

# Simon Jokuschies

Compositor | Compositing TD

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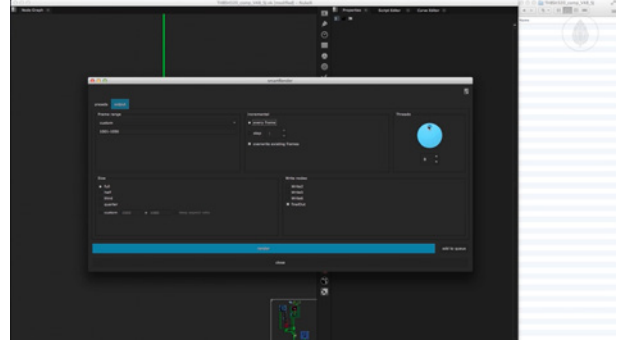


## TD Reel Breakdown

cragl vfx tools is a brand that I created which offers plugins for the visual effects industry, mainly focusing on The Foundry's Nuke. All cragl products follow the objectives to simplify, accelerate and automate everyday compositing tasks.

Further information: [www.cragl.com](http://www.cragl.com)

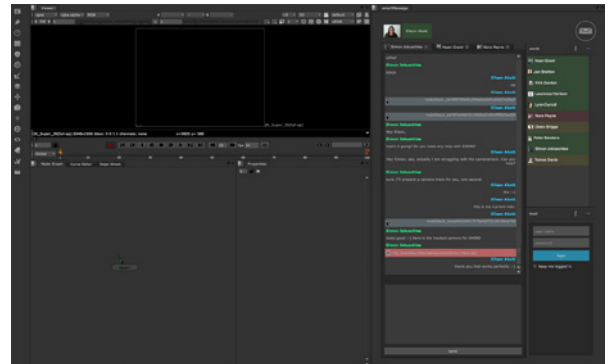
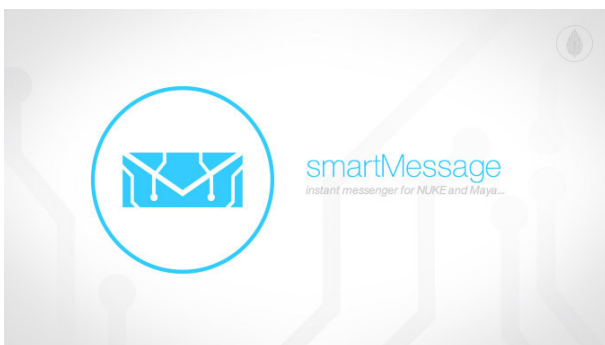




## cragl - smartRender (Nuke)

smartRender is a multithreaded background rendering tool that heavily decreases rendering time compared to Nuke's standard rendering method. You can interactively choose the number of threads to use for each render job. In addition, smartRender includes functionality to create render incrementals. It contains a progressbar, a job menu with various actions as well as an in depth render log that shows all render information which can also be exported.

Further information: [www.cragl.com/smartRender](http://www.cragl.com/smartRender)



## cragl - smartMessage (Nuke, Maya)

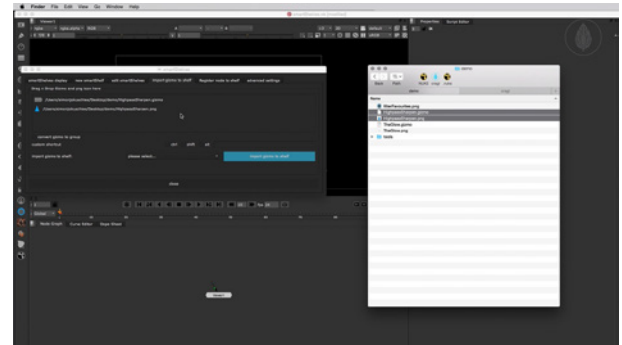
smartMessage is an instant messenger for Nuke and Maya. It can be used as a local network to let all Nuke and Maya artists in your company communicate with each other and let them work more efficiently as a team. If you are connected to the web it can also be used to get connected to a network of digital artists from all over the world.

Besides writing text smartMessage offers the ability to exchange data like node setups, images, 3D data like cameras and even animated geometry. It also includes group chats. This enhances the collaboration and speeds up the communication among artists.

By using the local chat the computer doesn't need to be connected to the web. All data like text histories and sent data will be stored on a local path. On the other hand by using the global chat all data that will be generated is stored encrypted on the cragl server.

Further information: [www.cragl.com/smartMessage](http://www.cragl.com/smartMessage)

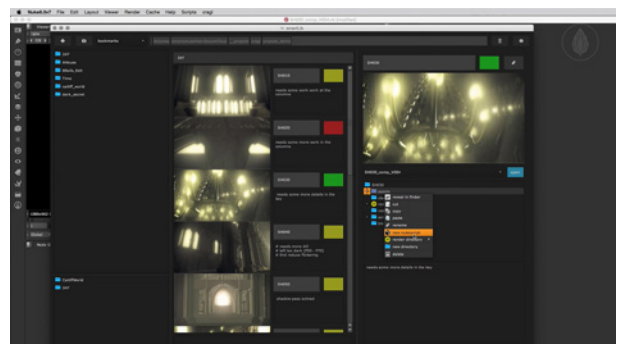




## cragl - smartShelves (Nuke)

smartShelves lets you manage your node shelves in a simple, fast and intuitive way. To create and edit custom node shelves usually you need some knowledge about python scripting and need to create a custom shelf by manually programming it. smartShelves solves this tedious task in a visual approach. By using smartShelves you can add new custom shelves and assign nodes and gizmos to them. Hotkeys can also be assigned to these elements. All custom shelves are always editable. If you work on a centralized repository you can set up a custom gizmo path so that all gizmos in the specified directory are imported automatically on your machine. Everything is done visually without the need to write even one line of code.

Further information: [www.cragl.com/smartShelves](http://www.cragl.com/smartShelves)

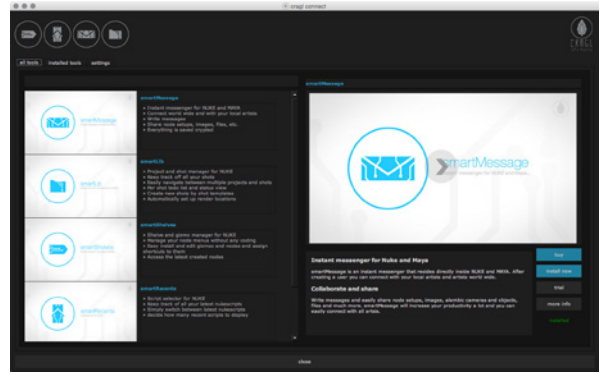


## cragl - smartLib (Nuke)

smartLib is a project and shot management system for Nuke. This tool will become handy for you if you find yourself often switching between different projects and shots. You can easily navigate between different projects and shots, set shot status and write notes. Other artists in the team that use smartLib too can see the shots status and comments. They are able to edit them and add new ones. This enhances the collaboration among artists in the team and makes everyday's compositing work faster and more effective. In addition you can create new shots out of fully customizable shot templates. The current work progress can then be exported as a pdf to send it to your producer or your client.

Further information: [www.cragl.com/smartLib](http://www.cragl.com/smartLib)

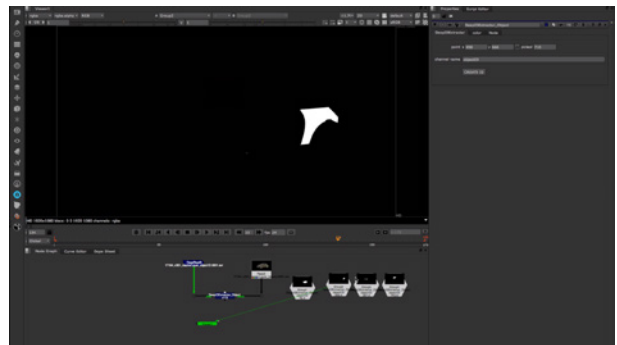
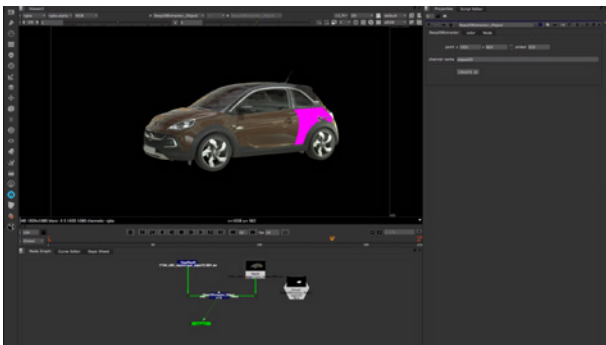




## cragl - connect (Nuke)

cragl offers a free product called connect which can download and install each cragl plugin fully automatically with one button click - directly inside Nuke. So the artist doesn't need to struggle with getting to run a plugin at all.

Further information: [www.cragl.com/connect](http://www.cragl.com/connect)

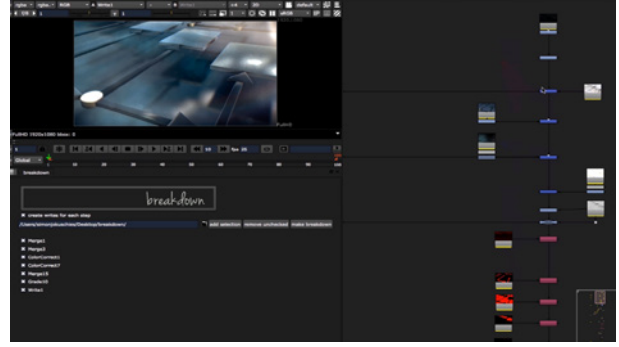


## Deep ID Extractor (Nuke)

You can put all your id mattes into one single object id deep exr and extract each id from this deep exr. Works also great and accurate on edges and with motion blur. The tool gives you a visual feedback for the currently selected id.

Unfortunately, this is a private tool that I created for work and I cannot release it to the public.

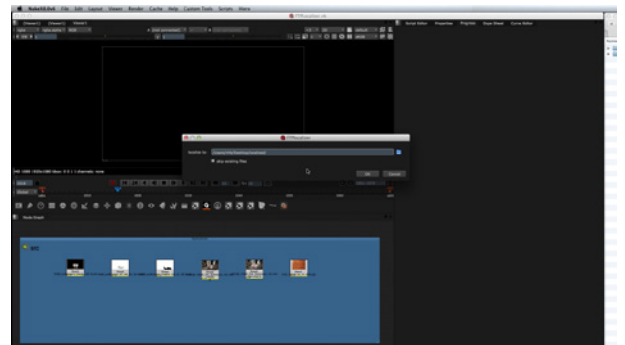
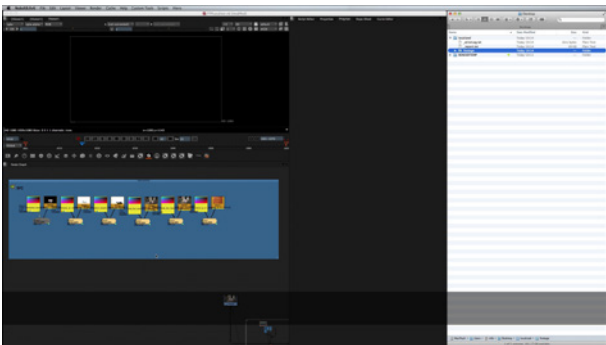




## Breakdown - plugin (Nuke)

Breakdown is a Nuke panel plugin to create breakdowns of your Nuke scripts in just a few seconds. Just add the nodes that you like to appear as breakdown steps to your breakdown list and click on "make breakdown". Then all breakdown steps are generated automatically and displayed in a LayerContactSheet. If you decided so, an individual write-node is added to each breakdown step with already set up render path.

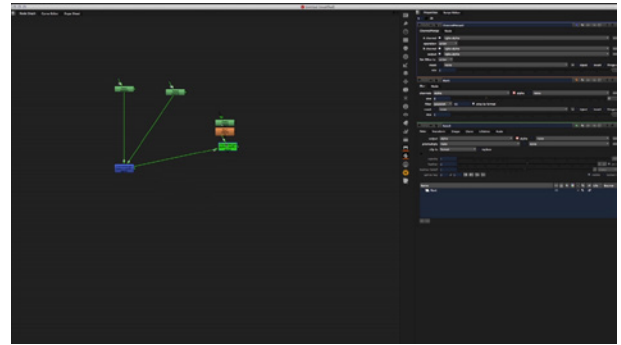
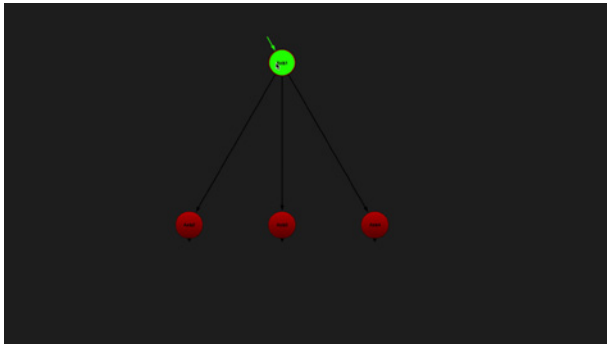
Further information: [www.leafpictures.de/breakdown](http://www.leafpictures.de/breakdown)



## FTPLocalizer - plugin (Nuke)

Use the FTPLocalizer to super fast localize all of your footage to your local hard drive via FTP. It starts downloading all assets with several threads simultaneously and just takes some seconds to copy gigabytes of data. Every read node gets a second local version and with a master switch you can switch between local and server version.

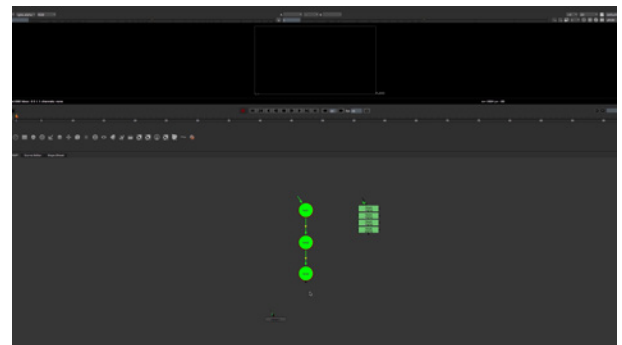
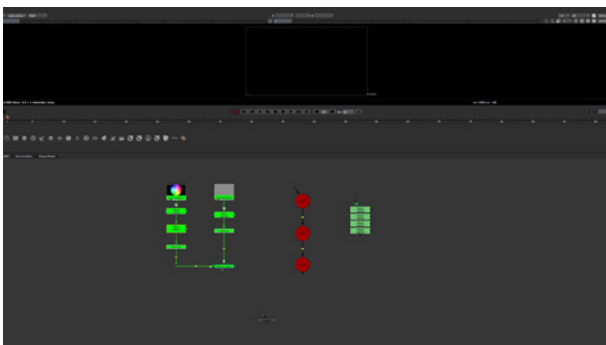




## Kiss - plugin (Nuke)

Kiss functionality inspired and taken from Flame. Brought to Nuke to super fast connect nodes. just select a node, drag it to another one and then you can automatically make a connection from one to the other.

Further information: <http://www.leafpictures.de/kiss>



## dropt - Plugin (Nuke)

Inspired and taken from Flame. Interactively delete nodes by just dragging them to the bottom of the screen.

Further information: <http://www.leafpictures.de/dropt>

