



SMARTROTO PLUG-IN GUIDE

VERSION 1.0v1

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Foundry, 5 Golden Square, London, W1F 9HT, UK

Rev: Tuesday, August 18, 2026

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SmartRoto Installation

Installation on Windows

SmartRoto is distributed as a software download from our website. To install SmartRoto 1.0v1 on a computer running Windows, follow these instructions:

1. Download the following installer file from our website:

`SmartRoto-<version>-Nuke-<version>-Windows-AMD64-installer.msi`

2. Double-click on the **.msi** file to launch the installer. Follow the on-screen instructions to install SmartRoto.
3. Proceed to [Licensing](#).

Installing SmartRoto on Windows from the command line

To install SmartRoto from the command line on Windows, do the following:

Download the following installer file from our website:

`SmartRoto-<version>-Nuke-<version>-Windows-AMD64-installer.msi`

1. Open a **Command Prompt** window. To do this, press the Windows key, type `cmd`, and press **Enter**.
2. Use the **cd** (change directory) command to move to the directory where you saved the installation file. For example, if you saved the installation file in **C:\Temp**, use the following command and press **Enter**:
`cd \Temp`
3. To install SmartRoto, do one of the following:

- To install SmartRoto and display the installation dialog, type the name of the installer file and press **Enter**: `SmartRoto-<version>-Nuke-<version>-Windows-AMD64-installer.msi`
- To install SmartRoto silently so that the installer does not prompt you for anything but displays a progress bar, enter **/S /ACCEPT-FOUNDRY-EULA** after the installation command: `SmartRoto-<version>-Nuke-<version>-Windows-AMD64-installer.msi /S /ACCEPT-FOUNDRY-EULA`

By default, SmartRoto is installed to:

C:\Program Files\Common Files\Nuke\<version>\plugins\SmartRoto\<version>

To install SmartRoto to a specified directory during silent installations, use the **/D** install option:

`SmartRoto-<version>-Nuke-<version>-Windows-AMD64-installer.msi /S /ACCEPT-FOUNDRY-EULA /D=<installdirectory>`



Note: If you omit **/ACCEPT-FOUNDRY-EULA** the installer displays an error message. By using the **/ACCEPT-FOUNDRY-EULA** install option, you agree to the terms of the End User Licensing Agreement. To see this agreement, please refer to [End User License Agreement \(EULA\)](#) or run the installer in standard, non-silent mode.



Tip: You can display a list of install options using the **/HELP** command: `SmartRoto-<version>-Nuke-<version>-Windows-AMD64-installer.msi /HELP`

4. Proceed to [Licensing](#).

Installation on Mac

SmartRoto is distributed as a software download from our website. To install SmartRoto 1.0v1 on a Mac, follow these instructions:

1. Download the following installer file from our website:
`SmartRoto-<version>-Nuke-<version>-MacOS-arm64-installer.sh`
2. Open a terminal session via typing 'terminal' into the spotlight search (or launching via Applications-Utilities).
3. Navigate to the folder where you have downloaded the installer file via `cd`.
E.g. If your installer file is in the Downloads folder (the default location), type:
`cd /Users/<username>/Downloads` (replacing `<username>` with your user name on your machine). Press **Return**.
4. To install at the user level, type `./` followed by the name of the installer file. E.g, type:
`./SmartRoto-<version>-Nuke-<version>-MacOS-arm64-installer.sh`
5. Upon pressing **Return**, the installer displays the End User Licensing Agreement (EULA) and prompts you to accept it.

If you agree with the EULA, enter **Y** and press **Return** to continue. If you don't agree with the EULA and press **N** instead, the installation is canceled.

To see the EULA, please refer to [End User License Agreement \(EULA\)](#).



Note: Once all the steps are completed, your terminal window should look similar to this. The yellow text is specific to your machine and the file installed. The green boxes signify the sections of text that you need to type depending on the location and name of your installer file. In this example, the installer file was installed from the default Downloads path.

```
Machine name ~ % cd /Users/<username>/Downloads
Machine name Downloads % ./SmartRoto-<version>-Nuke-<version>-MacOS-arm64-installer.sh
SmartRoto for Nuke 17.0 Installer Version , Copyright (c) Foundry
END USER LICENSE AGREEMENT (EULA)
```

6. SmartRoto is then installed in the following directory: **/Users/<username>/Library/Application Support/Nuke/<version>/plugins/SmartRoto/<version>**



Tip: You can skip the EULA step using the **--accept-foundry-eula** option, which means you agree to the terms of the EULA.

```
./SmartRoto-<version>-Nuke-<version>-MacOS-arm64-installer.sh --accept-foundry-eula
```

Or if you have already launched the installer without this flag you can hit **Shift + G** to skip to the end.

7. Proceed to [Licensing](#).

Installation options

You can extract the **.sh** installer before running it if needed.

In place of step 4 above, extract SmartRoto from the **.sh** archive with the following terminal command, replacing **<version>** with the current version at either:

- a) System level - Installing with **sudo** will install at system level and be available to all users on that workstation

```
sudo sh ./SmartRoto-<version>-Nuke-<version>-MacOS-arm64-installer.sh
```

This creates the **/Library/Application**

Support/Nuke/<version>/plugins/SmartRoto/<version> sub- directory (if it doesn't already exist), and installs SmartRoto in that directory.

- b) User level - Installing without **sudo** will install within the current user directory and will only be available to the current user.

```
sh ./SmartRoto-<version>-Nuke-<version>-MacOS-arm64-installer.sh
```

This creates the **/Users/<user>/Library/Application Support/Nuke/<version>/plugins/SmartRoto/<version>** sub- directory (if it doesn't already exist), and installs SmartRoto in that directory.



Tip: Depending on your user permissions, you may need to change the permissions on the .sh file to enable execution using the chmod command:

```
chmod 755 ./SmartRoto-<version>-Nuke-<version>-MacOS-arm64-installer.sh
```

If you install SmartRoto in a non-standard location, you'll need point Nuke to the correct directory.

One way to do this is to add the directory to the **NUKE_PATH** environment variable so that Nuke can locate the plug-ins. See [Defining the Nuke Plug-in Path](#) for more information.

Alternatively, you can specify the directory in your **init.py** file, by adding the following:

```
import nuke
nuke.pluginAddPath("<path>") (replacing <path> with your directory)
```

For example:

```
import nuke
nuke.pluginAddPath("/Users/<username>/Library/Application
Support/Nuke/<version>/plugins/SmartRoto")
```

Installing on Linux

SmartRoto is distributed as a software download from our website. To install SmartRoto 1.0v1 on a computer running Linux, follow these instructions:

1. Download the correct installation file from our website.
2. Extract SmartRoto from the .sh archive with the following terminal command, replacing <version> with the current version at either:

a) System level - Installing with sudo will install at system level and be available to all users on that workstation

```
sudo ./SmartRoto-<version>-Nuke-<version>-Linux-x86_64-installer.sh
```

This creates the **/usr/local/Nuke/<version>/plugins/SmartRoto/<version>** sub-directory (if it doesn't already exist), and installs SmartRoto in that directory.

b) User level - Installing without sudo will install within the current user directory and will only be available to the current user.

```
./SmartRoto-<version>-Nuke-<version>-Linux-x86_64-installer.sh
```

This creates the **/home/<user>/.nuke/<version>/plugins/SmartRoto/<version>** sub-directory (if it doesn't already exist), and installs SmartRoto in that directory.

Nuke will not search this path by default so the plugin path will need to be updated.
See [Defining the Nuke Plug-in Path](#) for more information.

3. The installer displays the End User Licensing Agreement (EULA) and prompts you to accept it. If you agree with the EULA, enter y and press **Enter** to continue. If you don't agree with the EULA and press **N** instead, the installation is canceled.

You can skip the EULA step using the **--accept-foundry-eula** option, which means you agree to the terms of the EULA:

```
sudo ./SmartRoto-<version>-Nuke-<version>-Linux-86_64-installer.sh  
--accept-foundry-eula
```

To see the EULA, please refer to [End User License Agreement \(EULA\)](#).

4. Proceed to Licensing.



Tip: You can display a list of install options using the **--help** command:

```
SmartRoto-<version>-Nuke-<version>-Linux-x86_64-installer.sh --help
```

Licensing

To use SmartRoto, you'll need an active Nuke license and a SmartRoto license. SmartRoto requires its own license, separate from Nuke.

SmartRoto is available as either Nodelocked or Individual-Login* licenses (for single artists), or Floating or Team-Login* licenses (meaning artists working together can share licenses).

If you simply want to try out SmartRoto, you can obtain a trial license from the Foundry website. SmartRoto trials use Nodelocked licensing, issued via an activation key. More information about installing an activation key: [Activation Keys for Nodelocked licenses](#).

To use SmartRoto after this trial period, you need one of the following:

- A Nodelocked license - enables SmartRoto to work on one particular machine. It is locked to the System ID on that machine. You might use a Nodelocked license on your computer at home or if you don't have access to a network with an active license server. For guidance on installing licenses, see [Installing Local \(RLM\) Licenses](#).
- A Login-based license (Individual-Login or Team-Login) - allows you to activate license on any authorized device up to the entitlement's maximum number of activations. For guidance on Login-based licenses, see [Login-based Licensing for Individuals](#) or [Login-Based Licensing for Teams](#).



Note: *Login-based license activation issues are to be resolved in Nuke 16.1v4/17.0v4.

- A Floating (server) license - enables one of our products to work on any networked client machine. The server license, also known as a floating license, should be put on the server and is locked to the System ID on that server. For guidance on installing licenses, see [Installing Local \(RLM\) Licenses](#). Server licenses are primarily used for multi-seat facilities where a server controls a pool of floating licenses automatically.

You also need to install the Foundry Licensing Tools in order to run a license server. See [Installing the Server Tools](#) for more information. For more in-depth guidance on server licenses, see [Local \(RLM\) Licensing Over a Network](#).



Note: For Floating and Team-Login licensing, once SmartRoto is used, the license is held for the remainder of the Nuke session.

Find out more about licensing:

There is more information and guides around licensing in the Foundry Licensing User Guide available on our website: [Learn Licensing](#).

There are also some helpful FAQs and resources relating to licensing at support.foundry.com.

Compatible Nuke Versions

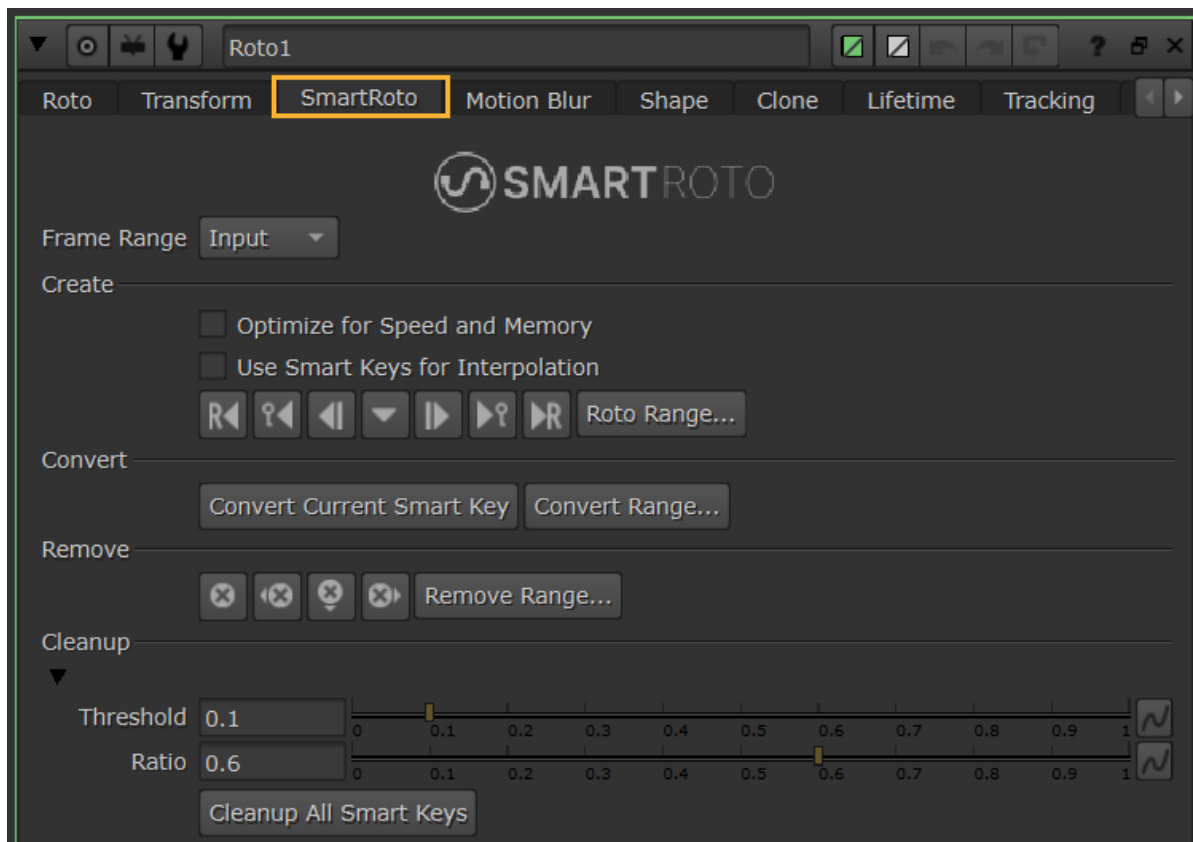
To use SmartRoto, you must be using a compatible version of Nuke.

Compatible versions include: Nuke, NukeX, NukeStudio & Nuke Indie **16.1**, **17.0**, and above.

Opening the SmartRoto Tab

Once the license has been installed and you have launched a compatible version of Nuke, you can open SmartRoto.

You can do this by adding a **Roto** node to your Node Graph and navigating to the **SmartRoto** tab in the node properties.



SmartRoto Workflow

SmartRoto is a ML-backed roto assistant that helps accelerate the keyframing of your roto shapes across your sequence.

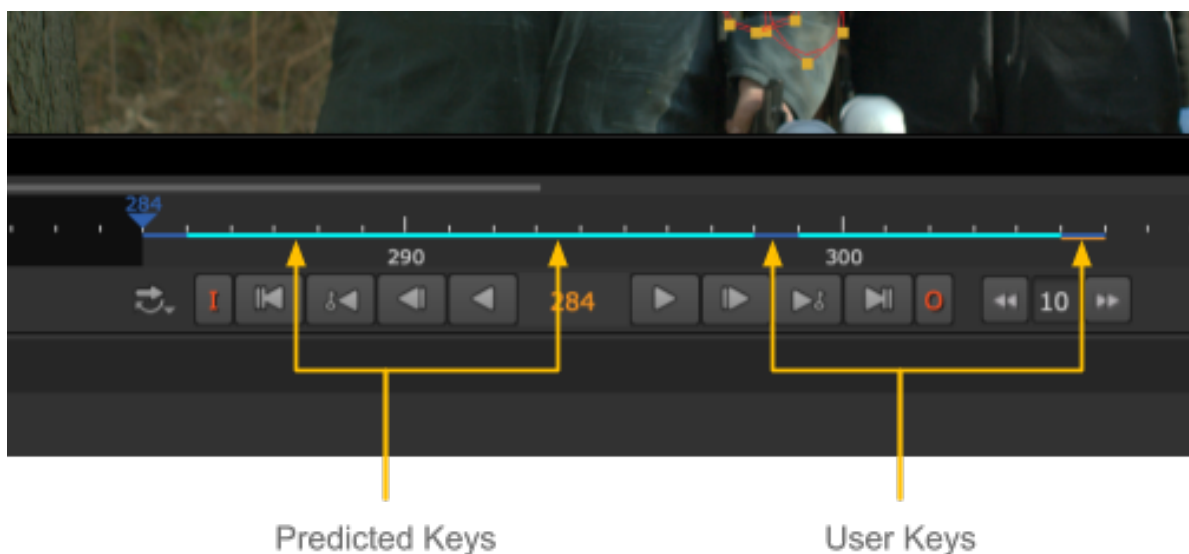
It is distinct from a planar tracker because rather than tracking a surface, it transforms and deforms the selected splines to match the movement of the subject.

Splines are tracked in conjunction with each other, the relationship to the neighboring splines helps give SmartRoto additional context.

The workflow is also distinct in that it does not need to be tracked sequentially frame by frame. You can jump to any frame and key the shapes.

User Key vs Smart Keys

SmartRoto will distinguish between keyframes you create - 'User Keys' - and the 'Smart Keys' the ML model has predicted.



Your 'User Keys' are treated as a source of truth and are used to guide the prediction of the 'Smart Keys'. User Keys will never be overwritten.

On any given frame it's possible to have a mixture of some shapes with 'User Keys' and some with 'Smart Keys'.

Suggested Workflow

1. **Create rotoshapes on the initial frame** - choose a frame where your subject is fully in frame and unoccluded.
2. **Jump ahead and create a key frame** - choose a frame where there are significant changes to the subject. Select a group of shapes and create a 'Smart Key' using the roto current frame button  button.
3. **Review and adjust** - Ensure the created 'Smart Key' properly aligns with the subject. Tweaking the shape or hitting the **Convert Current Smart Key** button to lock it in.
4. **Repeat** - Depending on the complexity of the shot, you may need to create a few key frames to help guide the model.
5. **Set the working range** - Configure the working range in the properties, whether input, custom or in/out points. This will be used to set the bounds when SmartRoto runs across the sequence.
6. **SmartRoto the sequence** - Using the Create Smart Keys controls will track the shapes across the working range.
7. **Review and adjust** - If there are frames SmartRoto hasn't got quite right, make adjustments to those frames, creating new User Keys to guide SmartRoto and repeat the process.
8. **Iterate to perfection.**



Tip:

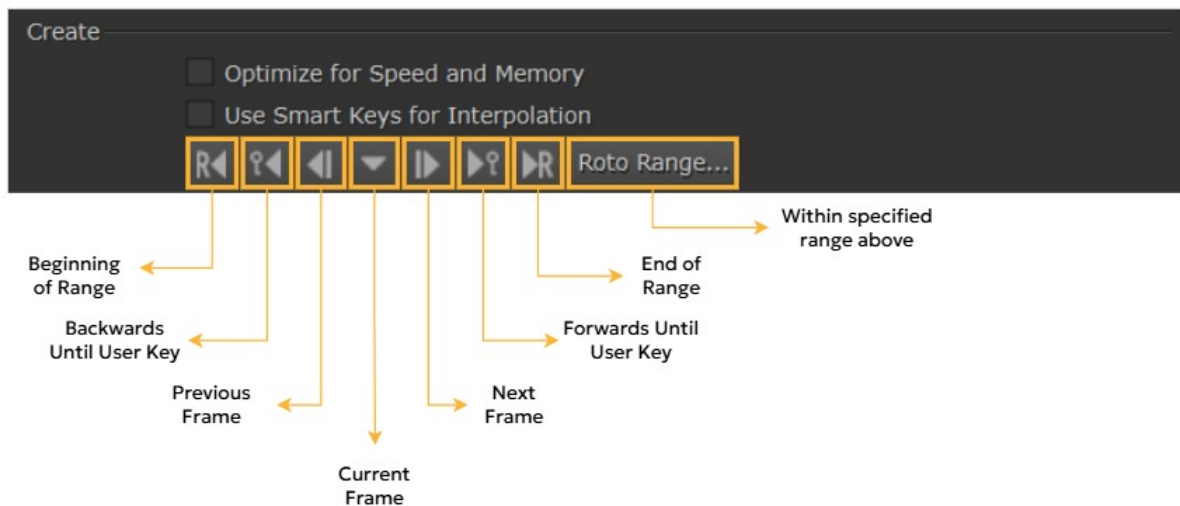
- SmartRoto performs best with two or more User Keys.
- Ensure to break down the subject into smaller shapes as you would for manual roto, to ensure the shapes have enough flexibility to deform as the subject moves.
- Track groups of shapes which move together. The relationship between the movement of shapes is a signal to the ML model.

Creating Smart Keys

Setting the working **Frame Range** sets the bounds within which SmartRoto will operate when using Create, Convert, and Remove Smart Key functions. This can be a custom range, the in/out points or the whole input range.



Create Smart Key Controls



- **Roto to Beginning of Range** - Runs SmartRoto from the current frame backwards until it reaches the first frame of the working frame range. [Keyboard Shortcut: **Alt+Shift+X**]
- **Roto Backwards Until User Key** - Runs SmartRoto from the current frame backwards until it reaches a User Key in the timeline. [Keyboard Shortcut: **Alt+X**]
- **Roto Previous Frame** - Runs SmartRoto on the previous frame. [Keyboard Shortcut: **X**]
- **Roto Current Frame** - Runs SmartRoto on the current frame. [Keyboard Shortcut: **N**]
- **Roto Next Frame** - Runs SmartRoto on the next frame. [Keyboard Shortcut: **C**]
- **Roto Forwards Until Next User Key** - Runs SmartRoto from the current frame forwards until it reaches a User Key in the timeline. [Keyboard Shortcut: **Alt+C**]
- **Roto to End of Range** - Runs SmartRoto from the current frame forwards until it reaches the last frame of the working frame range. [Keyboard Shortcut : **Alt+Shift+C**]
- **Roto Range...** - Run SmartRoto on the specified frame range. Upon selecting this button, you can specify a custom frame range in the pop-up dialog to override your current workspace limits.

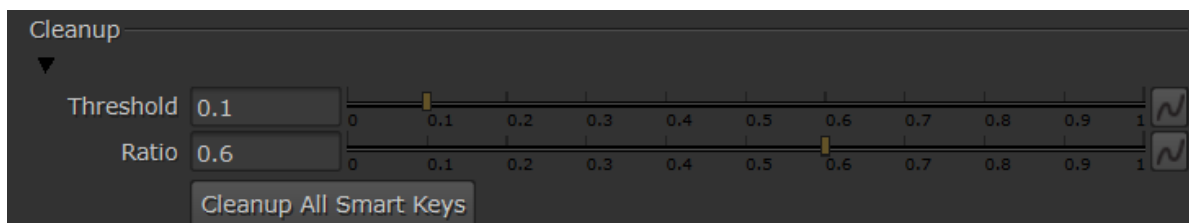
SmartRoto will attempt to predict position and deformation for all of the currently selected rotoshapes for the specified range of frames.

Turning on **Use Smart Keys for Interpolation** will use your Smart Keys to help guide the initial prediction. This option may be useful if there is significant or erratic movement in your subject, by creating Smart Keys through the sequence you can help steer Smart Roto as it predicts the rest of the keyframes.

Turning on **Optimize for Speed and Memory** processes at half-float to speed up execution and enable the processing of larger images and more shapes.

Cleanup Key Frames

If your subject's movement is relatively linear or predictable, having a Smart Key on every frame is often overkill. The **Cleanup** tool analyzes your animation to determine which keyframes are essential and which can be safely replaced by linear interpolation without losing shape integrity.



To fine-tune how aggressively the tool prunes your timeline, you can adjust the following two settings:

- **Threshold** (px): This defines the "tolerance" for deviation. If a spline point's position on a keyframe is within this pixel distance from its interpolated path, it becomes a candidate for removal.
 - Lower values keep the roto tighter to your original keys.
 - Higher values allow for more deviation, resulting in a more aggressive cleanup.
- **Ratio** (%): This determines the "consensus" required to delete a keyframe. It represents the percentage of points on a single shape that must fall within the **Threshold** for that frame to be removed.
 - Lower ratios will delete a keyframe even if only a few points are "stable."
 - Higher ratios ensure the keyframe is only removed if the vast majority of the shape aligns with the interpolated path.

Use the **Cleanup All Smart Keys** button to run the Cleanup tool across all keys in the timeline.

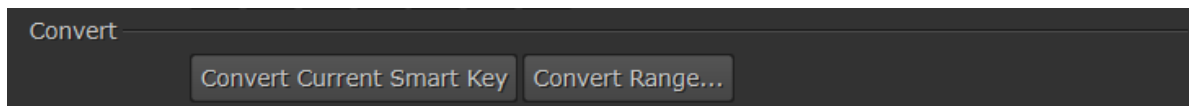
For organic or complex motion, keep the **Threshold** low (e.g., 0.5 – 1.0px) to maintain edge precision. If you are rotoscoping a rigid object with steady movement, you can increase the **Ratio** to drastically reduce the number of keys, making your splines much easier to manage manually later on.

Converting Smart Keys

By default, SmartRoto relies exclusively on User Keys (manual edits) to calculate the motion of your splines. While Smart Keys provide a high-quality preview of the movement, they remain fluid until they are "promoted."

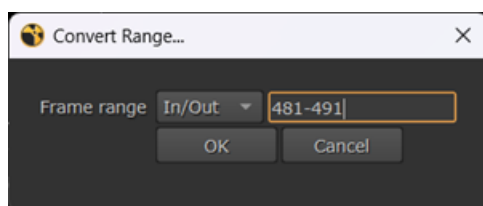
When you manually adjust a shape on a frame containing a Smart Key, that key is automatically promoted to a User Key. If you are satisfied with a predicted shape on a specific frame or range, converting it to a User Key is a powerful way to stabilize your script:

- **Locking the shape:** Once converted, the shape will not be recalculated or overwritten by SmartRoto during subsequent passes.
- **Refining the solver:** User Keys act as reference points. By converting a Smart Key, you provide SmartRoto with more data, allowing it to calculate surrounding frames with much higher precision.



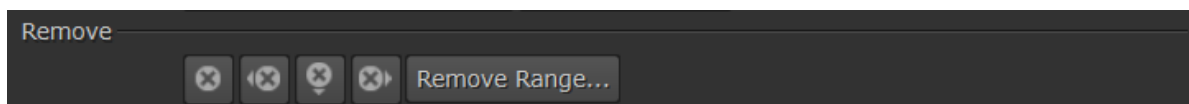
You can convert predicted keys for the selected shapes using two methods:

- **Convert Current Smart Key** - Promotes only the keyframe at the current playhead position.
- **Convert Range...** - Promotes all Smart Keys within a specific range of frames. Upon selecting this button, you can specify a custom frame range in the pop-up dialog to override your current workspace limits.



Removing Smart Keys

Removing Smart Keys is generally unnecessary because the engine automatically overwrites them during each new pass.



However you can remove Smart Keys via these buttons.

- **Remove All Smart Keys** - Remove all Smart Keys in the working frame range.
- **Remove Smart Keys Backwards** - Remove Smart Keys backward of the current frame in the working frame range.
- **Remove Current Smart Key** - Removes the current Smart Key at the playhead.
- **Remove Smart Keys Forwards** - Remove Smart Keys forward of the current frame in the working frame range.

- **Remove Range...** - Removes all Smart Keys within a specified frame range. Upon selecting this button, you can specify a custom frame range in the pop-up dialog to override your current workspace limits.



Note: Removing a Smart Key does not delete your User Keys. It only clears the predicted Smart Keys.



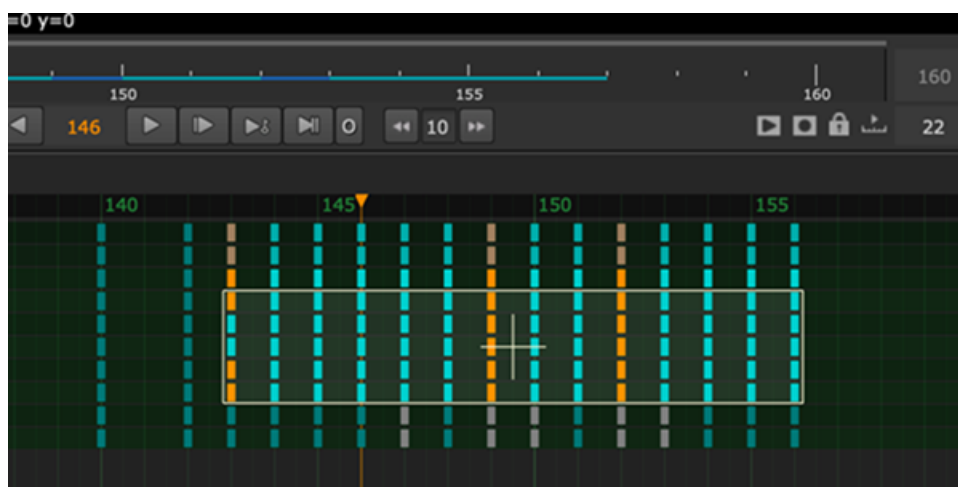
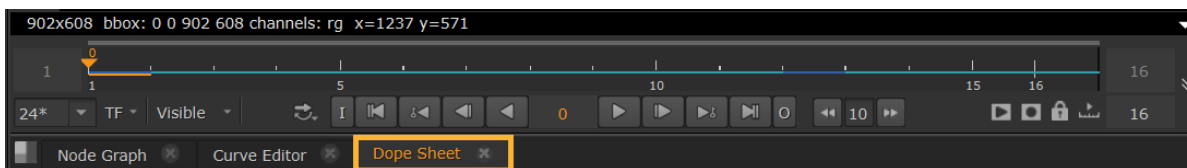
Tip: The Create Smart Key and Remove Smart Key controls are also available in the SmartRoto toolbar at the top of the Viewer for easy access.

Using the Dope Sheet



Note: This update is only available with Nuke 16.1v4 / 17.0v4, and above.

When using the Dope Sheet, predicted Smart Keys show in light blue, and User Keys show in orange, allowing easy identification.



Node Reference - SmartRoto

This page outlines inputs and controls found on the **Roto** node's **SmartRoto** tab.

Inputs - Roto Node

Connection Type	Connection Name	Function
Input	bg	Background input - adding a background automatically creates another bg input, allowing you to connect up to four images.
	mask	An optional image to use as a mask. By default, the roto shapes are limited to the non-black areas of the mask. At first, the mask input appears as a triangle on the right side of the node, but when you drag it, it turns into an arrow labeled mask. If you cannot see the mask input, ensure that the mask control is disabled or set to none.

Controls - SmartRoto Tab

Control (UI)	Knob (Scripting)	Default Value	Function
SmartRoto tab 			
Frame Range	frame_range	Input	Exposed frame range controls that are taken by default by the following Roto commands: Roto Range, Create Smart Keys, Convert to User Keys, Remove Smart Keys.

Control (UI)	Knob (Scripting)	Default Value	Function
Create			
Optimize for Speed and Memory	use_half_precision	off	Process at half-float to speed up execution and enable the processing of larger images and more shapes.
Use Smart Keys for Interpolation	use_smart_keys_for_interpolation	off	If enabled, SmartRoto uses existing Smart Keys for interpolation. If disabled, SmartRoto only uses user keys for interpolation.
	roto_to_beginning_of_range	N/A	Runs SmartRoto from the current frame backwards until it reaches the first frame of the working frame range. Hot key: Ctrl+Alt+X
	roto_backwards_until_user_key	N/A	Runs SmartRoto from the current frame backwards until it reaches a user key in the timeline. Hot key: Alt+X
	roto_prev_frame	N/A	Runs SmartRoto on the previous frame. Hot key: X
	roto_current_frame	N/A	Runs SmartRoto on the current frame. Hot key: N
	roto_next_frame	N/A	Runs SmartRoto on the next frame. Hot key: C

Control (UI)	Knob (Scripting)	Default Value	Function
	roto_forwards_until_user_key	N/A	Runs SmartRoto from the current frame forwards until it reaches a user key in the timeline. Hot key: Alt+C
	roto_to_end_of_range	N/A	Runs SmartRoto from the current frame forwards until it reaches the last frame of the working frame range. Hot key: Alt+Shift+C
Roto Range...	create_smart_keys	N/A	Run SmartRoto on the specified frame range.
Convert			
Convert Current Smart Key	convert_current_smart_key	N/A	Converts the current Smart Key into a User Key.
Convert Range...	convert_smart_keys	N/A	Converts Smart Keys on the specified frame range.
Remove			
	remove_all_smart_keys	N/A	Remove all Smart Keys in the working frame range.
	remove_smart_keys_backwards	N/A	Remove Smart Keys backward of the current frame in the working frame range.
	remove_current_smart_key	N/A	Removes the current Smart Key.
	remove_smart_keys_forwards	N/A	Remove Smart Keys forward of the current frame in the working frame range.
Remove Range...	remove_smart_keys	N/A	Removes Smart Keys on the specified frame range.

Control (UI)	Knob (Scripting)	Default Value	Function
Cleanup			
Threshold	cleanup_threshold	0.33	Cleanup Threshold (px) distance to consider when cleaning up keys. A higher threshold will cleanup more keys.
Ratio	cleanup_ratio	0.44	Cleanup Ratio (%) of coordinates should be within the Cleanup Threshold (px) distance when interpolated to be removed. A higher cleanup ratio will cleanup more keys.
Cleanup All Smart Keys	cleanup_keys	N/A	Runs the Cleanup function across all Smart Keys in the timeline.
User Keys			
User key	key number key count	0 of 0	Quick access to user keyframes: • Numeric fields - show whether there is a key at this frame, which key you're viewing, and the total number of keys. •   - move to the previous or next key. •   - set a key on the current frame or delete current key.
[shape list]	curves	N/A	This list shows the hierarchy of shapes, strokes, and groups with some commonly modified attributes.

Control (UI)	Knob (Scripting)	Default Value	Function
			Select multiple items to adjust attributes on all selected. Drag and drop to re-order and move items between groups. Right-click for a context menu. Columns from left to right are: Name (double-click to edit); Visible; Locked; Handle Color; Render Color; Inverted; Blending mode; Motion blur (affects shapes only); View (if more than one set up); Lifetime; Source. Shows the hierarchy of shapes and groups, allowing you to adjust them and how they're displayed in the Viewer: • Name - double-click to edit the shape or group Name. •  - whether the shape or group is visible and rendered or not. •  - lock or unlock the shape or group. •  - set the shape outline color to appear in the Viewer. •  - set the color in which you want to render your shape. •  - invert the shape or

Control (UI)	Knob (Scripting)	Default Value	Function
			group. •  - set the shape or group blending mode. •  - whether motion blur is applied to the shape.  Note: You can only apply motion blur to shapes, not groups of shapes. • View - displays the view(s) the shape appears in. This is only displayed if you have set up more than one view in your Project Settings (typically, if you're working on a stereoscopic project). • Lifetime - the range of frames during which the shape is visible. • Source - the shape source (as set on the Shape tab). Use the shape list to: • Select multiple items to adjust attributes on all the selected list items. • Drag and drop to re-order or move items between groups. • Right-click for a context menu containing Add new layer and shape editing functions such as Copy and Paste.

Release Notes for SmartRoto 1.0v1

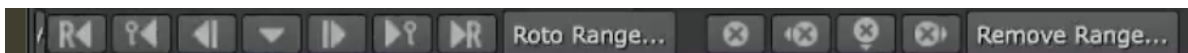
Release Date

16 July 2026

What's New

Updates since the 1.0 Beta:

- Streamlined Properties Panel UI
- Viewer Toolbar - For convenience when working full screen, the SmartRoto controls have been added to the Viewer toolbar



Known Issues

ID 615592 - Open splines are supported by SmartRoto but the model has not been explicitly trained to handle them

ID 610946 - SmartRoto cannot track groups of shapes with mixed spline types

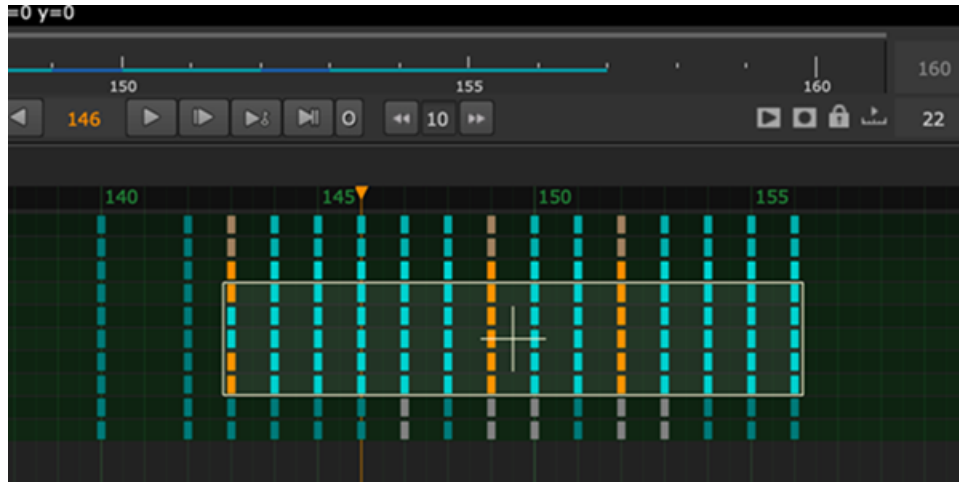
ID 608936 - Cleanup 'Smart Keys' is not intuitive and difficult to tune the correct parameters

ID 623699 - SmartRoto Input Frame Range is not set correctly when copying a Roto node

Changes Requiring Nuke 16.1/17.0v4

New Features

ID 604785 - Dope Sheet coloring differentiates 'Smart Keys' and 'User Keys'



Bug Fixes

ID 615788 - ‘User Key’ indicator draws behind predicted key on Viewer timeline

ID 619850 - Reduce size of data in Nuke scripts by serialising one ‘Smart Key’ flag per roto shape

ID 620499 - Adding a new spline point to a shape with ‘Smart Keys’ converts all keyframes to ‘User Keys’

ID 621940 - Color preferences for ‘Smart Keys’ incorrectly labelled as ‘Predicted’

ID 623244 - Some viewport manipulations on ‘Smart Keys’ do not automatically create a ‘User Key’ (use ‘Convert Current Smart Key’ to explicitly promote to a ‘User Key’) (affects adding points & adjusting cusp points, tangents, tension & feather)

Qualified Operating Systems



Note: The SmartRoto plug-in is available for the Nuke **16.1** and **17.0** release line or later.

The SmartRoto plug-in is qualified to run in the operating system supported by the Nuke version it is released for. For example: SmartRoto for Nuke 16.1 on Linux is compatible only on Rocky 9.0 (64-bit). See [Nuke supported operating systems](#) for more information.

Hardware Requirements

SmartRoto has the same minimum requirement as Nuke for other ML tools.

A NVIDIA GPU, with compute capability 3.5 or above; or MacOS Apple silicon integrated GPUs.

The amount of VRAM required to use SmartRoto varies with the resolution of the footage, and the number of Rotoshapes and spline points. We recommend **>8Gb VRAM**.

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Any legal notices from the Licensee to Foundry should be sent via postal mail or international delivery to The Foundry Visionmongers Ltd, 5 Golden Square, London, W1F 9HT, addressed to The General Counsel. These notices will be effective upon receipt by Foundry. Additionally, a copy of the notice should be emailed to Foundry at legal@foundry.com. Unless otherwise agreed in writing, any notices from Foundry to the Licensee will be provided either (a) by email to the registered email address associated with the Licensee’s account, or (b) in any other reasonable manner that involves specific notification to the Licensee. Notices from Foundry to the Licensee will be effective (i) one day after being sent by email, and (ii) five days after being posted or sent by international delivery service. The Licensee agrees that service of process may be effected on the Licensee by registered mail sent to the last known address on record with Foundry, if permitted by applicable law.

26. COMPLAINTS & ONLINE DISPUTE RESOLUTION PLATFORM

We hope that you are satisfied with any Software purchase made or service received from Foundry, but if you have a complaint, in the first instance, please contact us on licenses@foundry.com or through our Support Portal: <https://support.foundry.com/hc/en-us> (for technical support and bug reports), or you can request a call back from the Sales team here: <https://www.foundry.com/contact-us>.

27. COMPLAINTS & ONLINE DISPUTE RESOLUTION PLATFORM

The Agreement and any dispute or claim (including non-contractual disputes or claims) arising out of or in connection with it or its subject matter or formation shall be governed by and construed in accordance with the law of England and Wales and the courts of England and Wales shall have

non-exclusive jurisdiction to settle any dispute or claim (including non-contractual disputes or claims) arising out of or in connection with the Agreement or its subject matter or formation.

Last updated March 2026.

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