



# Golden Eye

The Evolution of Vision

**New Features**  
**Version 2018.1 R1**



# Golden Eye

Archive Scanner with Universal Optics

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## Gecko Version 202

This release of Gecko should be installed with **Golden Eye 2018.1 R1** scanner control software

### New Features in this Release



- **HDRI Implementation**
- **Fixes as detailed in the Release notes**

## GoldenEye 2018.1 R1 Scanner Control Software

### New Features in this Release

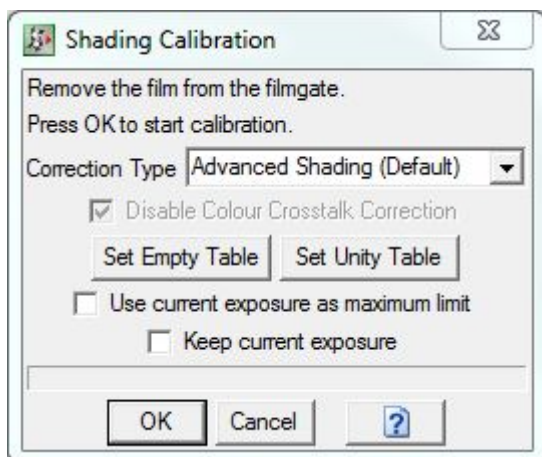
- **HDRI**

HDRI (High Dynamic Range Imaging) exposes each frame of the film twice, with different durations of exposure (short or long). This will extract more detail in the black areas of the image, and also reduce any noise in the image.

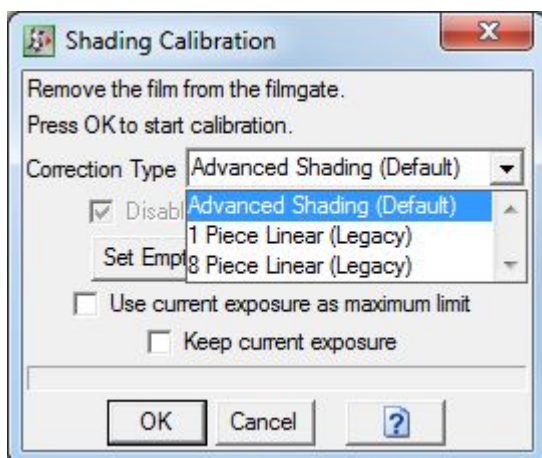
A document detailing the full setup procedures for this new feature can be found in the Release Notes\Documentation and in the Help manual in the product.

- **Advanced Shading**

A new shading algorithm has been created. This is now the default (automatically selected) shading option.



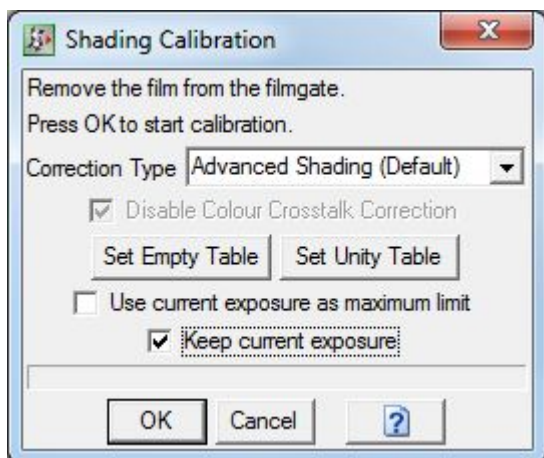
This will improve the shading in some very rare circumstances where errors could have occurred. It will also increase the saturation of colours.



The old 1 & 8 Piece Linear shading methods are still available if you wish to use them instead

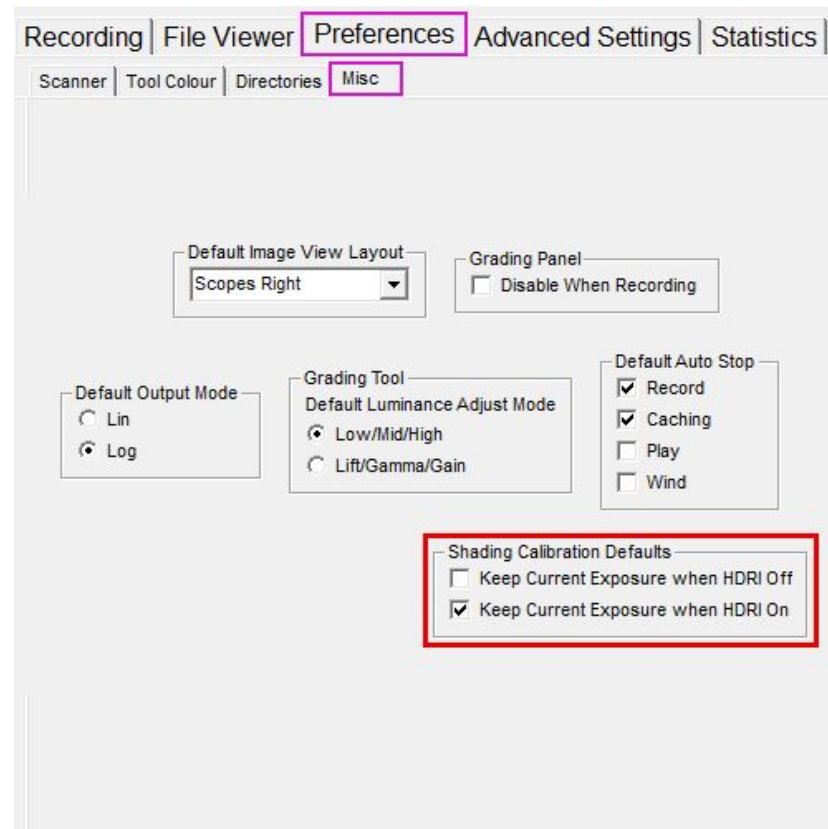
- **Retain current exposures when performing shading calibration**

When a shading calibration is performed, any exposures currently set are overwritten. The illumination values in the UI are all set to 1.0 and consequently the exposures are all set to the reference exposures. While this is sometimes useful, it can be inconvenient when the user has just set up appropriate exposures for a particular film and needs to run a shading calibration prior to capture. The user is then required to record the exposures that they set up and restore them once calibration is complete; if they forget to do this, they will need to set up the exposures again from scratch.



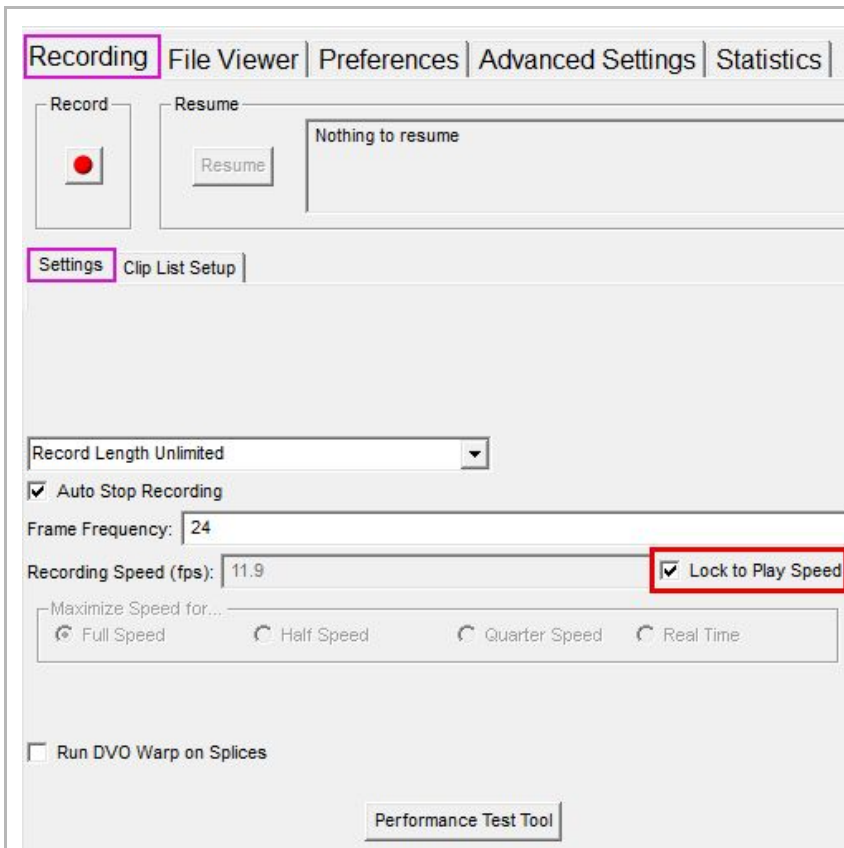
The shading calibration dialog provides a new option, "Keep current exposure", to keep current exposures across the shading calibration.

Note: that after shading calibration, the "Illumination" values displayed may change, as one of the tasks performed in shading calibration is to set up the Reference Exposure; "Exposure" values will still remain exactly as you previously set them.



Default settings for "Keep current exposure" are provided in the "Preferences\Misc" tab under "Shading Calibration Defaults"; the default is set separately for HDRI and non-HDRI scenarios.

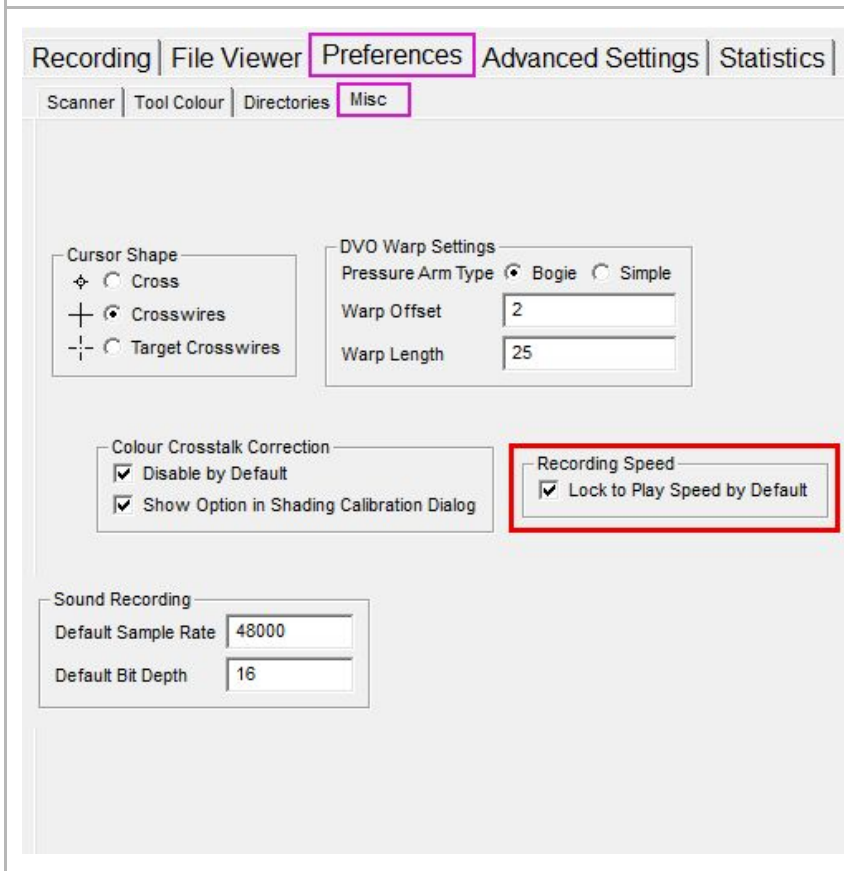
- Option for recording speed to follow play speed



A new feature has been added to force the Recording Speed to follow the Play Speed, allowing both to be adjusted with a single action on the easily-accessible Play Speed controls at the top of the Settings View. This makes adjustment of speed to achieve good exposure much easier.

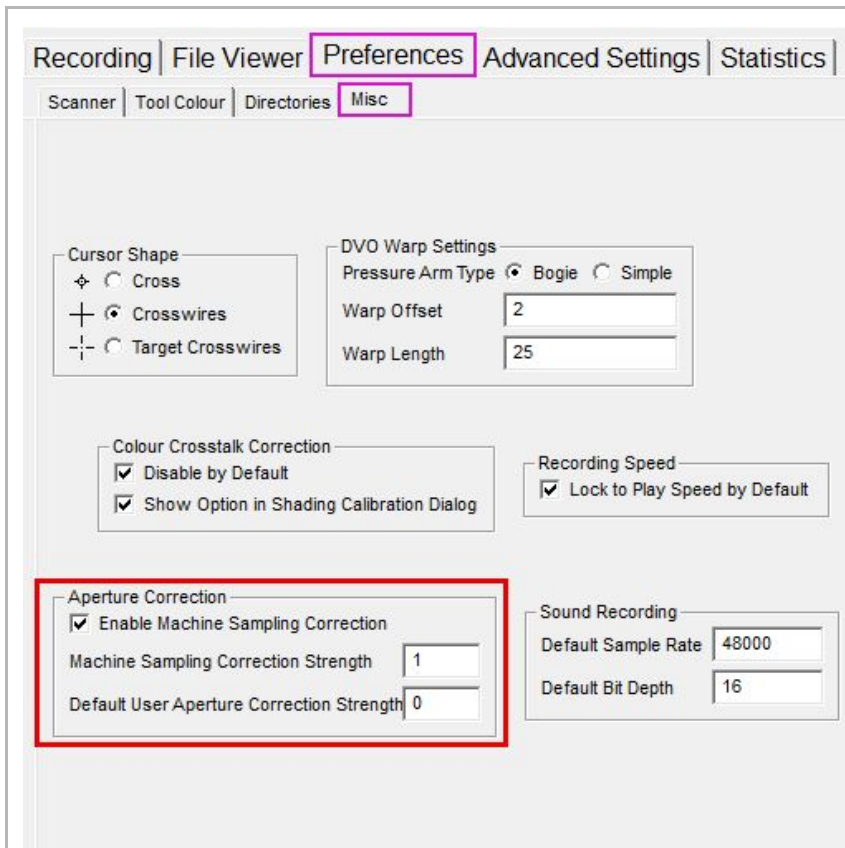
On the "Recording\Settings" tab, ensure that the "Lock to Play Speed" check box (next to "Recording Speed (fps)") is checked.

With this option selected, any change made to "Play Speed (fps)" will update "Recording Speed (fps)" automatically.



The default for the option above is specified in the "Preferences\Misc" tab as "Recording Speed\Lock to Play Speed by Default"

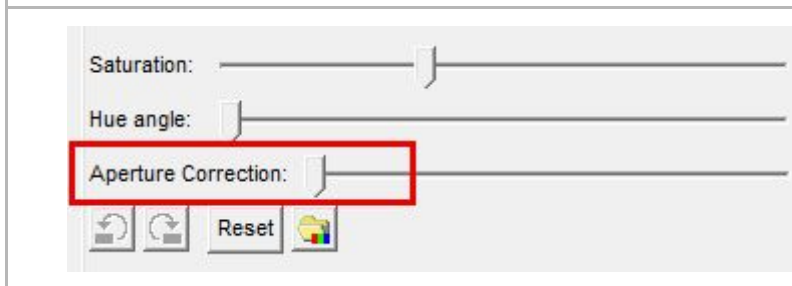
● Aperture Correction



Aperture correction is a small-radius sharpening function.

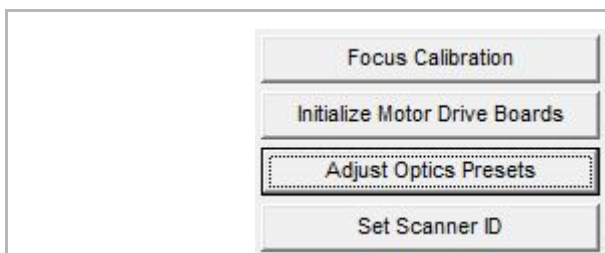
This has 2 options one of which is fixed and the other variable. The options appear in the "Preferences\Misc" tab.

The first is called "Machine Sampling Correction Strength" and is enabled by default. This is intended to correct for signal losses caused by the process of discretely sampling an analogue source (ie the film and the early analogue stages of the camera).



Additional aperture correction can be applied on top of the Machine Sampling Correction for aesthetic effect using the "Aperture Correction" slider in the Colour Management\Grading tab.

● Aspect Ratio Correction

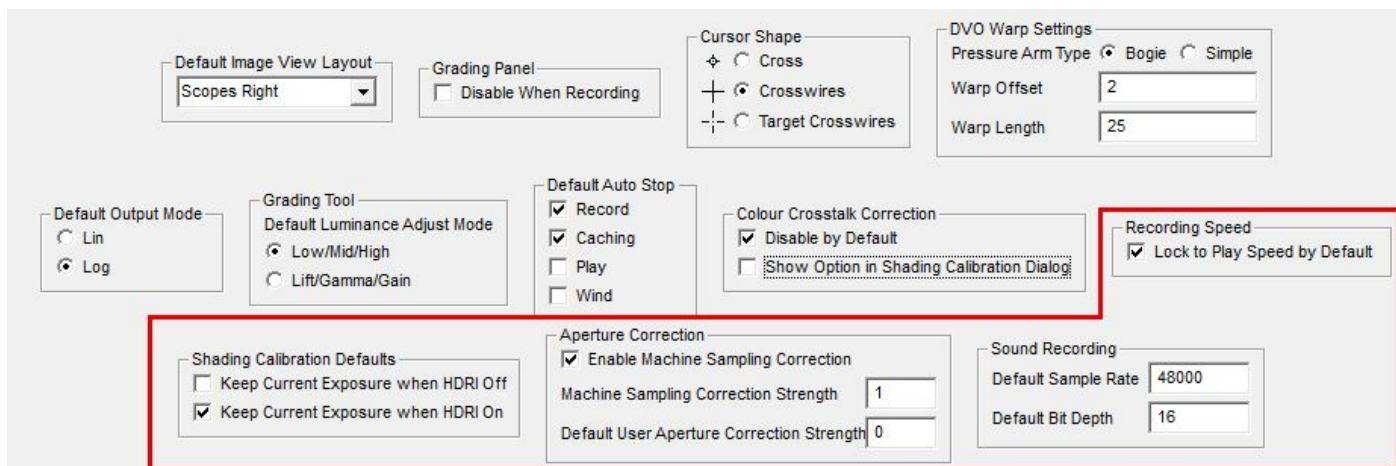


A new Aspect Correction parameter has been added to the "Adjust Optics Presets" tools. This tool is in the Advanced User/Factory Calibration tab.

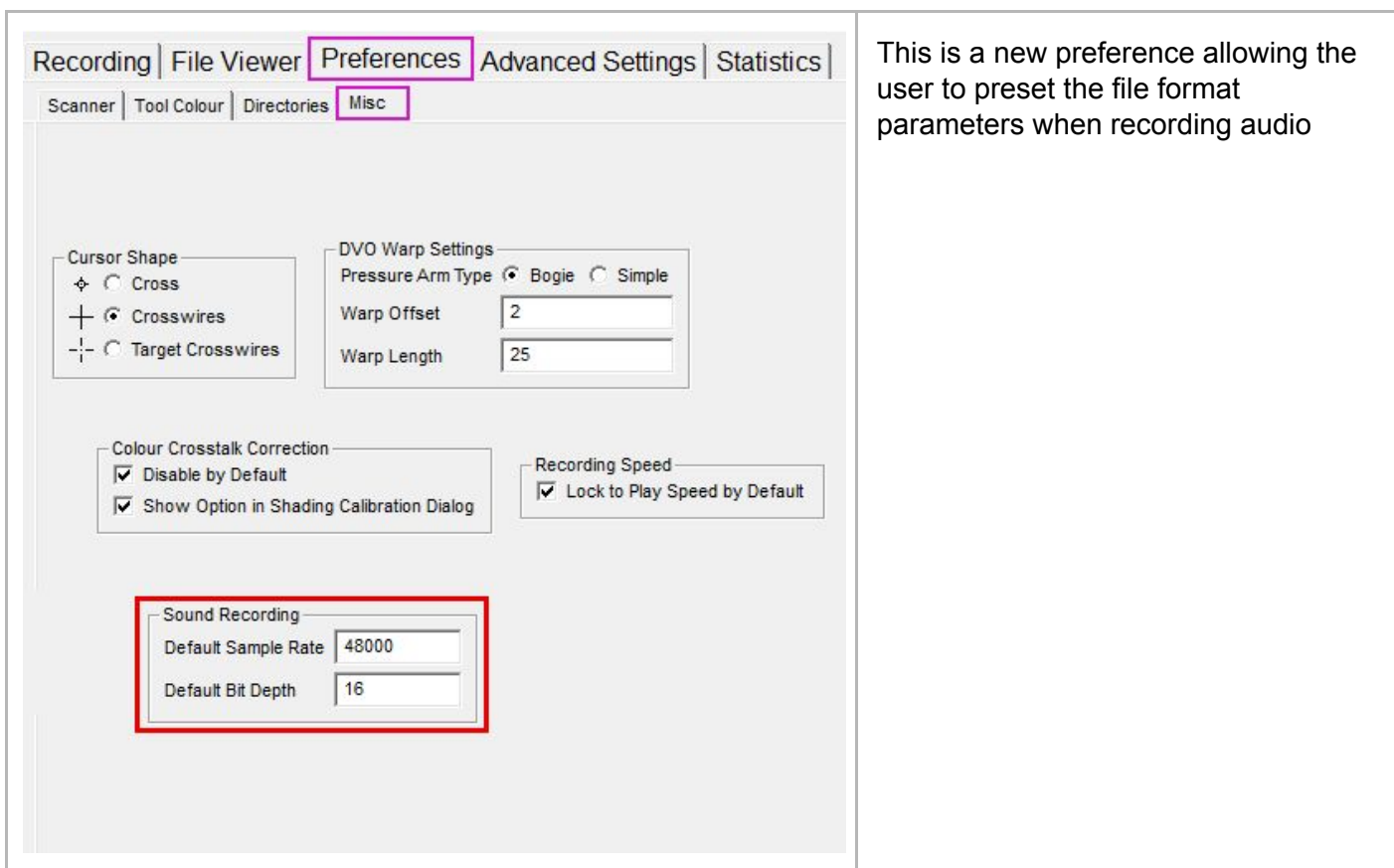
It is unlikely that users will know how to adjust this feature and they should contact [GE-Support@digitalvision.se](mailto:GE-Support@digitalvision.se) to get help when using this version of software for the first time.

## New Preferences in this Release

A number of new preferences have been added to the Preferences-Misc tab. They are highlighted in the images below;



- **Sound Recording**





Digital Vision (UK)  
110 Wapping High Street  
Wapping  
London  
E1W 2NE  
United Kingdom

Tel +44(0)20 7734 8282  
Fax+44(0)20 7734 8282

Digital Vision Development AB  
Sankt Eriksgatan 48 C  
112 34  
Stockholm  
Sweden

Tel:+46 (0)8 546 18200  
Fax:+46 (0)8 546 18209

Digital Vision Systems Inc.  
6464 Sunset Blvd  
Suite 830  
Hollywood  
CA 90028  
USA

Tel:+1 818 769 8111  
Fax:+1 818 769 1888

