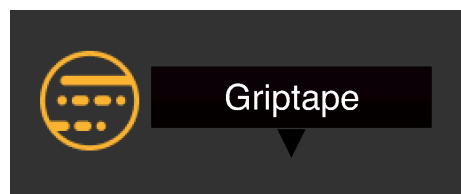
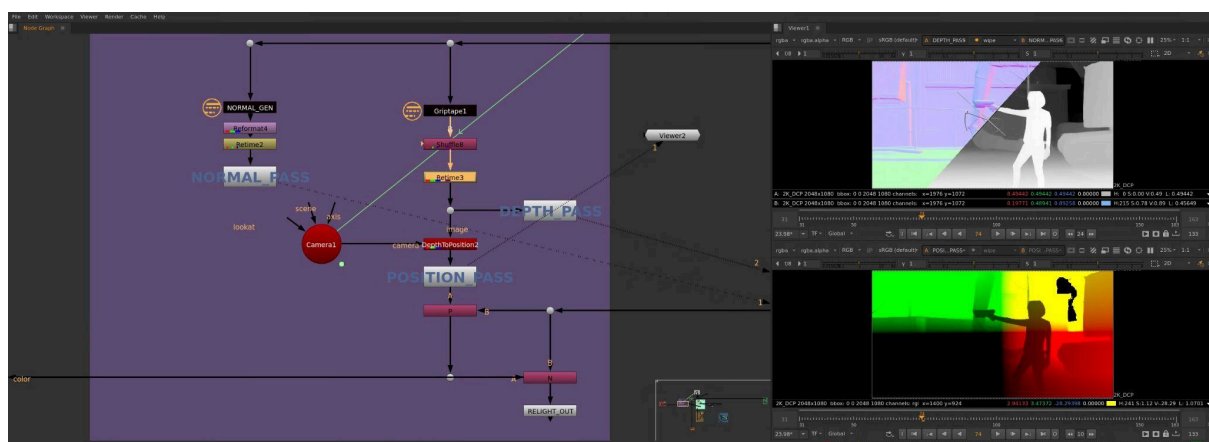


Nuke Griptape Node: How-To Guide

Griptape is Foundry's visual AI orchestration platform and execution engine.

This guide demonstrates how to set up the native Nuke **Griptape** node to connect to a running Griptape Engine, load active workflows, and execute them receiving the output right into your comp Node Graph.

Griptape can empower artists to perform time-consuming tasks - like clean plates, or generating passes - in a fraction of the time.



Installation

To use the **Griptape** node in Nuke, you will need to install:

1. Nuke 18.0 or 17.2
2. Griptape Nodes*
3. Nuke Griptape Nodes Library

Nuke 18.0 or 17.2 - All Nuke products, including Nuke Indie, support this workflow.

Griptape Nodes - The easiest way to set this up is to install **Griptape Nodes Desktop** - a single application that includes both the **Engine** and the **Editor**.

<https://www.griptapenodes.com/griptape-nodes-desktop>

For help on how to install Griptape Nodes, please watch:

 **Installing Griptape Nodes | Getting started with Griptape**

Or see [Installing Griptape Nodes](#) in Griptape Docs.

Nuke Griptape Nodes Library - You also need to install the **Nuke Griptape Nodes Library** on any engine you wish to interact with from Nuke:

<https://github.com/griptape-ai/griptape-nodes-library-nuke>

- In Griptape Nodes **Editor**, open **Manage > Library Management**.
- Press the **+** button to **Add Library**.
- Add address `https://github.com/griptape-ai/griptape-nodes-library-nuke.git` and click **Install**.

Or you can register the library in the Griptape Nodes **Editor** manually:

- Open **Settings > Libraries**.
- Click **+ Add Library** and enter the path to *griptape-nodes-library.json* inside the cloned directory.
- Close the settings panel and click **Refresh Libraries**.

Read more about this step in the [README](#).

Licensing

This feature can be tested in a free Griptape account, no Enterprise account is needed.

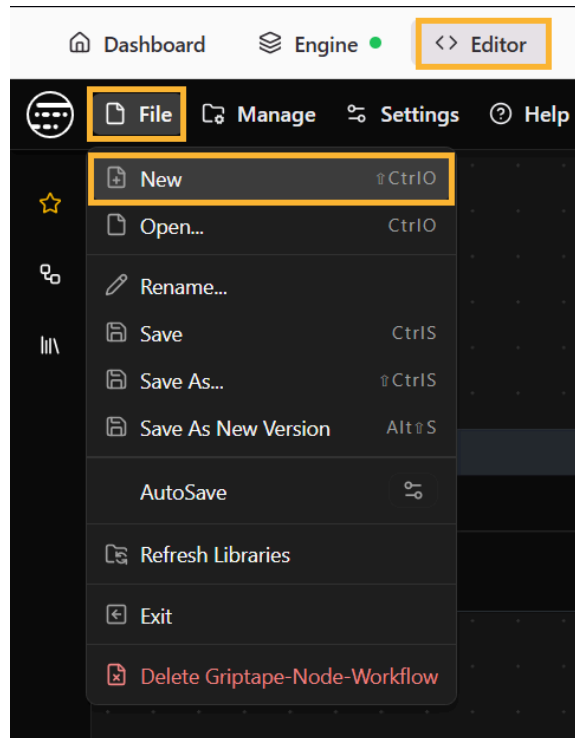
***Griptape Nodes Desktop** is the recommended option and the one that we will use in this guide, but Griptape Engine is the minimum requirement.

If you download Griptape Nodes, you don't need to download Griptape Engine.

Griptape Nodes Desktop is not required to run the workflows but it is needed to create and edit Griptape workflows.

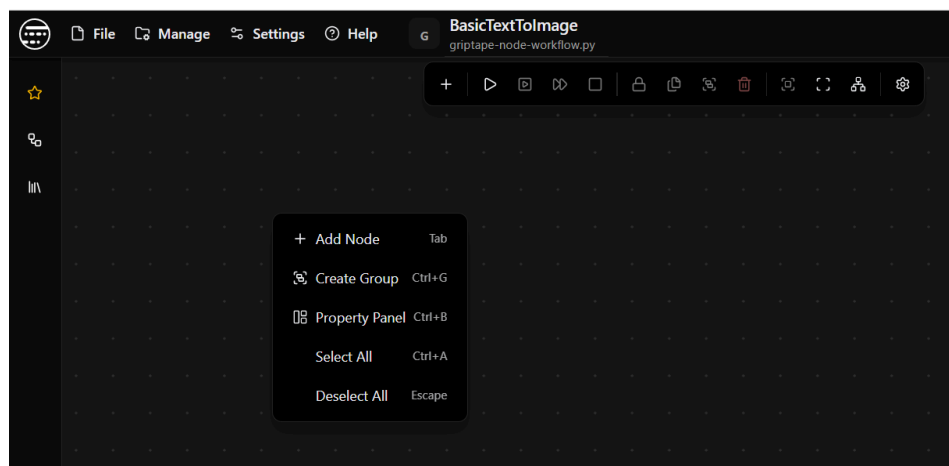
Before you launch Nuke

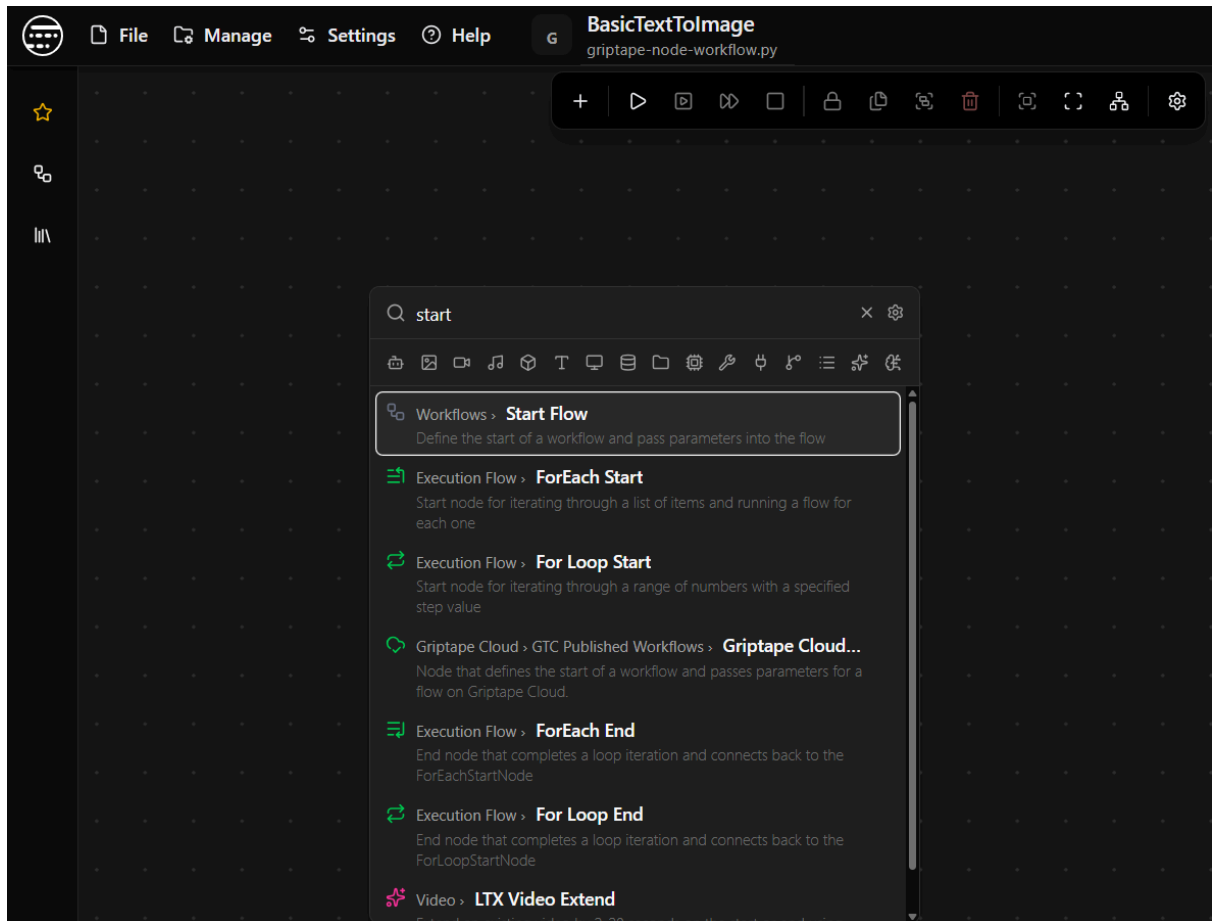
Set up a **Workflow** file in Griptape. You can open a new workflow by launching the **Editor** and then selecting **File > New**.



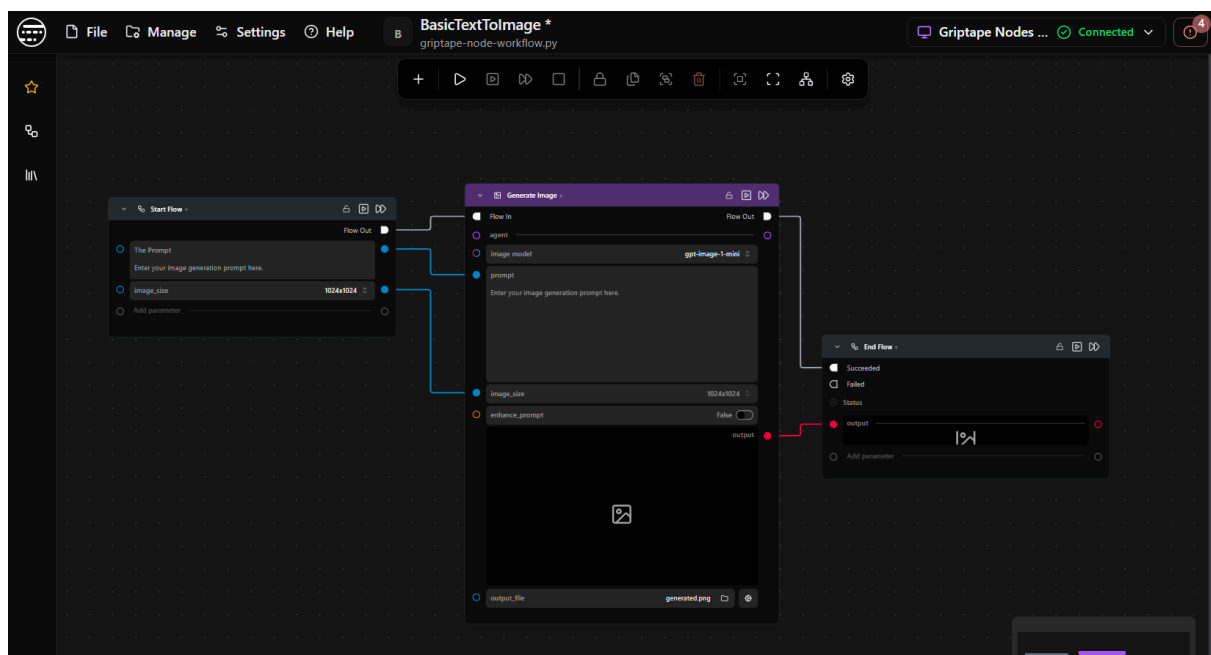
In your Griptape workflow file, you need a **Start Flow** node and an **End Flow** node. This is because Nuke uses the **Start Flow** to sync the node Workflow Parameters and the **End Flow** to sync Outputs.

To add a node in Griptape **Editor**, right-click and select **Add Node**. Then you can type in the name of the node.

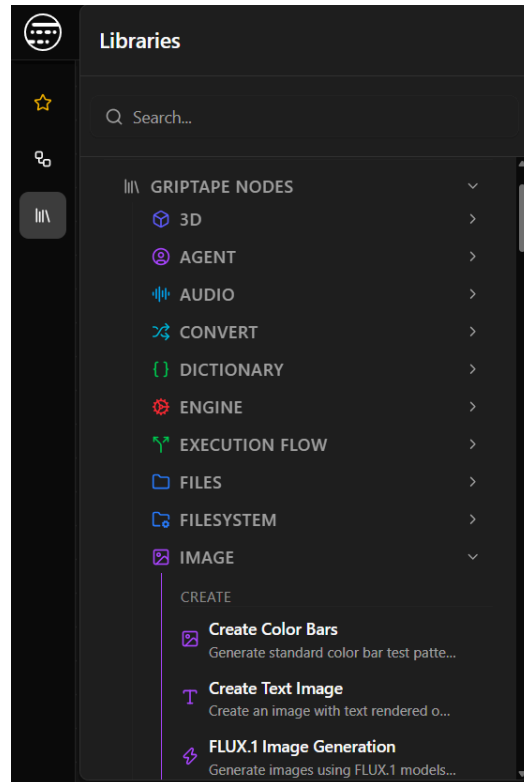




For example, here we are adding a simple **Generate Image** node to drive our **Start Flow** and **End Flow**.



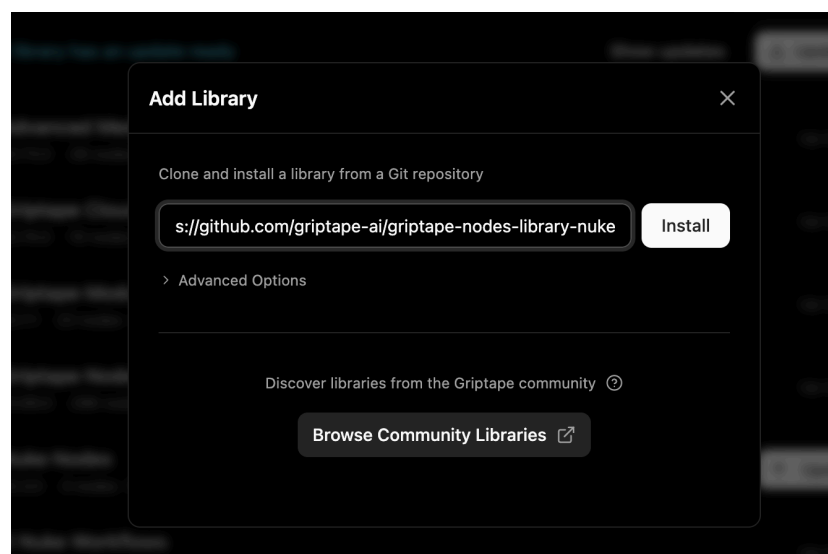
Griptape has a large range of nodes for image, video and 3D asset generation and editing purposes, as well as a variety of templates which you can access via the **Nodes** and **Libraries** panels on the left side bar. You can easily drag and drop them into the Editor's node graph from there.



You will have to install the **Nuke Griptape Nodes Library**:

<https://github.com/griptape-ai/griptape-nodes-library-nuke>

You will need this on any engine you wish to interact with from Nuke - see instructions above.



Here you can find more information on Libraries and links to some documented libraries <https://docs.griptapenodes.com/en/stable/libraries/>

One example is the **Advanced Media Library** (GPU recommended) for advanced media generation and manipulation nodes that run models locally - diffusion pipelines, image and video pre-processing (depth, edge, pose, segmentation), LoRA tooling, and face detection.

https://docs.griptapenodes.com/en/stable/libraries/advanced_media/

More Griptape Resources:

Learn more:

 Full Documentation: docs.griptapenodes.com

 Installation: docs.griptapenodes.com/en/stable/installation/

 Griptape Engine: <https://github.com/griptape-ai/griptape-nodes-engine>

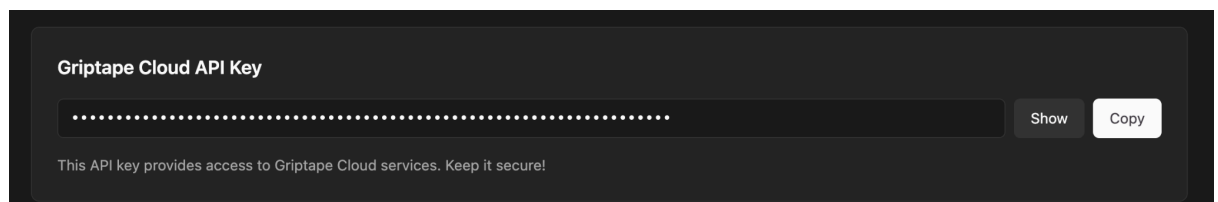
 Engine Configuration: docs.griptapenodes.com/en/stable/configuration/

Working with the Griptape Node in Nuke

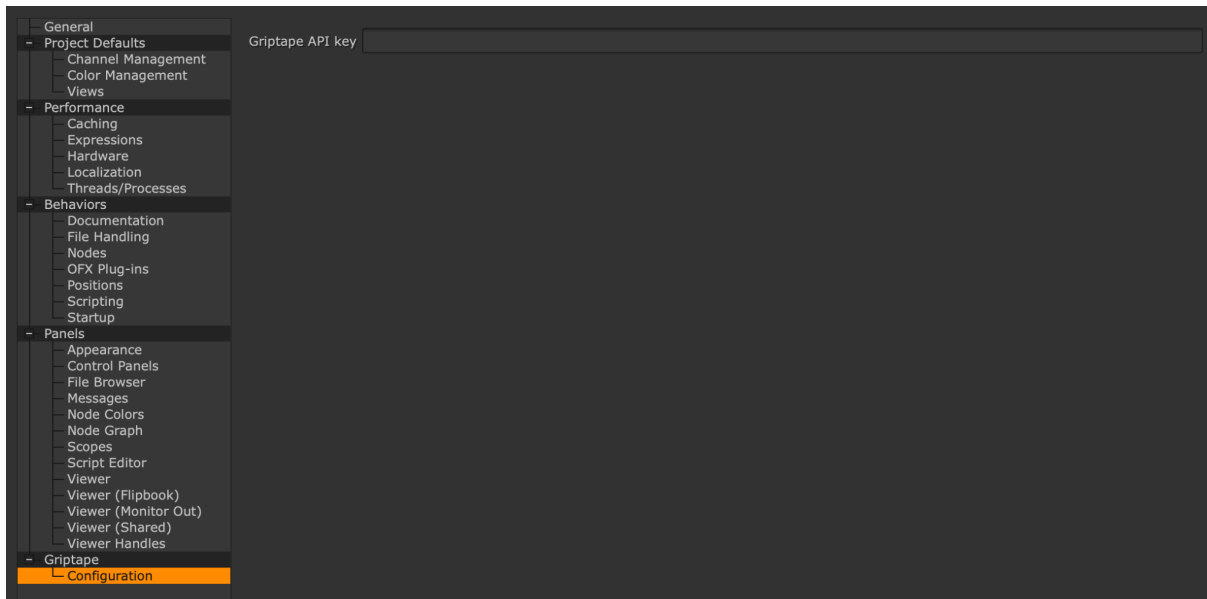
Step 1: Launch & Ensure Engine Connectivity

Once you have installed Griptape Nodes Desktop and Nuke 18.0 or 17.2:

1. Open **Griptape Nodes Desktop** (or verify your background Griptape Engine service is running).
2. Go to **App Settings**, and navigate to **Griptape Cloud API Key**, and copy your key.

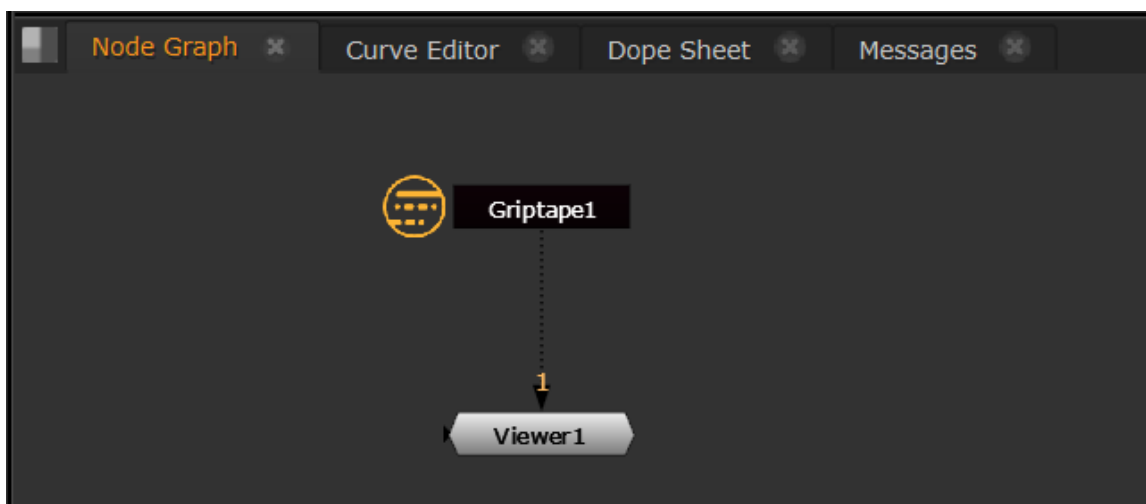
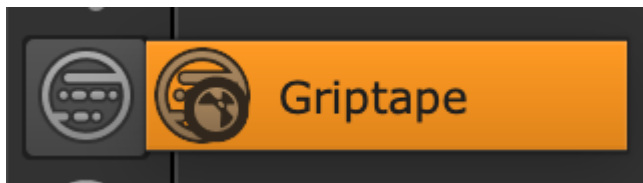


3. Open Nuke 18.0 or 17.2.
4. Go to **Preferences**.
Add your Griptape API key in the **Griptape > Configuration** section.

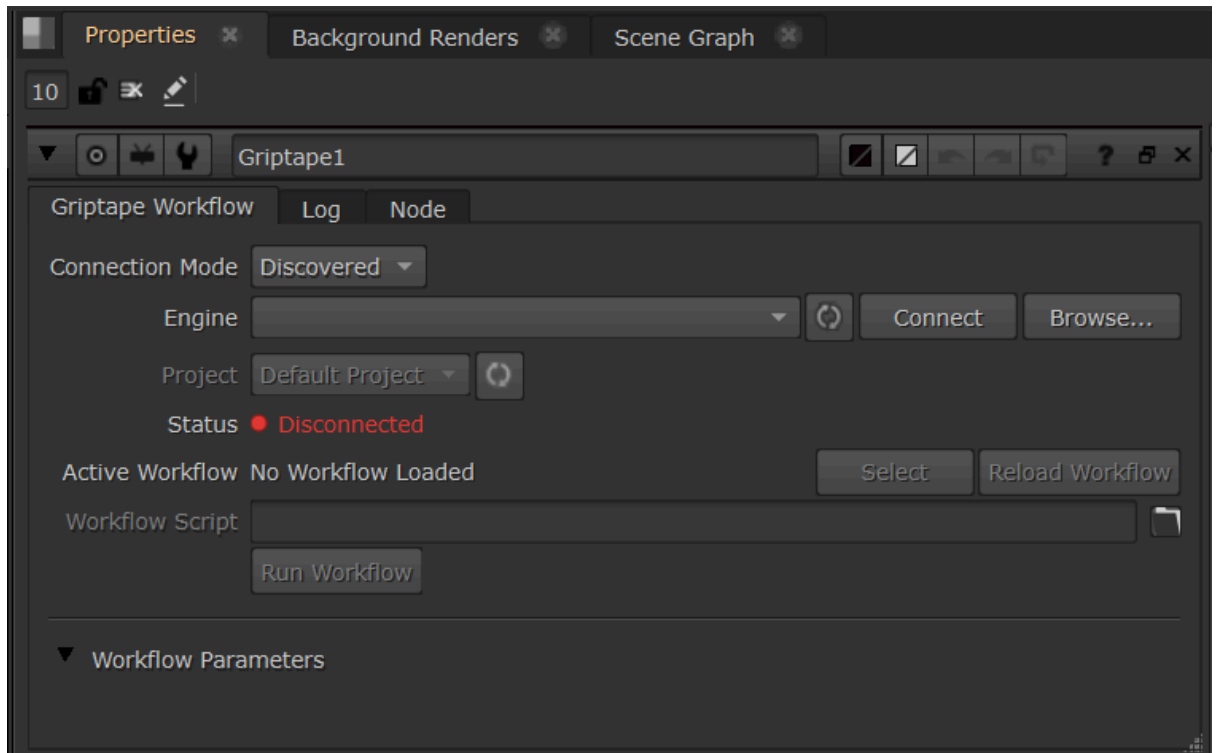


Step 2: Add the Griptape Node to your Node Graph

1. Press **Tab** in the Node Graph and type *Griptape* (or select **Griptape** from the toolbar menu).



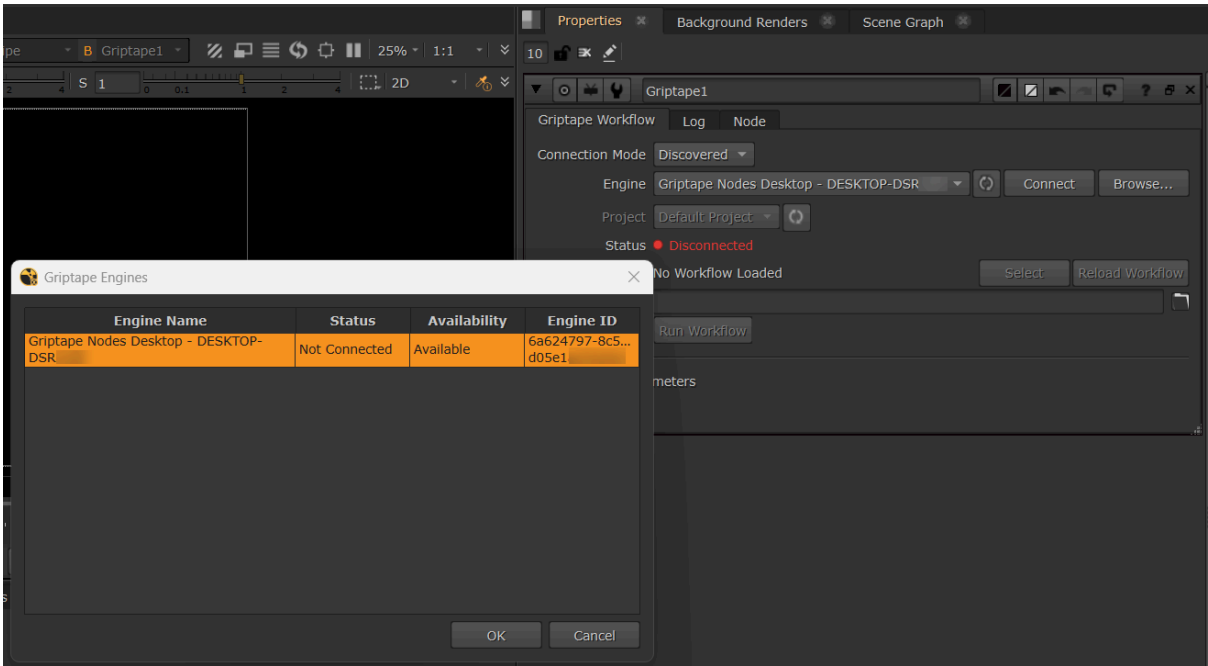
2. Open the **Properties** panel for *Griptape1*.



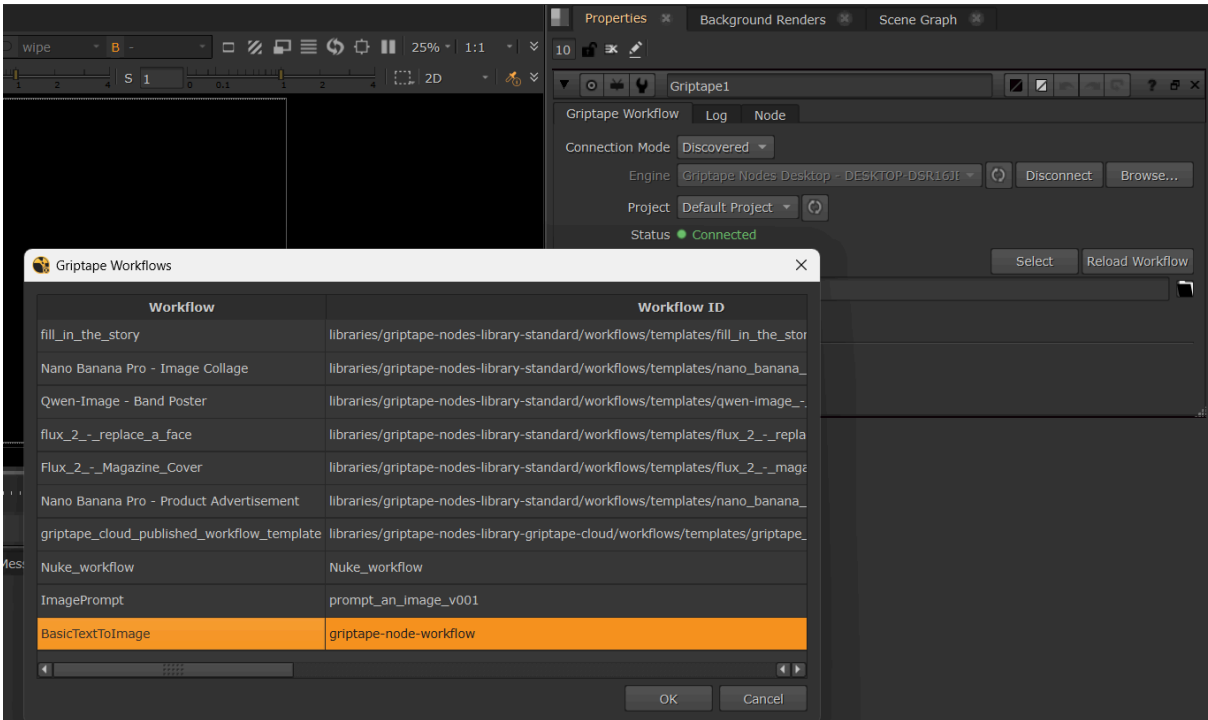
Step 3: Connect to the Engine & Select a Workflow

1. In the **Connection Mode** drop-down, select **Direct** to add your IP Engine number (required for enterprise users).
Or use **Discovered** to automatically detect engines. The **Discovered** mode will search for running Engines linked to your Griptape API Key (set in **Preferences**) for you to select from.

Click  to Refresh the Engines (or click **Browse...** to view all available network engines).



2. Verify the connection status displays a green **Connected** indicator.
3. Click **Select** next to **Active Workflow** and choose your desired Griptape script.

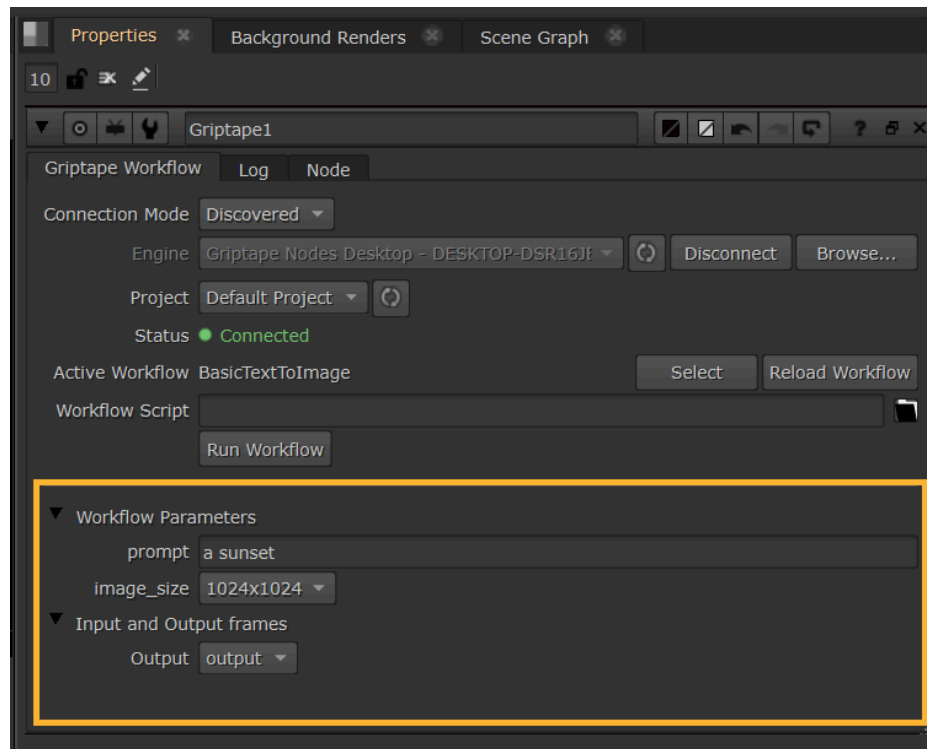


To display the Workflows available in your Engine, you need to have a workflow created or downloaded from a library.

When you go to **Active Workflows** > **Select**, there are also some templates that Foundry has created that may be helpful for inspiration.

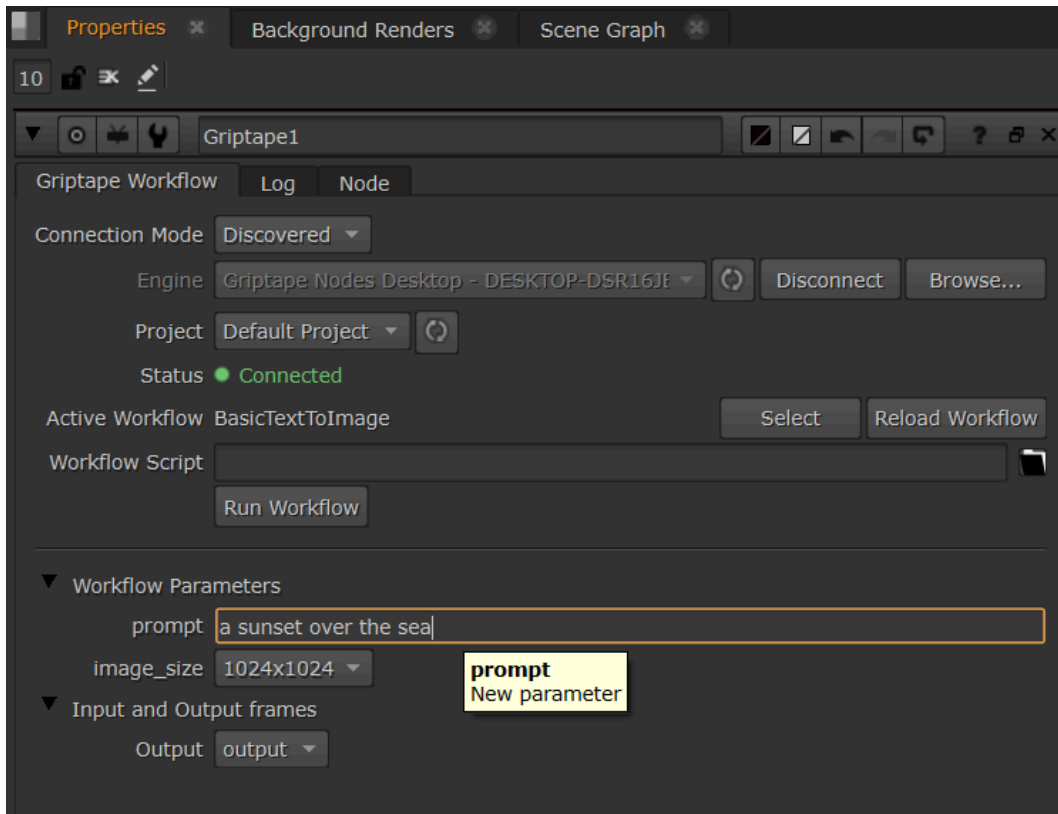
You'll see that the node parameters are now dynamically populated from your Griptape workflow's **Start Flow** and **End Flow** nodes.

Start Flow parameters sync to the **Workflow Parameters** panel, and **End Flow** parameters sync to the **Input and Output frames**.



Step 4: Hook Up Image Inputs & Tune Parameters

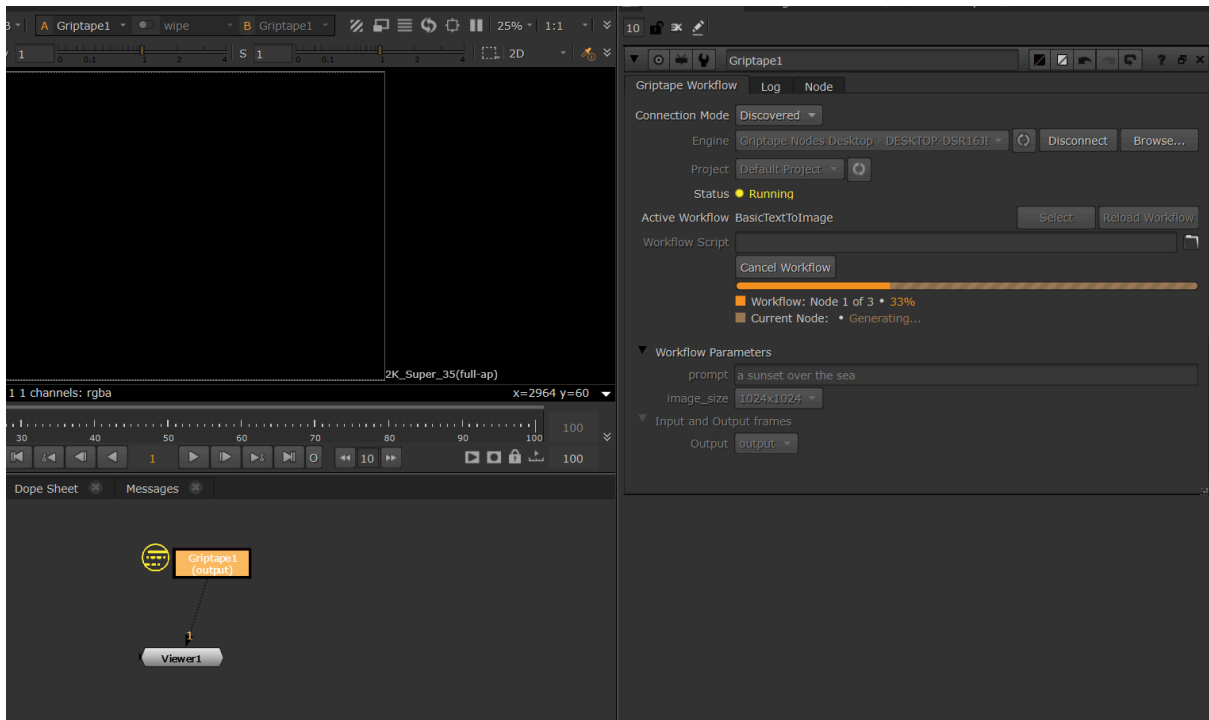
1. Notice that Nuke automatically generates input pipes on the node for required image parameters (e.g., *Input*, *Mask*).
2. Connect your source footage node (e.g., *Read1*) into the generated Griptape input pipe.
3. Adjust the dynamically populated parameters in the **Workflow Parameters** section (such as text prompts, model choice, aspect ratio, or seed).
For example, editing a text prompt:



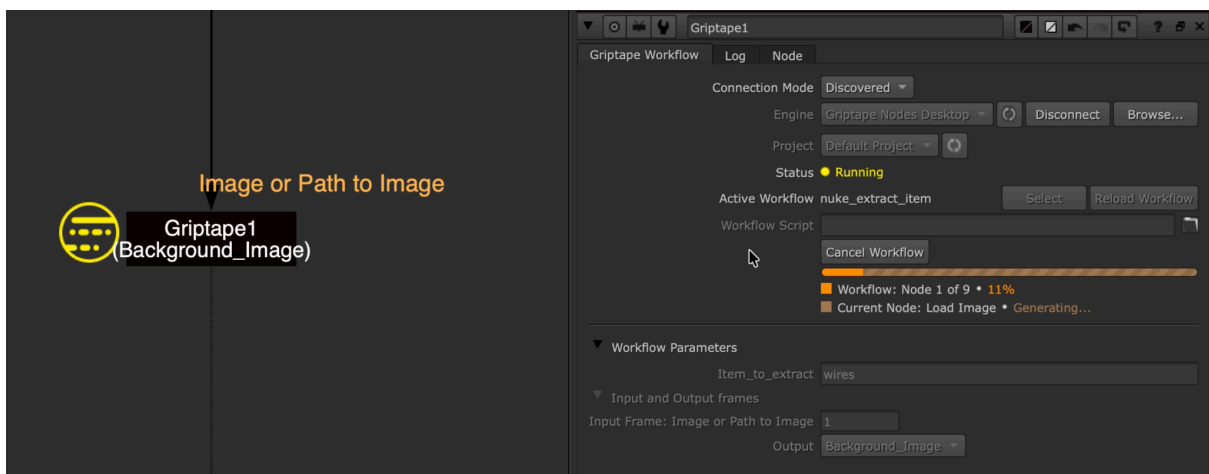
Step 5: Execute & Track Progress

1. Click **Run Workflow**.
2. Observe the Node Graph status badge turn **Yellow (Running)**.
3. Track overall workflow and current node progress percentage via the live status bar in the Properties panel.

Note: The **Workflow Parameters** panel is grayed out during this process. To make any changes to the workflow, you will need to first select **Cancel Workflow**.



For example, running a simple image generation workflow.

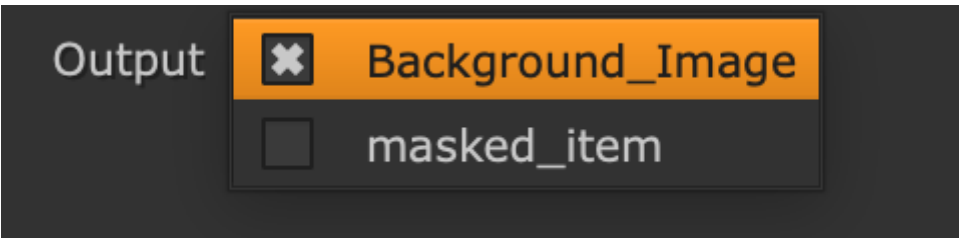


An example with more nodes, multiple inputs and outputs.

Step 6: Select Output Permutations

1. Once execution completes, the node status badge turns **Green (Completed)**.
2. Connect the Griptape node to the **Viewer** to see the results.

- 3. If the workflow has generated multiple deliverables, use the **Output** drop-down menu under **Input and Output frames** to switch between available permutations (e.g., image passes, normal maps, or .spz splat assets).



Output File Formats Supported

The Griptape node can output a variety of file formats - image formats such as **.png**, **.jpeg**, and video formats such as **.mov** and **.mp4**. You can also create 3D file outputs such as Splats and USD geometry. 3D generation can output **.usdz**, and splat generation can output **.spz**. We are currently working on adding more file types.

Troubleshooting

Node status badges give you a visual indication of your node:

Node status badges		
	Green	Workflow has run successfully.
	Yellow	Workflow is running.
	Red	Error.

If you are finding errors with your Griptape node, you can find information about the processes the node has been working on in the **Log** tab. This contains information about **Engine** connection as well as **Workflows**.

Griptape Workflow Examples

See our [Griptape Nodes - How To](#) playlist on YouTube for ideas about using Griptape such as matte painting, relighting, and inpainting.