

Features & Benefits

# Phoenix

Version 2012.2 - Release 2

Doc Rev 2

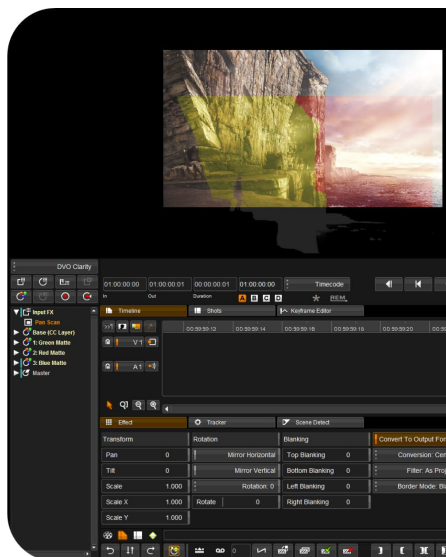
## Effects

### DVO Tools

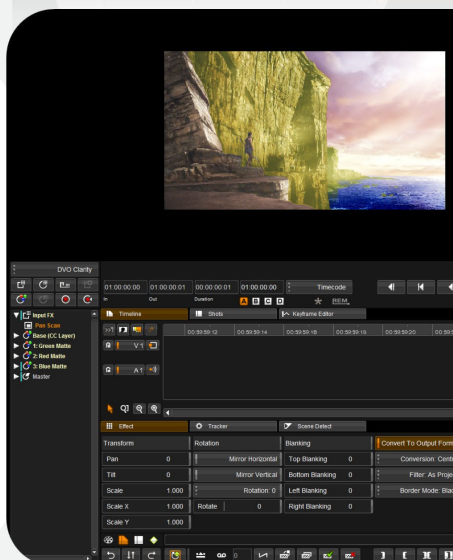
The DVO Steady tool region of interest can now be specified by choosing the ROI Enable setting in the analyze menu, and drawing a rectangle to define the ROI.

### Matte Scaling

If a Pan & Scan is used in the input FX to scale the source output, any mattes used will automatically be scaled to match the source. Enables the seamless flow of matte isolations through the pipeline whilst still enabling multi sized outputs in real time.



The matte in this image is the incorrect size for the source material as it is being rescaled for a different output format, this would be the result in previous versions of Nucoda.

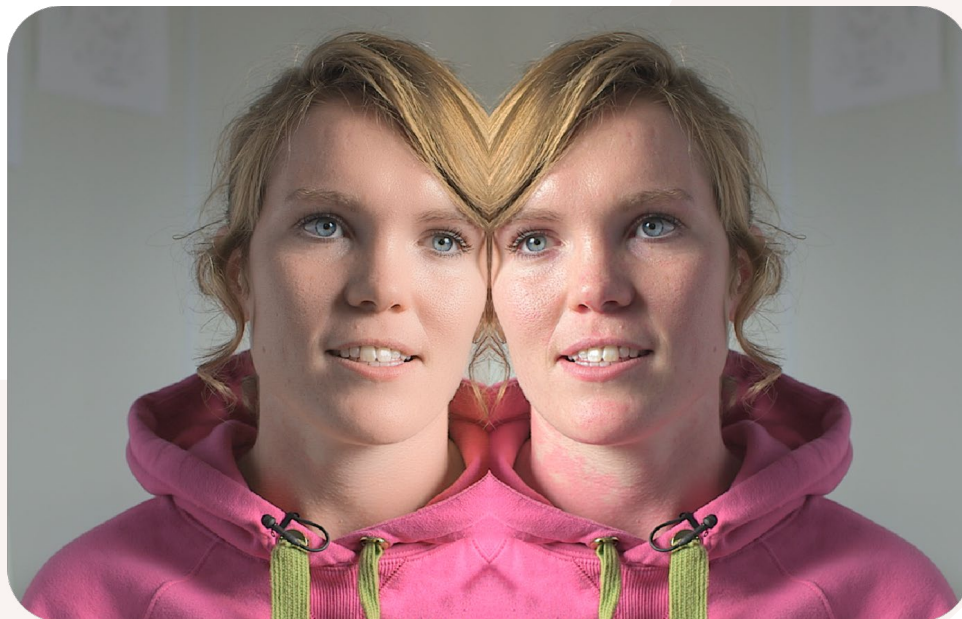


Matte is now scaled correctly when changing output formats using a Pan & Scan effect on the Input FX layer.

## Support for Beauty Box OFX plugin from Digital Anarchy

[www.digitalanarchy.com](http://www.digitalanarchy.com)

Beauty Box Video skin retouching plugin gives your actor or model an incredible makeover in post-production by incorporating state-of-the-art face detection and smoothing algorithms. This video plugin automatically identifies the skin tones and remove imperfections, while leaving important facial details sharp.



Skin retouching using Beauty Box

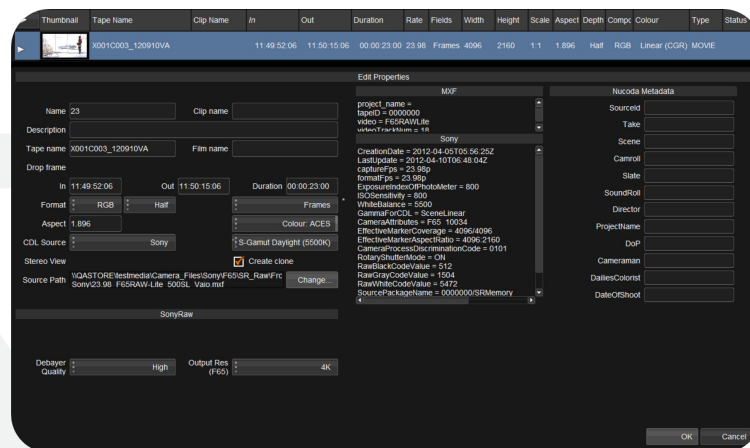
## Format Support

Sony SRRAW (Phoenix Finish with RAW Camera option only)

GPU and CPU debayer of the SRRAW MXF files for PMW-F65 and PMW-F55



A SRRAW half-float decode showing the dynamic range in the image



Support for reading XML metadata  
Metadata fields available for HUD display and burn-in

## Sony XAVC (Phoenix Finish with RAW Camera option only)

Support for the new Sony XAVC format (HD only in this release)  
This provides support for the Sony PMW-F55 and PMW-F5 cameras.

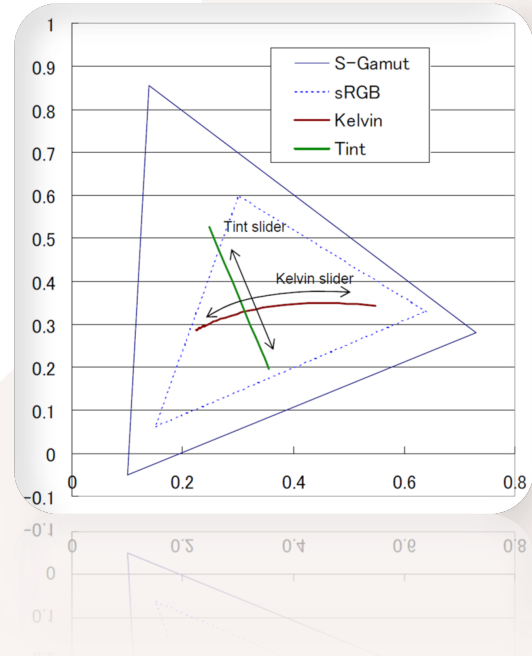
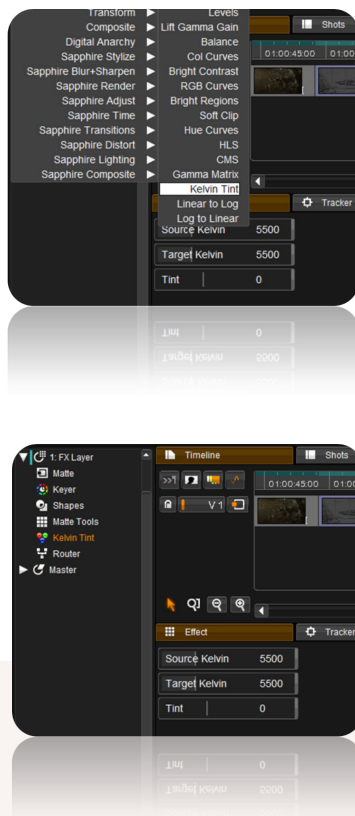
## Avid AVC Intra (OpAtom) (only with Advanced Codec option)

Support for reading Avid AVC Intra MXF files.

## Colour Tools

### Kelvin and Tint

The Kelvin and Tint tool is available as a stand alone tool in the effects menu. It is intended primarily for use with the Sony RAW format and is a implementation of the Sony Tint slider in the F65RAW viewer.



The effect of adjustments in X / Y space

## CLI Enhancements

There is an option that will allow EDL export with frame numbers rather than timecode.

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## GUI

### Bypass to Input FX Layer

New Bypass to Input FX option allows additional options for image comparison, allowing comparisons with effects that are applied globally to image using Input FX

- Bypassing the all layers except the Input FX layer

Keyboard shortcuts have been updated:

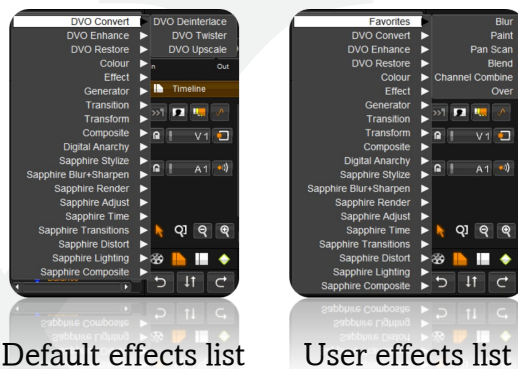
- Q - toggles Bypass to Source (was Bypass to Source - no toggle)
- W - toggles Bypass to InputFX (was show output)
- E - toggles show Selected (was show selected)

This is available in the GUI, here.



### Tool listing in the tool dropdown menu now user configurable

a file called *defaultEffectList.prefs* in the 2012.x root directory will allow you to customise the drop down effects list in the GUI to suit your preferences.



Default effects list

User effects list

**More information is available in the 2012.2 Examples directory**

## Import & Export

### EDL functionality improvements

- Support for FCP (Final Cut) tape name translation comments from EDL
- Support for Avid tape name translation comments from EDL (using a translation table)
- Replace reel name AX when EDL contains  
\* PROBLEM WITH EDIT: CLIP HAD NO REEL NAME
- Replace reel name AX when EDL contains  
\* PROBLEM WITH EDIT: CLIP HAD NO TIMECODE TRACK
- Support “Extended accuracy” CDL EDL’s
- Filter out file extensions from clip names during EDL import
- Ignore case sensitivity in clip / tape names
- Add a space in the EDL to allow FCP to correctly read clip names from Phoenix EDL
- Import of Avid Markers and Export of bookmarks
- Add options to the EDL exporter to allow “ export of < 32 Character” and “Truncated” tape names
- Create a translation table in an exported EDL for when we alter the tape name of a clip

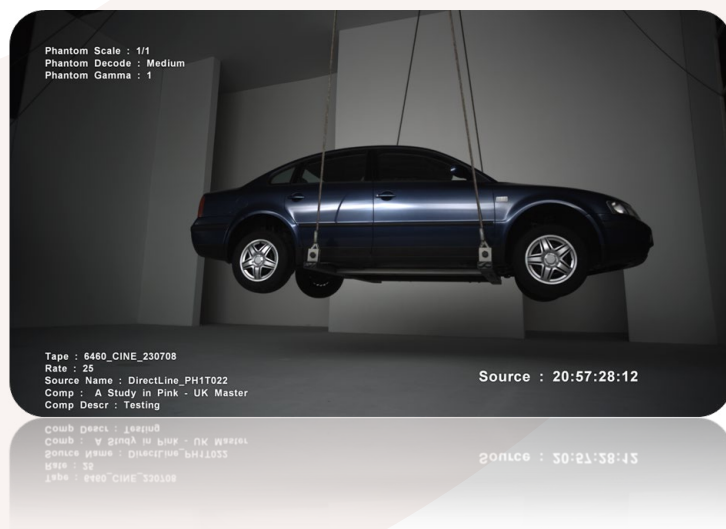
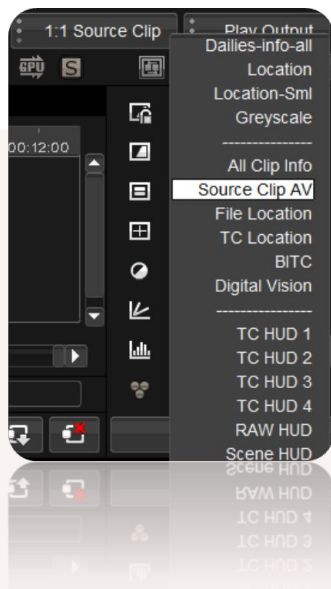
***More information is available in the 2012.2 New Features Reference guide***

### HUD burn-in on export

There is now support to burn-in the contents of the Phoenix HUD during export

New default MonitorHUD Files and Graphics

***More information is available in the 2012.2 New Features Reference guide***





## CLI Enhancements

Add commands for attaching and detaching projects from the CLI

- *phoenix\_finish.exe --attach-project "D:\Digital Vision\2012\_2\projects\dpx16"*
- If you want to remove the cache at the same time (as you can using the GUI), add the option *--remove-cache*: *phoenix\_finish.exe --attach-project "D:\Digital Vision\2012\_2\projects\dpx16" --remove-cache*
- Note that the path must be absolute (start with a drive letter or network location), and some projects will need the cache removed if you want to import them (if the project versions don't match).
- You can also detach a project using *--detach-project*. This behaves very similarly to *--remove-project*. *phoenix\_finish.exe --detach-project*

## DVO Tools

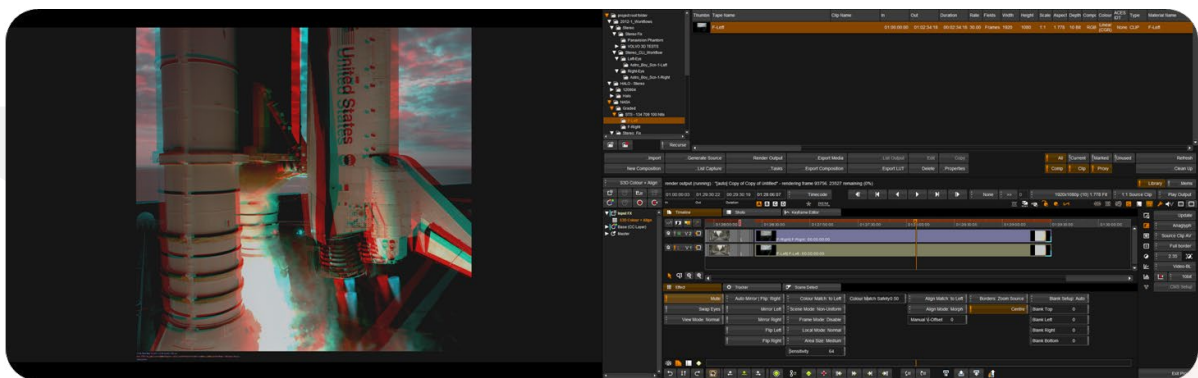
### Improved DVO Stereo Fix Tool (option for Phoenix Finish)

Digital Vision's unique artefact free fully automatic DVO Stereo Fix tool

New localised colour change features with improved accuracy

Improved accuracy of the Alignment feature

Note: This effect is Memory intensive and we would recommend customers to upgrade their RAM to at least 32GB to use this tool effectively

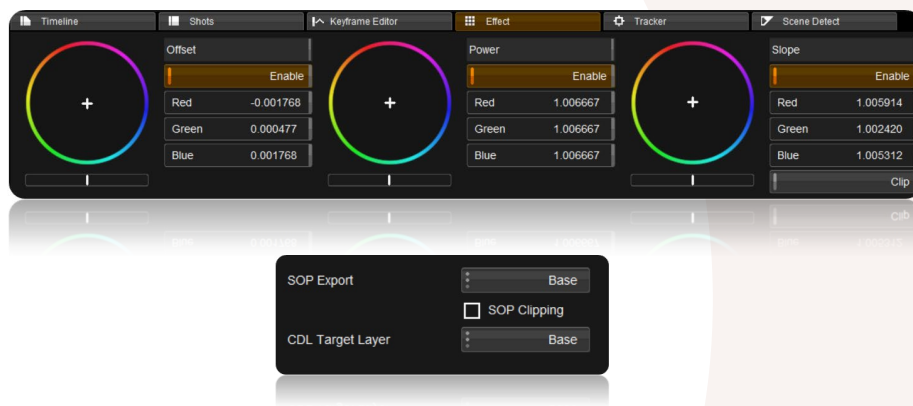


## Colour Tools (Phoenix Finish)

### SOP Tool

SOP tool has been made non-clipping, allowing crushed black levels to be restored using the Balance tool later in the stack. An option to clip (previous behaviour) is available in the tool and in the Colour Prefs.

The tool is now defined to 6 decimal places to add support for enhanced CDL input.



### Gamma Matrix Tool

The Gamma Matrix tool now displays 6 decimal places for enhanced accuracy.

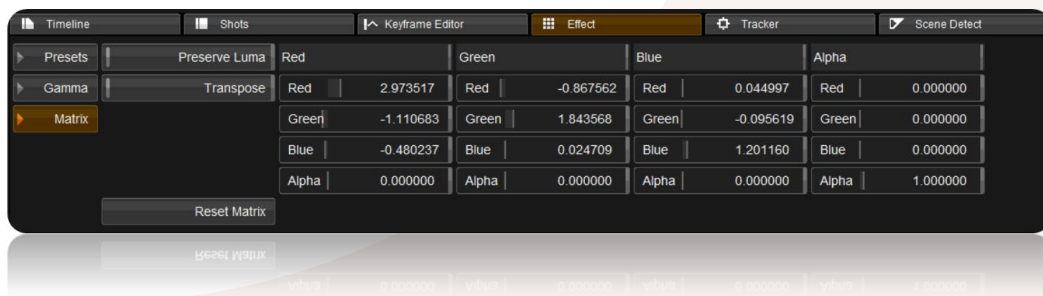


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