar compositing node. It turns each input image into a card placed in shared 3D space, where you position those cards, aim a camera, and render the result back to a 2D frame. It also serves as the editor for any 3D scene flowing through your tree, letting you add, hide, or re-parent elements without altering the upstream solve. You place footage on cards, add geometric primitives and cameras, look through any of them--all without duplicating or modifying the incoming scene.

3D Projection (New node)

The 3D Projection node projects an input image onto a card or geometric primitive through a camera in a 3D scene. Use it to project painted repairs, replacement images, or graphics onto an existing surface.

The projection can follow the camera and input image sequence, or both can be frozen at a selected frame. Freezing the projection is useful when painting a repair on one frame and viewing it through a moving camera.

3D Renderer (New node)

The 3D Renderer node renders a 3D scene into an RGBA image through the scene's active camera. Use it after 3D Projection or another node that outputs scene data to create an image for compositing or final output.

3D Texture (New node)

The 3D Texture node places an input image on a card or geometric primitive in a 3D scene. Use it to attach a replacement image, graphic, or texture to an existing surface, then adjust how the image fits and moves across that surface.

A card is replaced by a textured image plane. A primitive is replaced by a textured primitive of the same shape. The replacement initially carries the target's placement and transform animation. The rest of the scene continues downstream.

Head Track ML

Export

Exports the tracked and anchor-adjusted head mesh to an Alembic file.

Solid Mesh

A new Solid Mesh tracking option generates a fully closed head mesh, removing openings for the eyes, nostrils, mouth, and ears.

USD Scene Import

USD scenes can now be imported from the SynthEyes > Load 3D Scene button or File > Import menu. Supported elements include cameras, geometry, hierarchy, and animation, allowing scenes created in other 3D applications to be used in Silhouette's compositing and projection workflows.

3D Scene Export

File > Export > Alembic, FBX or USD exports the solved camera, tracked 3D points, and scene geometry for use in another application. Object transforms and camera animation are sampled over the Timebar work area using the session's frame rate and starting frame.

Adjust And Align 3D Co-ordinate System

Scene Transform in the Object List adjusts the scene's Position, Rotate, and Scale. You can also click a point in the scene and choose Make Origin to shift the entire scene relative to the world-origin grid, including its camera, and these changes stack with upstream scene transforms. Use the replacement object's own transform when you want to move only that surface, or use the node's placement controls when you want to move only its image.

Unwrap Now Supports Primitives

Unwrap now supports 3D geometric primitives.

More New Nodes

Compare

Displays two images together for comparison.

Controller

Provides a central location for custom parameters that drive expressions elsewhere in the Tree. Use a Controller node to organize shared controls and adjust multiple nodes from one set of parameters.

Head Track ML

Head Track ML has been moved out of the 3D Scene node and is now available as its own dedicated Head Track ML node.

Runway ML

Runway is a creative AI platform that lets teams generate, edit, and transform video using a suite of machine-learning models built for production workflows. The following Runway nodes are included: Runway Act-Two, Runway Image to Video, Runway Text to Image, Runway Text to Video, Runway Upscale Image, Runway Upscale Video and Runway Video to Video.

SeExpr, OSL, and WGSL Code-Driven Nodes

Create procedural textures, mattes, gradients, color treatments, compositing operations, and custom pixel effects by writing code directly inside a node. The SeExpr, OSL, and WGSL nodes evaluate your code live, without plug-in builds or Silhouette restarts, and automatically turn declared parameters into standard

node properties that can be edited, animated, or exposed to artists. Each node can operate with or without image inputs, and its ports are generated from the code itself, making these nodes equally suited for generators and filters.

Roto Improvements

Auto Roto Keyframe (K)

The K shortcut now tracks the shape, snaps its points to the object boundary, and sets a keyframe on the current frame. Earlier versions relied on Optical Flow, which could behave unpredictably. The updated approach uses ML-based tracking and shape fitting for a far more reliable result.

Actions

Convert to B-Spline

Converts the selected shapes to B-Spline shapes.

Convert to X-Spline

Converts the selected shapes to X-Spline shapes.

Remove Auto Keyframes

Removes auto keyframes, meaning those created by automated tracking processes like Body ML or Roto ML, as opposed to those which are manually set.

Smooth Shape Points

Smooths the animation of shape points to reduce high-frequency jitter and produce more stable motion.

Smooth Shape Transform

Shapes tracked with Body ML and Roto ML store their tracking transforms in the Shape's Matrix. Those Matrix-based transforms can be smoothed using the Tracker's Smooth control.

Per-Point Keyframing

Shape keyframes can now key individual control points. Previously, touching any point at a new frame keyed the entire shape. With per-point keyframing, adjusting only selected points creates keys for those points alone, while untouched points continue interpolating smoothly from their own keyframes.

This gives artists cleaner animation with fewer conflicting keys. They can adjust a drifting point mid-shot without locking down every other point and avoid re-tuning points that were already correct.

Timeline > Points Track

A Points track appears under a shape as soon as any keyframe becomes per-point. It is collapsed by default. Expanding it shows one row per control point (Point 1, Point 2, etc., matching viewer numbering). The open/closed state is saved with the project. If the track is open but contains no keyed points, it stays visible until manually closed.

Reshape Context Menu > Unkey Points

Select one or more control points and one or more Timeline keyframes (or park on a keyframe), then choose Unkey Points. The selected points will interpolate through those frames. If all points in a keyframe are unkeyed, that keyframe is removed.

Per-Point Keyframing Roto Preference (Default Off)

When enabled, shape point editing creates keyframes for individual control points. When disabled, new edits key every point (classic behavior).

Keyboard Shortcuts To Copy And Paste Object Keyframes

Added keyboard shortcuts to copy (**Ctrl/Cmd-Shift-C**) the keyframe of a selected object, such as a roto shape, and paste it (**Ctrl/Cmd-Shift-V**) at the current frame. These shortcuts operate directly on the selected object and do not require individual control points or Timeline keyframes to be selected.

Preferences

Shape > Default Shape Opacity Interpolation

Sets the default Opacity keyframe interpolation type.

Source Alpha Preference

Added an Input/Output > Source Alpha preference with the following options:

- **Type: Straight - Unmatted, Premultiplied. (Default to Straight)**
- **Fill > None, Opaque, Transparent (Default to None)**

Node Improvements

Depth Map ML (New models)

New Depth Map ML v3 Better and Faster models provide improved temporal stability and consume less GPU memory. The Depth Map ML v2 model now uses 50% less memory.

OCIO Display

Added the Direction parameter from the OCIO Colorspace node to the OCIO Display node, providing Forward, which applies the colorspace transform from the Input Colorspace to the Output Colorspace, and Inverse, which applies the reverse transform by inverting the colorspace conversion.

Output Node Output Port

The Output node now includes an output port that behaves as a passthrough when the tree isn't rendered and optionally as a cache node when it is. A new Output parameter offers two modes: Passthrough, which forwards the upstream result, and Rendered Sequence, which uses the frames written to disk.

Paint - Auto Paint Performance Improvements

Auto Paint now batches painting and undo operations to reduce processing overhead and disk access. Painted results are displayed as each frame completes, improving feedback when replaying strokes across a sequence.

Tracker

Point Track ML now uses the Pre-Processing controls.

Background Renders, Tasks & Notifications

Background Task And Notification

A new Background Task and Notification system lets long-running operations--such as Background Rendering, Runway ML, and Paint Rebuild--run in the background so you can continue working. When one of these tasks begins, the Tasks window opens and a progress bar shows its status. After the task completes, an orange dot appears on the associated node and a notification offers the option to Add Source or Add Node.

Background Render

When background rendering is enabled in Render Options, rendering runs in the background, keeping the interface responsive so you can continue working.

CinemaDNG File Format

DNG (including CinemaDNG) is now a supported file format.

User Interface

Alembic & FBX Import

In addition to the SynthEyes node, Alembic and FBX files can be imported from the File > Import menu.

Compound Node - Enable

An enable icon has been added to each node inside a Compound node, giving you the option to disable individual nodes as needed.

Keyboard Shortcuts for Sending Nodes to the Viewer

Shift+F1–F8 assigns the selected node to a viewer shortcut, and pressing **F1–F8** sends that node to the Viewer. Any node in the Tree can be mapped to these shortcuts for fast access, and assigned nodes display their shortcut key. Unassign a node by pressing **Shift**+its current F-key.

Low Contrast Theme

The interface now uses a lower-contrast, lower-saturation visual style. You can switch between the Low Contrast and Classic versions anytime in Preferences > UI > Theme.

Player Playback Range

Added In and Out Point icons to the Player controls, letting playback run over a custom frame range, and added a Show Work Range icon to display only the defined range.

Render Options > Multiple Custom Frame Ranges

You can now enter multiple custom ranges in the Render Options > Range numeric field by separating each range with commas.

Manage Parameters

The Manage Parameters window lets you view built-in parameters for an object, add new custom parameters, remove or reorder user-created parameters, and change the published state of any parameter.

Trees Window

Clean Node Style

The new Clean node style gives the Trees window a streamlined appearance with dark nodes, thin borders and connection lines, subdued unused ports, and compact controls that appear when needed.

Node Context Menu > Branch Color

Sets the color of a node's outgoing wires to help identify branches in the Trees window. Right-click a node and choose Branch Color, then select one of eight colors or Custom to open the color picker. The color follows downstream connections through each node's primary input until another branch color is assigned. Choose Clear to remove the assigned color and use the inherited color, if any.

Schematic Connection Mode

A new schematic connection mode is available in the Trees view. You can set the default connection method in Trees > Connections, and override it per node in the Node > Options window.

Scripting & Extensions

Create > Auto DOD Action

Auto DOD analyzes the sequence, inserts a DOD (Domain of Definition) node after the source, and automatically crops the image based on the incoming alpha.

Extension System

The new Extension system lets you add nodes, actions, and custom interface panels without updating Silhouette itself. Install, enable, disable, configure, and reload extensions from Preferences > Extensions. For information on writing your own extensions, see Help > Scripting Guide.

Help > Scripting Guide

A built-in Scripting Guide is now available from the Help menu. It includes Python API documentation, examples, and information on creating custom tools and extensions. The guide is installed with Silhouette, so no Internet connection is required.

Scripting Improvements

Silhouette's Python scripting system has been extensively expanded. Scripts can now create custom nodes, interactive Viewer tools, and dockable panels; paint strokes and edit paint history; create and modify 3D scenes; and access machine-learning tools for mask propagation and matte refinement. These additions provide greater control over existing workflows and more options for building your own.

Updated auto-matte.py Script To Use Matte Deflicker ML

The auto-matte.py automation script now supports Matte Deflicker ML, providing improved temporal stability in generated mattes. A new -d / --deflicker switch has been added, allowing the script to automatically insert a Matte Deflicker ML node into the matte-generation pipeline.

Updated Progress Reporting For Render Farms

Command-line rendering now offers structured progress reporting in text or JSON format. Per-frame results, timing information, and completion summaries make renders easier to monitor and integrate with render-farm management tools.

Updated Python Console

The Python Console now separates code entry from log output, keeping incoming messages from interrupting your work. Multiline editing, automatic indentation, and improved command-history navigation make it easier to write and run scripts directly inside Silhouette.

Changes

Depth Map ML

For performance reasons, the RGBA option has been removed from Depth Map ML > Output, leaving only Alpha and Depth.

Flow Tracker

The Flow Tracker is now hidden by default and can be enabled using the Tracker > Flow Tracker > Enable Flow Tracker preference.

MCP Now Delivered as an Extension

MCP support has been moved into a full extension, allowing future updates without a full Silhouette release. Configuration now lives inside the extension via a standard Configure icon, replacing the dedicated MCP preferences page. This also lets the extension share setup and testing code with the underlying Python layer and serves as a complete example of integrating an AI service.

Object Tracker > Face and License Plate ML - Move Transforms To Matrix

The Face ML and License Plate ML object trackers previously stored their motion in the Layer's Position, Scale, and Rotate parameters. These transforms are now stored in the Layer's Matrix instead, which allows the application of Smoothing when needed.

Stability AI Was Removed

Stability AI is now enterprise-only and has been removed since we've added Runway ML.

SynthEyes

The 3D Scene node has been renamed SynthEyes.

User Interface

Active Node Pop-Up Menu: Dot Nodes Removed

Dot nodes are no longer shown in the Active Node pop-up menu. The viewer's Node Selection List now omits Dot nodes in the tree, reducing clutter and reflecting their limited use as viewer sources.

Preview Icon Updated

The Preview icon was converted from color to black and white.

View Channel Icon Updated

The View Channel icon was converted from color to black and white, with R, G, and B labels added.

Workspace Shortcuts Updated

Workspace shortcuts have been changed from **F1-10** to **Ctrl-Shift+F1-10**.

Bug Fixes

Flame GMask Tracer (Shape + Axis)

Export Could Produce Incorrect Spline Interpolation in Flame

GMask Tracer exports containing both shape and axis data could produce incorrect spline interpolation when imported into Flame due to differences between Silhouette and Flame interpolation methods. To ensure the animation is preserved accurately, shape keyframes are now baked on every frame during export.

Export Did Not Preserve Opacity in Flame

Opacity values assigned in Silhouette were not recognized when importing GMask Tracer exports containing both shape and axis data into Flame.

Motion Blur Was Not Applied Until a Parameter Was Adjusted

When importing a GMask Tracer export with motion blur into Flame, the motion blur settings were present but not applied initially. Motion blur became visible only after adjusting a motion blur parameter, such as Shutter, causing the alpha to update and align with the spline animation.

Layer Rotation Angle Clamping

Layer Rotation values outside the -360 to 360 range were clamped on load.

OCIO View Transform Always Defaulted to sRGB

Projects saved with a non-sRGB View Transform were not retaining that setting. After reopening the project, the View Transform reverted to sRGB instead of preserving the user-selected value.

Source Thumbnails Did Not Refresh When Relinking or Replacing Media

Changing the source path in the Objects window did not update the thumbnails in the Sources and Trees windows until Silhouette was restarted.

SynthEyes Crashed When Using Overscan Images

A stability issue was resolved where SynthEyes would crash when using overscan images.

Tracker Naming Incorrect

When the Tracker node used its default name “Tracker 1,” the first Tracker created inside it was incorrectly named “Tracker 2” instead of “Tracker 1.”