

Features & Benefits

Nucoda

Version 2012.1 - Release 3

Rev 3

New features in 2012.1 Release 3

THX Cinespace support

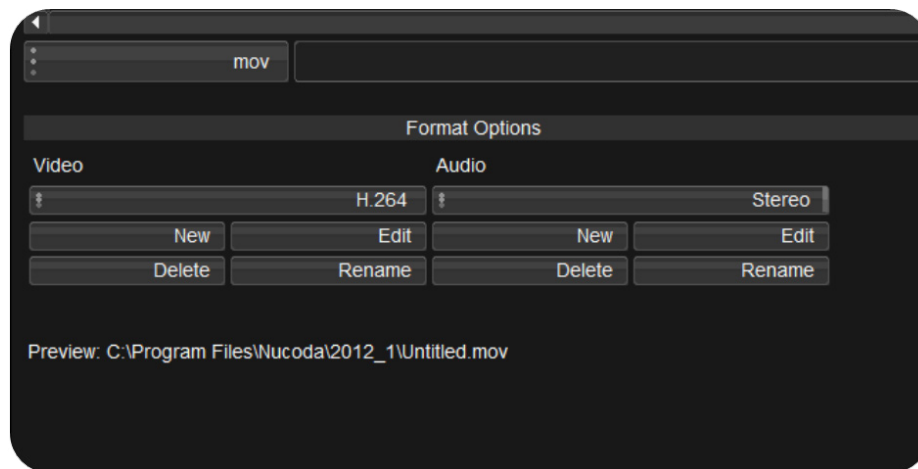
A new 64bit THX CineFilmMaster plugin has been added to the CMS tool kit to add the THX Cinespace functionality to the Nucoda and Phoenix 64 Bit applications

New in the GUI

QuickTime export profiles for GUI

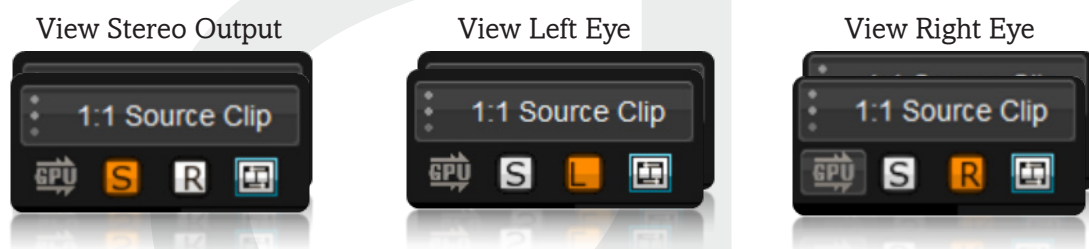
You are now able to easily set up and save individual Video and Audio presets for Quicktime exports. These presets are also available from the CLI.

Many known Quicktime issues have been fixed in this release - including but not limited to scaling and inability to export long files. Please refer to the list of fixes in the update documentation.



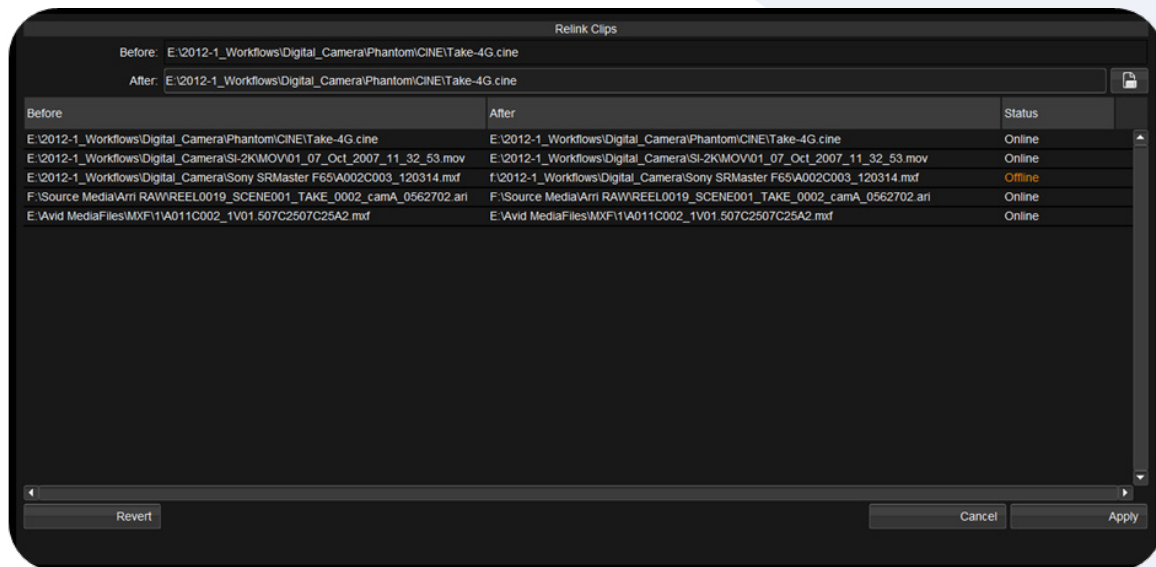
Stereo monitoring

Updated Stereo monitoring buttons on the GUI allows switching between left and right eyes and turning stereo viewing on and off.

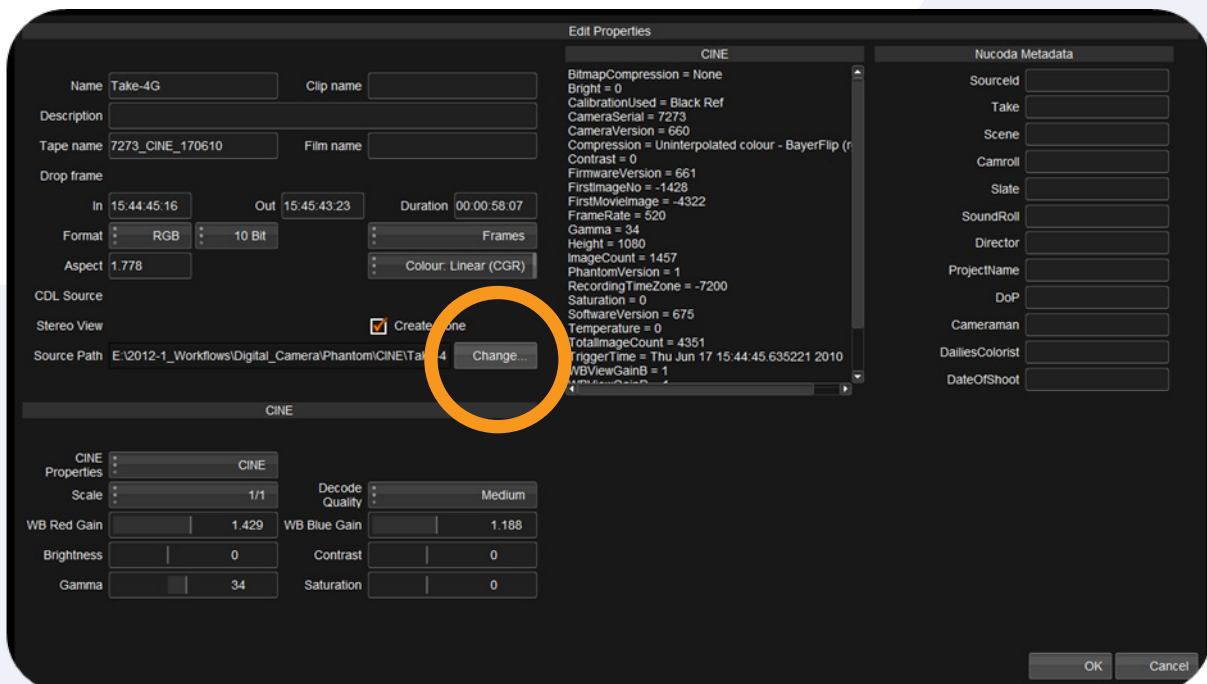


Ability to change source location (Drive and path)

A new dialog has been added to allow for the relinking clips where source paths have changed or where the user has received updated material such as VFX material.



The dialog is accesible through the “Clip Properties” menu and multiple clips can be selected for updating. Once you are inside the relink dialog, you can then make sub selections from your selected clips. You will se the Befor and After paths as well as the status of the clips you are linking to (Online or offline) - This is not a replacement for List Capture.



Add Effects button changes.

Changed the Input FX/FX Layer buttons to add insert/invert behaviour with modifiers (to match Precision behaviour)



Input FX Button - Adds the selected tool as Input Effect.

- Ctrl + Input FX Button (Inserts FX Layer at end of effect)
- Shift + Input FX Button (add FX Layer after current effect)
- Alt + Input FX Button (add FX Layer before current effect)

FX Layer Button - Adds the selected tool as FX layer.

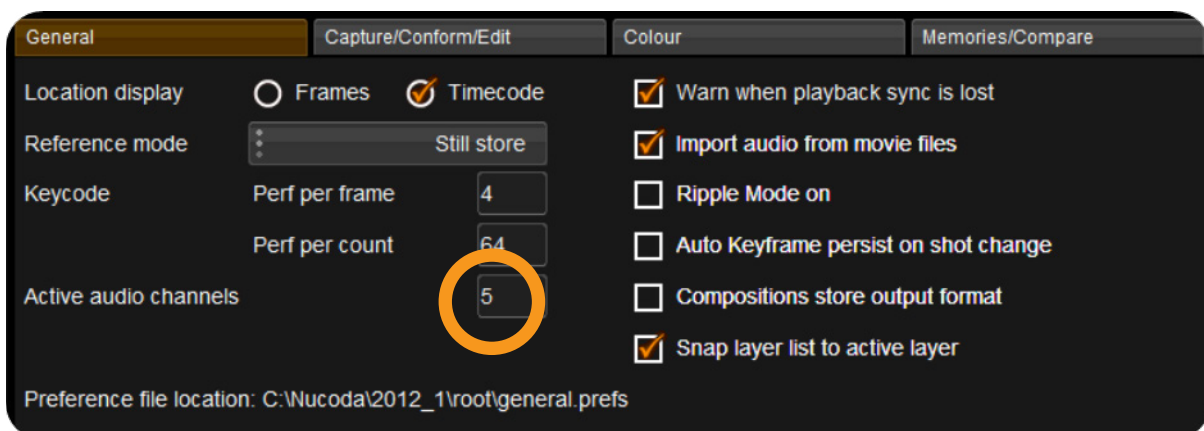
- Ctrl + Layer FX Button (Inserts FX Layer at end of effect)
- Shift + Layer FX Button (add FX Layer after current effect)
- Alt + Layer FX Button (add FX Layer before current effect)

Inverted FX Layer button - Adds an inverted layer after the current one.

New Preferences

Default audio channels

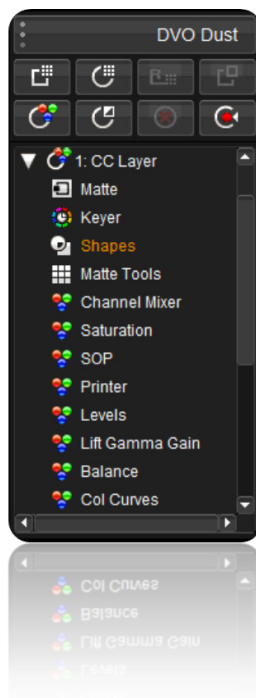
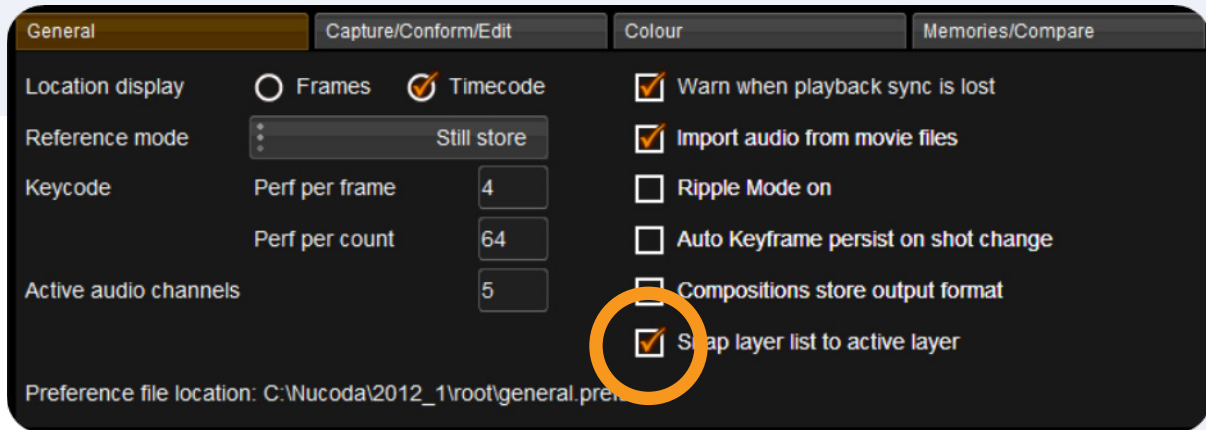
Add a new General GUI preference (Active audio channels) to control default enable audio channels in a new composition.



Snap layers

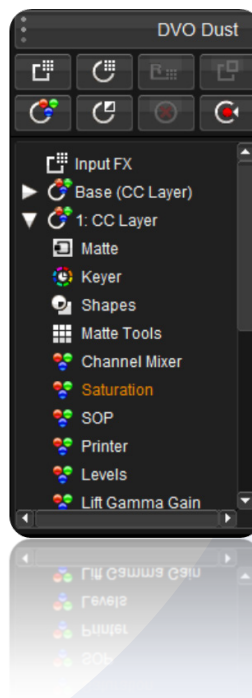
Add a new preference “snapLayerNavigation”

This preference controls the position of GUI layers, when navigating between layers. The default behaviour is on, this will cause the activelayer to snap to the top of the layer window.



In this image the preference is set snap layer list to active layer.

You can see the active layer at the top of the layer stack..



In this image the preference is turned off.

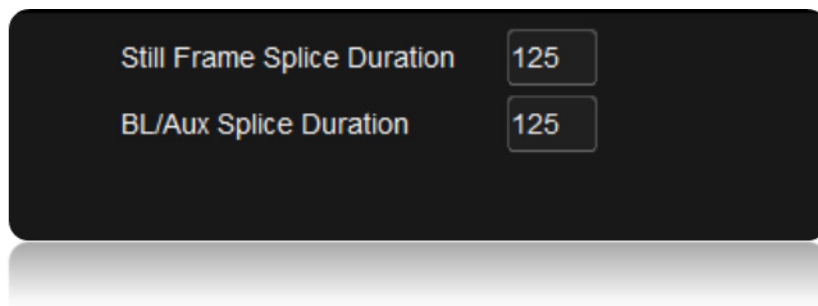
Layers are not moved to the top of the list when selected.

This is the original behaviour, prior to the introduction of the Precision panel.

Default still frame duration

Add a new Capture/Conform/Edit preference (Still Frame Splice Duration) to specify the duration of a still frame when splicing.

Add a new Capture/Conform/Edit preference (BL/Aux Splice Duration) to specify the duration of a Black or Aux clip when splicing.



New Monitoring options

HDR Histogram

Extended HDR histogram in the HUD.

Grid Preset

Added new “Small Grids” to the HUD Grids.

New file and format support

PNG support

Support for PNG import, including Alpha channels.

Phantom IDT

Add IDT for Phantom camera and Cine files default to “flat” settings when in ACES project.

Cortex xml import

MTI Cortex XMLs now import metadata into Film Master with dailies created by Cortex

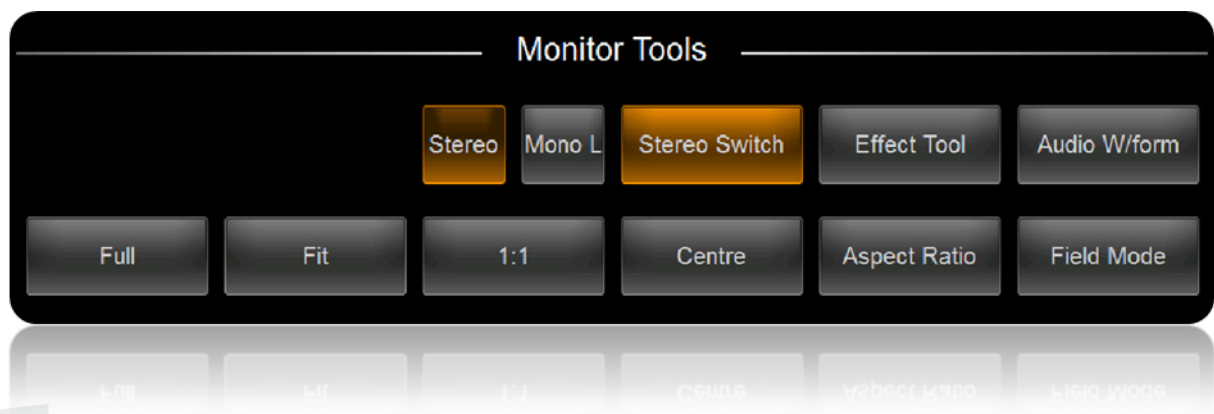
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New on the Precision Panel

Stereo monitoring

Updated Stereo monitoring buttons on the GUI allows easier switching between left and right eyes and turning stereo viewing on and off.

There is also a stereo switch button to turn Stereo mode on and off.



Add a preference in the Precision Panel to allow the user to change the ratio between Inner and Outer softness when using Softness.

CLI enhancements

Add support for splicing audio to the timeline from the CLI.

QuickTime export profiles for CLI exporting.

Features & Benefits

Nucoda

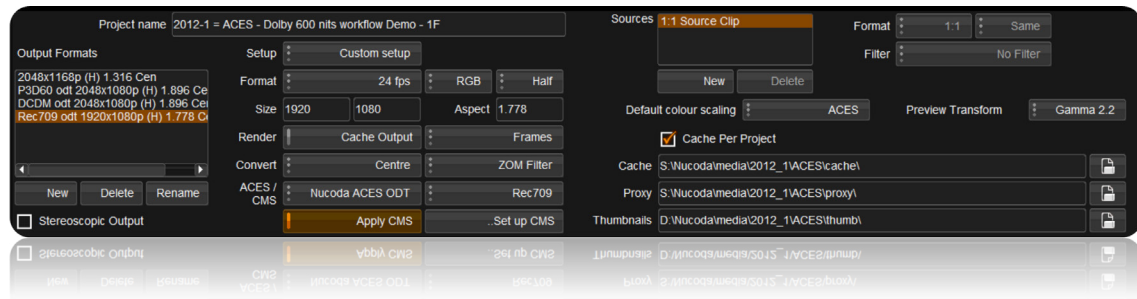
Version 2012.1 - Release 1

Doc Rev 19

ACES

ACES*

*Only included in Film Master. ACES is an option for all other products



Full support for the ACES (SMPTE 2065) workflow.
(This version has been tagged v0.1.1 by the Academy)

ACES Colour scaling

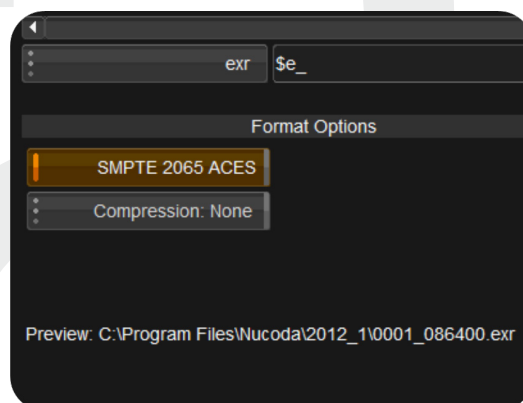
A new ACES colour scaling option to support SMPTE ST 2065-1-2012 has been added in the project creation screen.

ACES pivot points

When in an ACES scaled project the colour tool pivot points are scaled according to the Preview Transform applied.

ACES SMPTE container support

Added ACES (SMPTE “ACES Image Container File Layout”) export as an option in the EXR export menu



IDT support for non ACES images

Used to convert images that are not in ACES colourspace.

IDT Support

- Rec709
- DPX 10 Bit Log (ADX 10)
- R3D to ACES support
Direct output from RAW R3D into ACES colourspace
- .ari to ACES support
- Direct output from RAW Arri Alexa into ACES colourspace
- Generic 800ASA Log-C

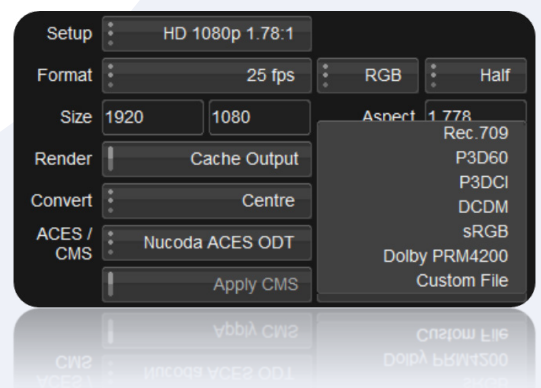
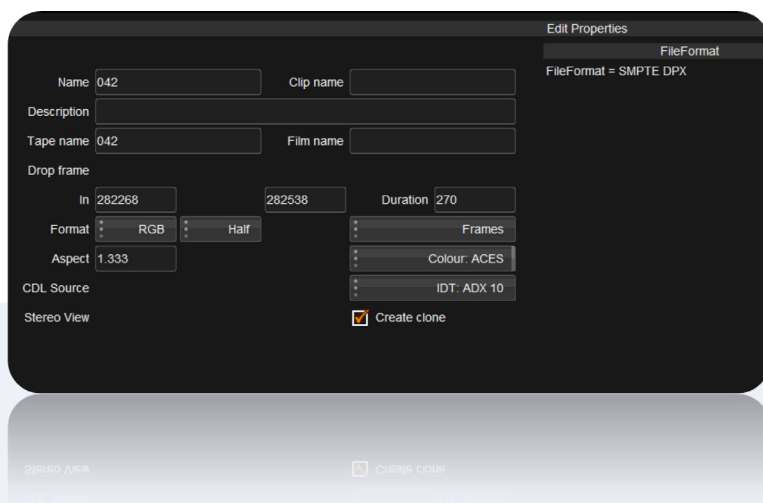
ACES RRT

- ACES RRT (v0.1.1) included in this release

Nucoda ACES ODT

Support for Nucoda ACES ODT has been added this includes the following ODT's

- P3D60
- P3DCI
- DCDM
- sRGB
- Dolby PRM4200
- Rec.709
- Rec.709-Clip
- If customers create their own ODT's as LUT files these can be loaded as well.



Camera Support

RED - Updated support featuring HDRx, Redcolor3 and ACES support



RED decoding has been updated to 4.3 and now offers full support for HDRx file decoding, including simple blend and Magic Motion.

- Output to ACES colour space
- Added REDgamma3 gamma curve and REDcolor3 color space.
- New logical layout of Red tools in properties

ARRI - Updated support featuring ADA-3 and ACES support

The ARRI SDK has been updated to 4.3
Output to ACES Colourspace
Support for Alexa Studio



Support for new de-bayering algorithm ADA-3

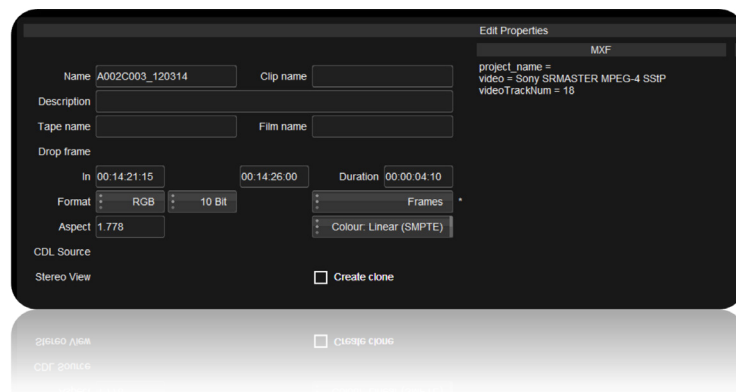


Canon

- Added support for Canon EOS MXF (XDCAM 50)

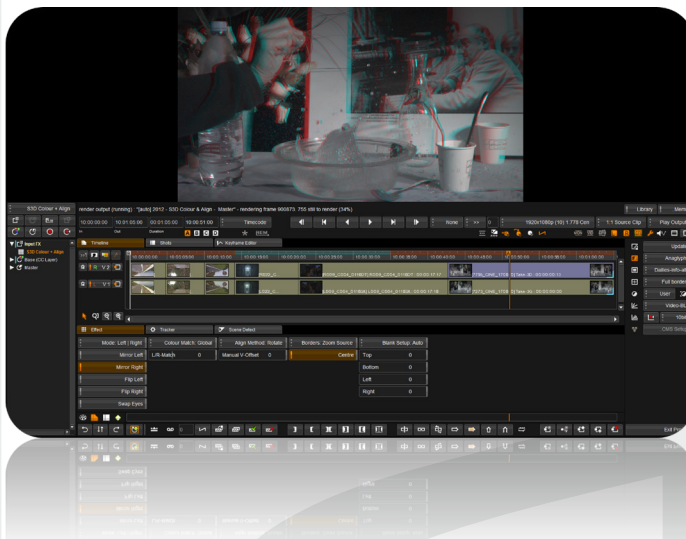
Sony

- Added support for Sony SRMaster (SSTP MPEG-4) F65 MXF



Tools

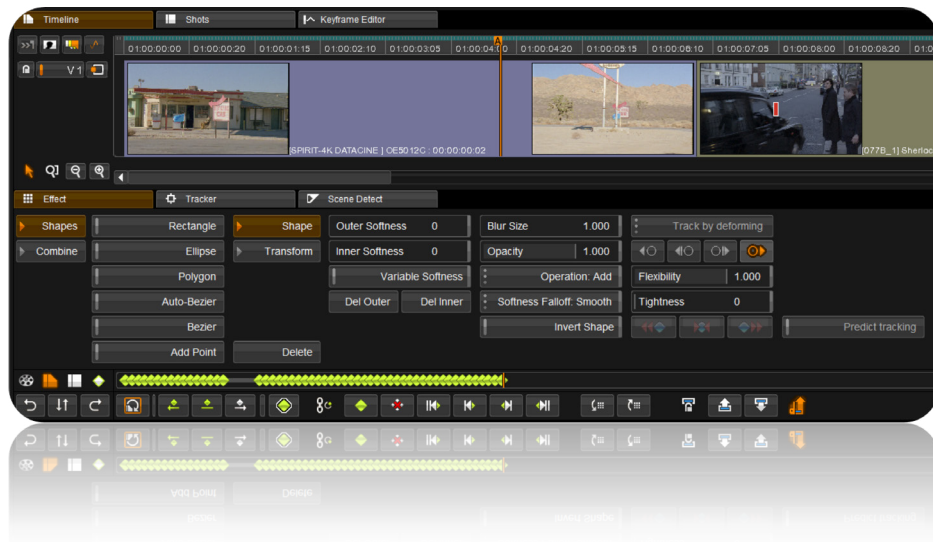
Stereoscopic “S3D Auto Colour & Align tool”



New, automated “Auto Colour & Align tools” are now part of Nucoda’s respected stereoscopic workflow allowing users to automatically match 3D cameras, with advanced geometry technology providing morphing and colour matching capabilities.

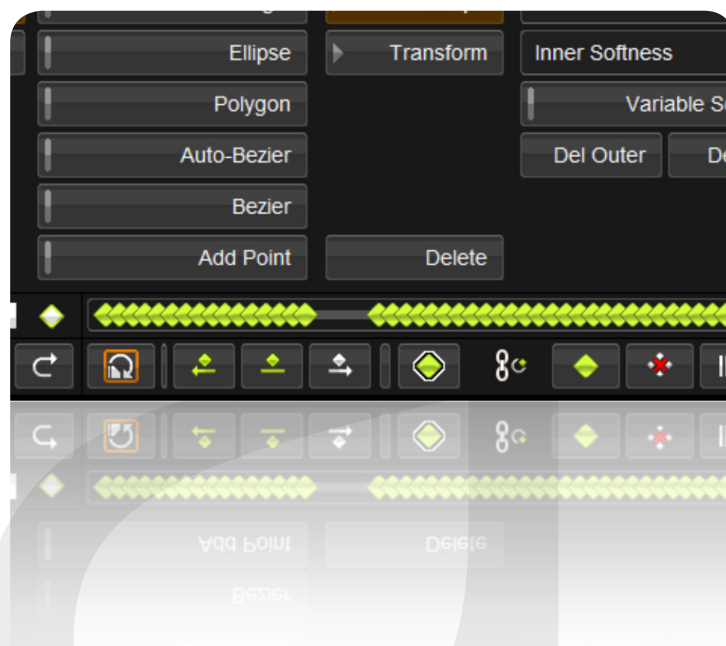
Deformable shape Tracker

Advanced new shape tracking concept. Instead of tracking and then moving a shape the new tracker actually deforms the shape to match perfectly the changes occurring to the object underneath.



Auto-Bezier spline added to Shapes tool

A new spline tool to give users even more options on how to create shapes when grading. Auto Bezier splines are quick and simple to create, are less complex than Beziers and are faster to track.



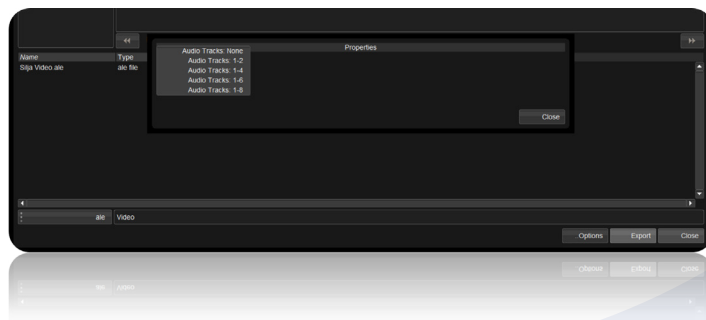
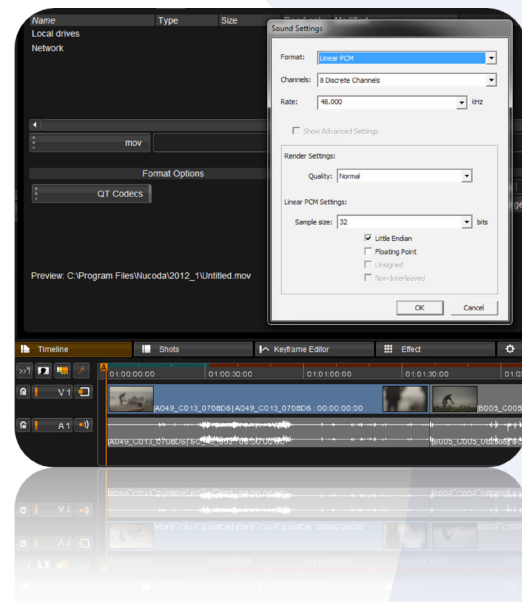
Gamma Matrix

- Rec.709 pre/post gamma function added in gamma matrix
- 2.2 Gamma setting added
- New Presets menu with Resets

Audio

Audio export to MXF and QT files

Support has now been added for audio export to QT, and MXF OP-Atom files (in addition to the current support for MXF OP1A)



As part of the enhancements, the ALE export function now has an option setting that will allow you to choose how many tracks are added to the ALE.

Tracks that are Mute will be ignored on export.

Audio waveforms in capture mode

Audio waveform in the form of an overlay have been added to the video capture window. This allows users to be confident that audio is being captured.

VTR

Embeddded SDI is now the default selection for audio capture and playout.

Processing enhancements

I² Rendering Engine

A rewrite of the rendering scheduler to significantly improve rendering and interactive behaviour particularly when working with multiple DVO tools on the same shot.

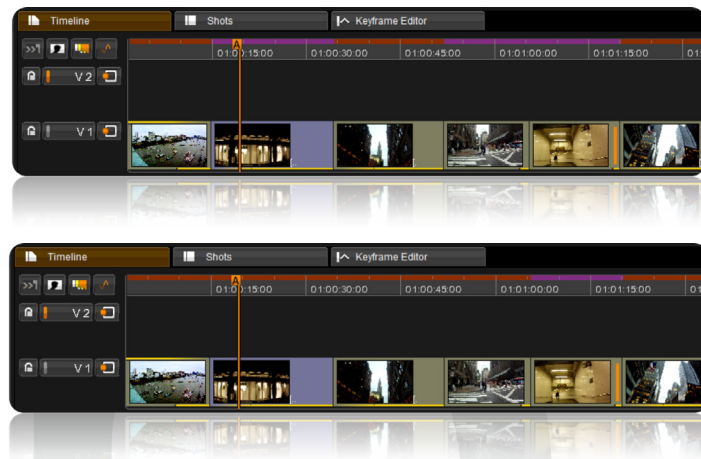
In addition to this work there are now new automatic thread settings for sequential and non-sequential effects. These will be created on first install of the software and based on the systems processors.

This will provide the system with the ability to optimise these settings. Most colour grading type effects will use the default settings, whilst DVO effects that require sequential rendering will override these settings to use something more appropriate to them.

Benefits include significantly faster DVO rendering and improved interactivity when rendering multiple DVO effects on a single shot.

1st Pass render status indicator

The rendering engine will now autodetect when clip needs a second pass to complete output (e.g. DVO Steady) - Purple indicates a process requiring a second pass.



File Support

- New support for reading and writing B/W DPX images (single-channel) Saves bandwidth and space.
- Extended support for 12 bit DPX
- Added DPX as an extension option in the Clip Prefs (for use in ACES projects)
- Improved codec detection for MXF files created by 3rd party vendors for Avid
- New DNxHD SDK from Avid which adds support for DNxHD 444 MXF OP-Atom

Precision



Bookmark navigation

It is now possible to navigate directly to the next or previous bookmark without opening the bookmarks dialogue, using the panel. (See Precision Guide for details)

Auto Bezier / Bezier

Select between Bezier and Auto Bezier from the Precision panel.

Tracker

New deform/transform tracker page added to shapes menu tool

Soft Clip

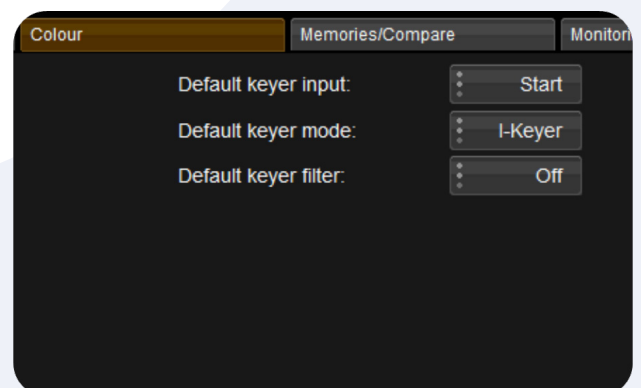
HDR Max tool added to Soft Clip menu

Redesigned icons for the touch screens

Updated the look of the touch screen icons

Preferences

- New preference to select Bezier or Auto-Bezier as the users free-form spline of choice when using the panel
- Choice of Shape or Deform tracker as default tracker
- New keyer prefs have been added to the Colour tab.
- Default Keyer mode - allowing the user to choose their favourite keyer type.
- HLS, RGB, I-Keyer
- Default filter - Off - Fastest, Blur - Average, Median - Slowest



Project Support

2011.2 Projects can now be imported into 2012.1 - During import however all caches must be removed

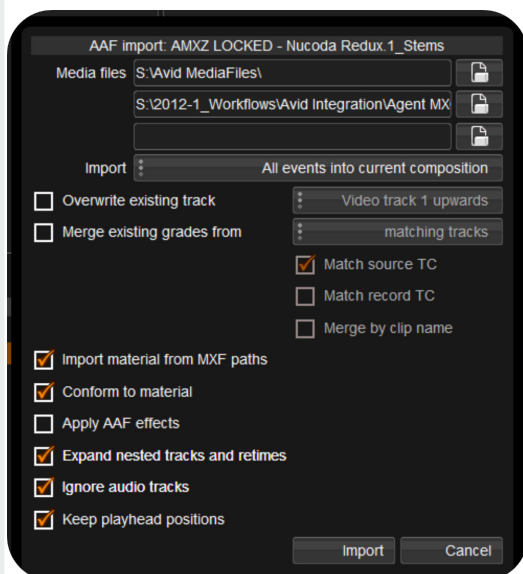
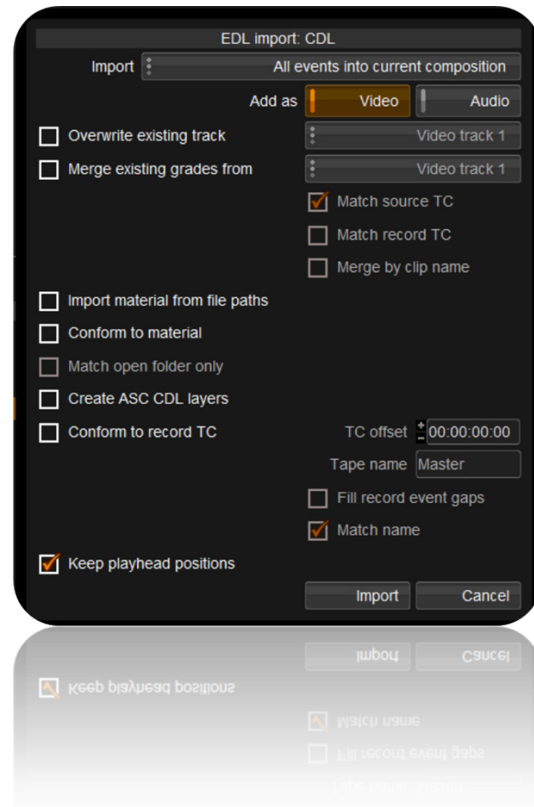
EDL Support

EDLs can now be imported into stereo projects as left or right tracks

“Match open library folder only” option added to the EDL import dialogue

When importing a 24fps EDL in “Conform to Record TC mode” if Source TC is flagged in the EDL as 30 fps then it will be converted to 24fps

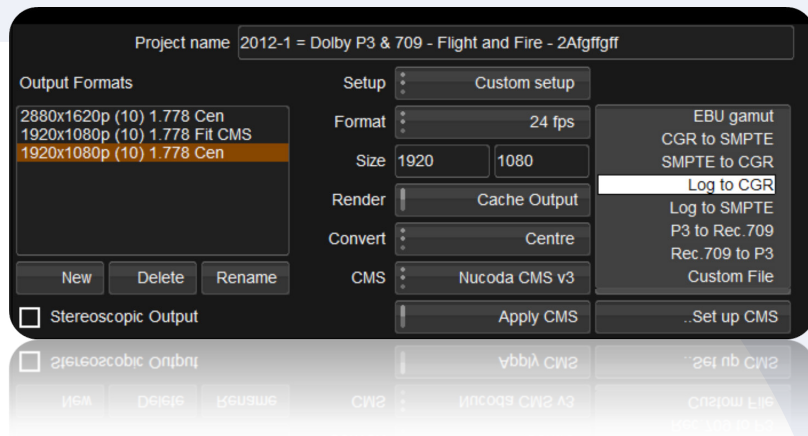
New Preference to allow the values from an ASC-CDL EDL to be applied to the Master or Base layer.



AAF import

A tick box in the AAF import dialog allows audio tracks to be ignored during the import of an AAF

CMS



New CMSPresets.Prefs added - enables creation of CMS presets for quicker access to frequently used CMS files.

Some example files have been added to the Nucoda CMS v3 CMS

ALE Export

The ALE export function has been updated. The following additional data field are now created in the ALE to allow for more flexibility in the Avid

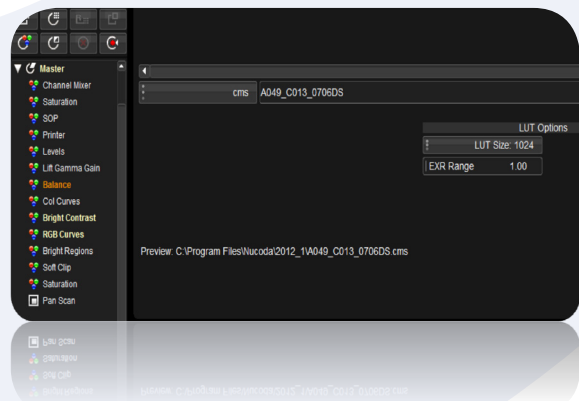
- Clip Name
- Material Name
- Project
- File Location
- Audio Tracks

GUI

Export LUT

A new feature that will allow the creation and export of a Nucoda (v3) cms file, from a clip, with the LUT being created from the Colour Grade currently applied to the clip from the Master Layer. (Excluding Channel Mixer and Saturation)

To support this a new Export LUT button has been created in the Library.



Append Master Layer as CC Layer

In Film Master and HD it is now possible to Append a Master Layer note/memory. This will create a new CC Layer at the end of the current stack.

Rename Output Formats

Added the ability to rename the Output Formats in the Project screen



Replace Effect Button

Allows the replacement of the current selected tool (FX or DVO) with any other tool.



New keyboard shortcuts

- Use CTRL+Insert to turn on “Use Cache” in the Router
- Use Ctrl+Delete to turn off “Use Cache” in the Router

HUD

The location field is now written out in full. It has been defaulted to a smaller size.

Command Line (CLI)

- Stereo project creation, a new CLI command has been added to allow the creation of Stereoscopic projects using the CLI
- New support for specifying which track (left or right) to import an EDL to
- Added option for specifying export format when exporting DPX
- Ability to set ACES preview transform using Format Specs

DVO Tools

DVO Sharpen

DVO Sharpen - now works with extended range images

DVO Video*

*Option available for Nucoda Look, Fuse, HD and Film Master.



A new DVO tool set focused on analogue video restoration and enhancement. The tools are highly automated and consist of:

- DVO Cross Colour - reduction of cross colour aka chroma crawling.
- DVO Line Sync - correction of horizontal displacement and stretching of lines.

- DVO Dropout - Fully automatic video tape dropout concealer.
- DVO Fix - for correcting larger dropouts using a brush and automatic fill-in with motion-compensated imagery, accurately re-creating lost information.
- DVO Dropout+Fix - Combined tool allowing removal of changes made by automatic repair with the addition of manual touch up.
- DVO Noise - motion-compensated video noise reduction.
- DVO Aperture - for sharpening pictures.

New Products

Nucoda Look

Nucoda Look is an entry level grading solution from Digital Vision ideally suited for use as a pre-grade assist station, and deliverables platform, based on the industry leading Digital Vision image science technology and Nucoda colour tools. Ideal as a preparation station for the Nucoda Film Master or Nucoda HD solutions, it can be used to ingest or conform film and video content directly on the timeline ready for editing and pre-processing before being handed off to the main Nucoda finishing suite.

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