

# Nucoda

Colour Grading and Finishing



Features & Benefits

Version 2014.1 R2

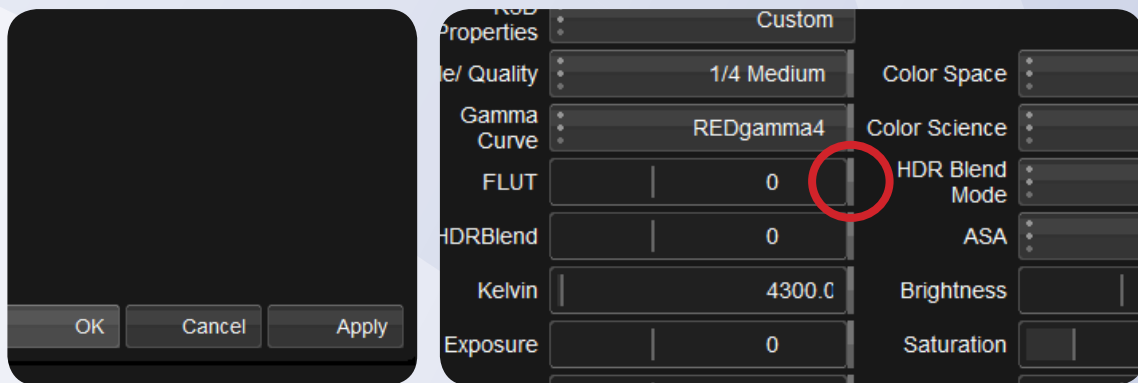
Doc Rev 3

## File Format Support

### RAW Camera

Allow updating of RAW/De-bayer settings without exiting the Properties box. An apply button has been added to the property box that will allow you to try new settings without having to exit and re-enter the properties.

For the all RAW file formats - Standard reset controls have been added to the UI.



The size of the zone can be increased using the following setting in the preferences:  
C:\Nucoda\2014\_1\root\Users\AllUsers

GUIresetZoneSize 5 - The default is 5, a no larger than 8 is recommended

### Updated Red SDK to SDK5

Added DRAGONcolor color space.

Added REDgamma4 gamma option.

Fixed: Possible color cast for HDRx clips processed with Magic Motion.

Fixed: Possible color cast for clips shot with Motion Mount on the latest camera firmware

Option to ignore RED Camera look curves

Add a new Clip Prefs setting that allows the user to set "userCurveMode" to disabled, this will ignore the embedded curve settings in certain camera files.

The clip.prefs file allows you to set new defaults for media files and can be found here:  
C:\Nucoda\2014\_1\root\Users\AllUsers\clip.prefs

## Updated Extended Formats

The Extended Formats functionality has been updated.

New Bayer Properties or Custom settings to control debayer process.  
For the debayer controls in Extended Formats - Added reset buttons for each element.

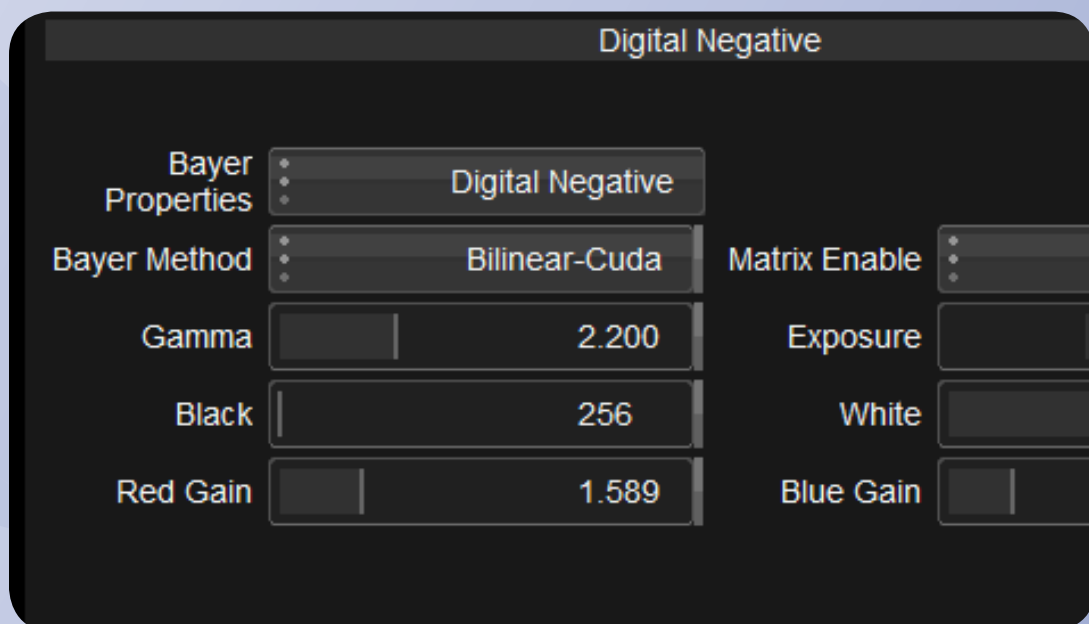
New Formats:

Read of unencrypted DCP, support for DCP JPG 2000 MFX with full 12bit decode (into 16 bit or half) with user configurable XYZ or RGB colour space.

Sony 4K XAVC Long GOP

Panasonic 4K AVCI Long GOP

To purchase Extended Formats, contact [sales@digitalvision.se](mailto:sales@digitalvision.se)##

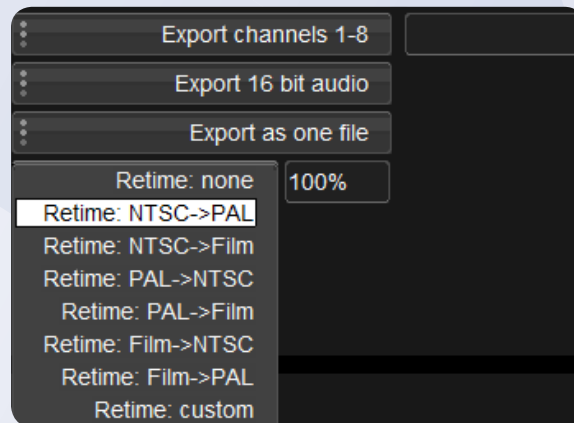


## Audio Improvements

### Audio Retime

When exporting audio as BWA V files it is now possible to apply a retiming factor for use when doing framerates conversions that will affect the runtime of the video.

This would typically involve converting NTSC to PAL frame rates or PAL to NTSC frame rates. Choose the required conversion from the drop down menu or enter a percentage required.



## Keyboard Shortcuts

### Open and navigate the effects list using a keyboard command

The effects list can now be opened using a keyboard shortcut and navigated using the arrow keys. Navigate using the arrow keys and exit using ESC.

C:\Nucoda\2014\_1\root\Preset s\Users\hotkey.prefs  
"Gui.OpenEffectList" shift + e

## Preferences

Add new Preference to allow memory to be allocated during start up.

Normally, image memory is filled as required when using Nucoda, memory will be filled as needed until the allocation is reached. There are cases where it would be beneficial to fill the memory pool from the outset. It can improve initial playback performance, especially in larger frame formats.

Please note that depending on the amount of RAM allocated, startup will take longer.

The setting is in the general.prefs file: C:\Nucoda\2014\_1\root\Users\AllUsers

memoryImagePoolFillOnAllocate false

## Command Line improvements

### Enhanced Command Line functionality - Scene Detect

The Command Line Interface (CLI) functionality has been improved.

Please see the updated CLI section of the manual.

For help on all CLI operations, type :

```
<application> --help
```

where <application> is nucoda, loki, phoenix\_refine etc.

main option is --scene-detect

```
--scene-detect [FLOAT][fields][apply-effects]"
```

scene detect composition using optional sensitivity level, 0.0-1.0, default 0.7

fields = if supplied will detect cuts at field boundaries

apply-effects = if supplied will detect from output with effects applied (by default will detect from source only)

Please see the updated CLI section of the manual.

For help on all CLI operations, type :

```
<application> --help
```

where <application> is *nucoda*. Note that help for the new EDL options are shown by typing `--help-import`.

# Tools

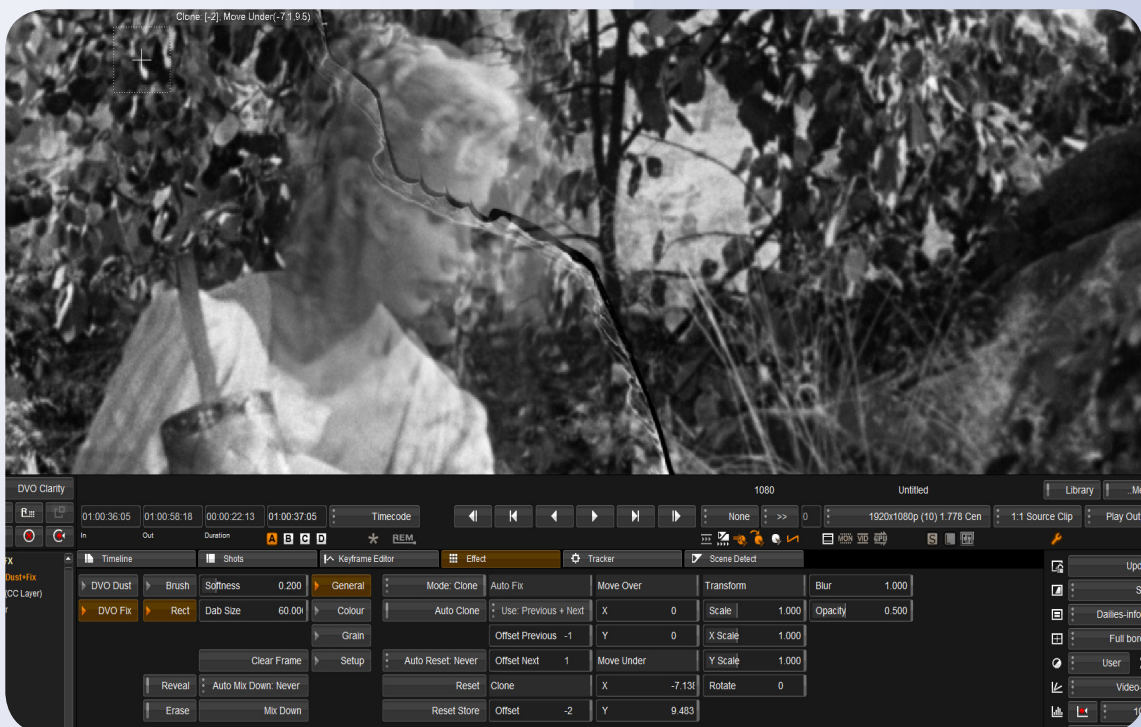
## Improvements to DVO Fix

Users are now able to move cloned strokes using the mouse, by clicking and holding down the left mouse button while holding left alt, the user can position the clone stroke where desired. As soon as you enter the positioning mode, the stroke will change opacity allowing lining up of the stroke.

In addition to moving the clone stroke with the mouse, it is now possible to scale and rotate the stroke using the 7 and 9 keys (Scale) and 1 and 3 keys (rotate) - these are keypad keys.

Please check the shortcut document for all shortcuts. The stroke opacity while moving can be set in the "hotkeys.prefs" file :

```
]
DVOFix.Dragmove
[
UnderSlow "modifiers" "alt" false 0.05 0.5 - default is 50%
UnderFaster "modifiers" "alt" "shift" false 0.5 0.5
OverSlow "modifiers" "alt" "ctrl" true 0.05 0.5
OverFaster "modifiers" "alt" "ctrl" "shift" true 0.5 0.5
```



## Video I/O

### Add new 12 Bit output modes to DVS Atomix

Add YUV 422 / YUV444 / RGB444 12 bit I/O modes

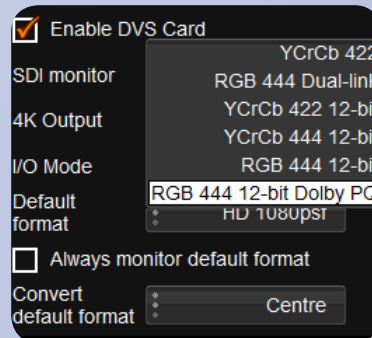
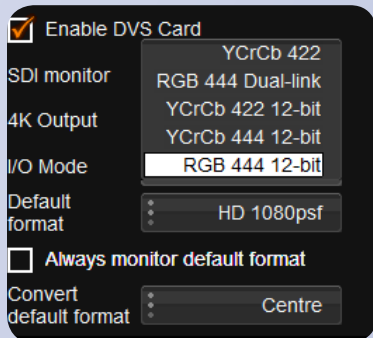


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