Baselight Editions
Baselight for NUKE

FilmLight

Preview multi-layered, complex Baselight colour correction directly in your VFX pipeline.

Baselight for NUKE enables you to add high quality, complex colour correction to your shots quickly using a comprehensive set of the powerful grading tools and other features available on full Baselight systems.

Baselight 5 NUKE

Available for Mac, Linux and Windows

Maximum Flexibility, Maximum Efficiency

When you're reviewing VFX dailies with your clients or your team, you don't have to wait to get graded shots back from the colour suite–or waste time applying a 'simple' grade that doesn't accurately preview the final look.

Baselight for NUKE gives you real-world, complex grades right within NUKE, including spatial operations and keyframes for grades that change over time. By seeing the full grade in context, you can spend time optimising the important factors for a shot and ignore those elements that the final grade would make unnecessary.

This simple, effective workflow is based around the Baselight Linked Grade (BLG).

Baselight Linked Grade (BLG) support

The BLG is a multi-track OpenEXR file that you can use to create, transfer and review looks. We're not just talking about a LUT or a restricted grade–the look within the BLG is the full creative intent with all the individual grading layers.

The small and portable BLG data file enables looks to be exchanged with Baselight as well as Daylight. The workflow is completely bi-directional so grades can be created externally and brought into Baselight for NUKE or taken from NUKE back to the colour suite.

Baselight for NUKE allows you to view–or render–grades passed between departments within BLG files without purchase–directly from the properties panel of the Baselight

node. It's perfect for collaboration with colleagues or facilities that don't have Baselight, or that don't need complete creative control of the look.

The full licence for Baselight for NUKE allows you to modify the grade if you need to–with the power of the Baselight core toolset and without leaving NUKE.

With the boosted functionality in the v5 BLG, Baselight can act as a multi-input node in NUKE so that BLG files can refer to multiple input images and OpenEXR channels. The updated BLG also stores format and mapping information, so even if the full Baselight grade uses material from multiple sources, Baselight for NUKE will combine the elements using exactly the same grades and transforms.

Powered By V5

The innovative Baselight v5 colour tools have been extended across the entire FilmLight product range–from Baselight to Baselight Editions and Daylight.

This means you can access the Base Grade as well as other tools such as Boost Contrast and filters for Denoise and Deflicker. You also get the improved Layer View for easy stack visualisation and selection. Note that the VFX capabilities of v5, such as Paint and Grid Warp, are not available in Baselight Editions.

For more information, see the *Baselight v5 datasheet*.

Best-in-Class Colour Grading Tools

Familiar, Intuitive Controls

Baselight for NUKE operates in its own window and provides a user interface with exactly the same look and feel as full Baselight systems, or in a simplified docked view for quick adjustment on-the-fly. Either way, any changes you make to the grade are reflected in the NUKE Viewer straight away.

If you're not already familiar with Baselight, you'll find the intuitive and friendly interface quick to learn and a pleasure to work with. Baselight for NUKE also supports the Slate control panel, along with the Avid Artist Color and the Tangent Element and Wave panels, for more precise, hands-on control.

Unlimited Layers of Colour

Baselight for NUKE can add multiple grading layers to each shot within a single Baselight node. Each layer can act either as an overall primary colour correction or as a secondary grade restricting the effect to selected parts of the image. There is no limit to the number of layers you can 'stack' so you can build up complex corrections to obtain the exact look you require.

Layer Blending

Using the Photoshop-style blend modes, such as Mix, Add, Lighten, Darken, Overlay, Screen and so on, you can:

» Blend the original image back into the graded image.

» Select any layer as the blend source.

» Add another image to use as a blend source.

» Copy a grade from the gallery and blend it with your current grade.

Layer view showing multiple layers and mattes

Built-in Keyers & Matte Generation

Separate grading or filter effects can be applied 'inside' and 'outside' of a matte, within any layer of a Baselight grading stack. Mattes are generated using a combination of built-in luma/chroma/3D keyers, bezier shapes and various modifiers allowing full adjustment including roll-off, softness and choking.

And with variable shape feathering, shapes can have differential softness without the folding and edging that occurs with other solutions. Edge artefacts won't creep in as the shape animates–Baselight ensures the feather is always smooth no matter how complex the shape.
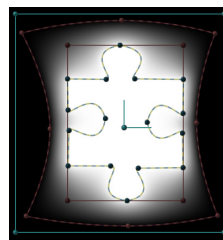
Variable shape feathering with Baselight

In addition, the Matte Tool simplifies matte manipulation by combining filtering and refining. You can blur, erode/dilate or 'sand' the matte, which removes speckles and holes without modifying the matte's geometry.

Threshold and curve functions can also be applied to fill holes, adjust choking and further refine the matte.

Sophisticated Copy and Paste

You can copy the most complex of grades between composites simply and quickly with Baselight for NUKE.

First copy a specific grading layer or the entire grading stack of the current shot with dedicated keyboard shortcuts, then you have a multitude of options to paste the copy buffer to another shot–or even merge it with the destination grading stack.

As well as our renowned film- and video-style grading tools, Baselight for NUKE also provides RGB and HSL curves, selective hue shift and a set of simple filters that can be used to further enhance the image. Advanced effects such as 'bleach bypass' or 'faded film' can also be applied using a set of look filters. All filters can be used in conjunction with colour grades as an overall effect or within an inside/outside layer.
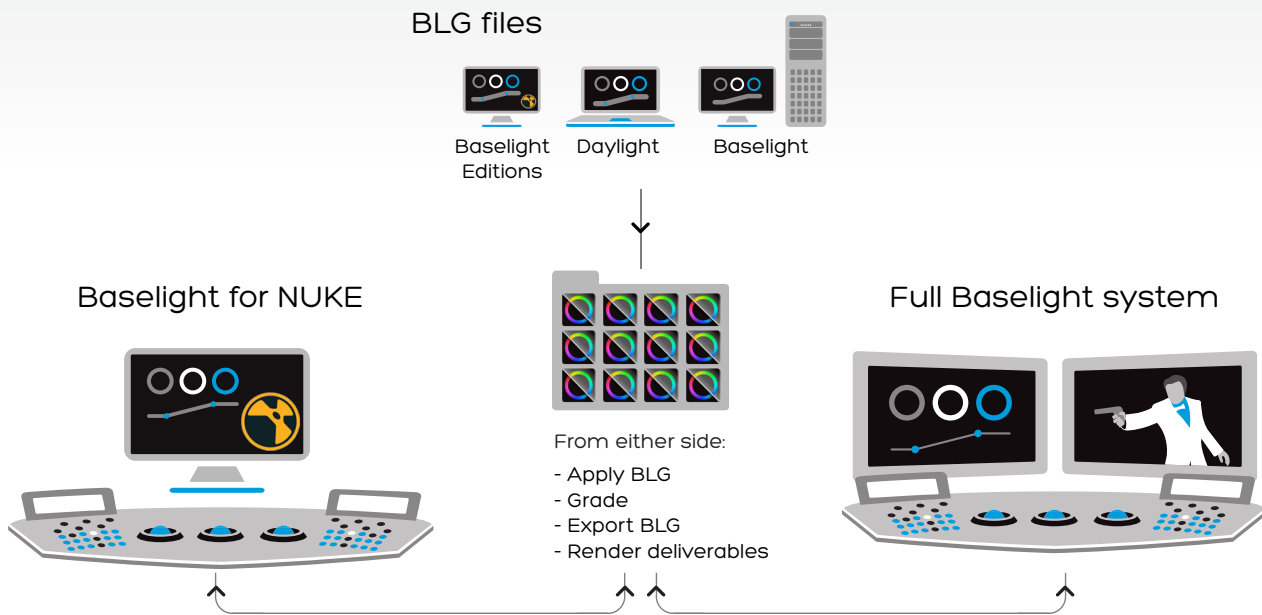
Rendering Support for Baselight Features

Baselight Editions provide a comprehensive subset of features enabling complex looks to be achieved within your VFX suite. However, advanced rendering support for almost all Baselight features is provided within Baselight for NUKE– allowing final delivery of jobs (which may have been graded in a full Baselight system) directly from NUKE.

On Linux, Baselight for NUKE also support render farms, either with or without a GPU–Baselight will look for a GPU first and fallback to rendering in software if it can't find one.

BLG files

Baselight
Editions

Daylight

Baselight

Baselight for NUKE

Full Baselight system

From either side:
- Apply BLG
- Grade
- Export BLG
- Render deliverables

Interchange between Baselight for NUKE and a full Baselight system

Power & Precision

Unrivalled Colour Space Management

Baselight for NUKE not only provides a powerful set of grading tools–it also includes Truelight Colour Spaces, which allow colour space conversions to be performed with the speed, accuracy, and dynamic range permitted by native floating-point GPU functionality.

No external LUTs or Truelight Profiles are needed but, of course, you can use these if you prefer. No matter which solution you choose, Baselight ensures that you see the most accurate preview of the final deliverable.

GPU Rendering

Baselight utilises the system GPU, if available, to accelerate rendering performance and to harness the accuracy of floating point rendering.

GPU Scopes

Baselight includes built-in Vectorscope, RGB Parade, YCbCr Parade and Luma Waveform displays plus a high-precision histogram. Accurate levels are displayed along with an indication of 'illegal' colours. Each scope can be displayed within the Baselight UI.

And when the mouse pointer is clicked within the main image display a live readout appears on all scopes plus the histogram indicating values for the currently selected part of the image. A key advantage of built-in scopes is that they are not restricted to a standard video signal format and will therefore work with material at any resolution.

NUKE Script Generation

Baselight v5 supports functionality for generating NUKE scripts alongside BLG grade files for EXR input material; the scripts can then be loaded in NUKE so that the multiple inputs and the BLG grade are all located and connected automatically, using the correct format mappings and colour spaces.

Navigate & Compare with Ease

Display Options

An easy-access menu below the image allows you to toggle through different matte display options, such as B&W and overlay.

You can define workspaces, too, for different tasks or just personal preference. Within each workspace, panels can be moved to the most convenient location on screen or hidden.

Easy Comparison with Scratchpad

The enhanced Scratchpad makes it even easier to compare grades. View captured grade stacks applied to the current shot or in their original context.

The Scratchpad is designed for fast and simple saving and retrieval of looks (or grade stacks) that can be directly accessed with keyboard shortcuts or from one of the supported control surfaces.

Grab versions of stacks, cycle through Scratchpad slots, compare two versions or show all versions for a quick, at-a-glance view of the Scratchpad contents.

Key Features

» Read or render grades without purchase–perfect for collaboration with departments or facilities that don't use or don't need the full creative control of Baselight.

» Unlimited primary and secondary grades within a single effects layer.

» Full Baselight grading tools including Base Grade, Film Grade, Video Grade, Curve Grade, Hue Shift and Six Vector.

» Effects filters including Gaussian Blur, Boost Contrast, Denoise, Median, Soften.

» Built-in per-layer matte generation using HSL, RGB, Luminance and 3D keyers combined with unlimited, animatable soft-edged bezier shapes.

» Comprehensive matte refinement tools.

» Full keyframe animation of all Baselight parameters.

» Enhanced scratchpad with instant grade recall/comparison.

» Blend the output of a previous layer into the current layer easily by any amount you choose.

» Full support for grade import and export using the FilmLight BLG file format.

» Truelight Colour Spaces for the most accurate colour space conversions.

» UI includes colour-managed viewer with layer and matte selection providing fully interactive feedback.

» Built-in precision histogram for accurate control of levels, and GPU scopes including Vectorscope, RGB Parade, YCbCr Parade and Luma Waveform.

» Supports the Slate grading control surface along with the Avid Artist Color and the Tangent Element and Wave panels.

» Part of a fully integrated end-to-end FilmLight workflow.

Flexible Licences... for Freelancers to Facilities

If you want to access the power of Baselight within a host of different applications, there is no need to buy multiple licences. So long as the applications are installed on the same system, purchase one licence in the Baselight Editions range and you get access to all Editions on that machine.

We've also created licencing options especially for freelancers, so you can easily move a full licence to a new system when a job finishes. When you activate Baselight for NUKE, just choose a duration from one day upwards. There is no limit to the number of times that the licence can be activated.

Baselight Editions have the option of floating licences too. The licence is only checked out while the Baselight UI is open, and is not required for rendering.

The free licence allows Baselight Editions to be used for free, so you can pass grades to other facilities where they can be accurately read and rendered–without purchase. The free licence can be combined with floating licences for a low-cost solution–just grab a full licence when you need it.

Licence type »	Free	Node-locked	Floating
View BLG	●	●	●
Render grade	●	●	●
Adjust grade	-	●	●
Floating licences	-	-	●

Specifications

To run Baselight for NUKE, you must be using:

» NUKE 12 or 13 (all current major releases are supported)

» macOS 12 (Monterey) onwards, or Linux CentOS 7.4 (64-bit) onwards, or Windows 10 (64-bit) onwards

If you are using Baselight Editions with a floating licence server, you must also have one of the following:

» Mac server running macOS 12 or later, or

» Linux server running RHEL/CentOS 7 or later

FilmLight