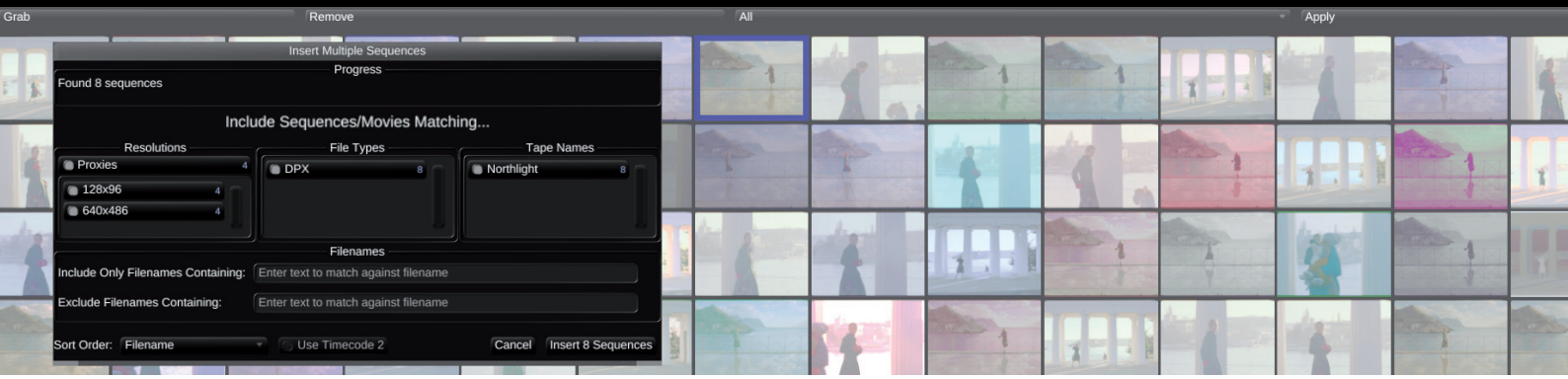
Baselight 4.1 new features



The latest release of Baselight includes...

Parallel GPU technology

The Parallel GPU upgrade utilises the latest generation of GPU technology to accelerate Baselight rendering performance and boost system performance several-fold.

Floating point GPU rendering makes Baselight EIGHT the highest performance grading system on the market—with twice the processing speed of its nearest competitor. Most significantly, it enables Baselight EIGHT to surpass the performance of hardware colour correctors, eliminating an issue that has held back software systems as a platform for grading commercials.

RED support

Baselight supports RED camera content natively, and also has the ability to edit all RED decode parameters, including reading metadata from RSX files, on a per-shot basis.

Improvements have also been made to the conform process to speed up the process when working with RED files.

Conform enhancements

Improvements to the conform process include:

- Multi-insert: insert multiple sequences quickly from the Sequence Browser.
- Template conform: define a search template to restrict directory searching.
- File type and metadata filtering: choose the types of files to be searched, as well as the timecode track(s) to include.

Energy saving mode

The Baselight energy saving mode can be configured to automatically shut down a system each night after database backups and file system defragmentation have completed.

Shape improvements

Shapes now support 'constant' keyframing mode, as for grading and other plugin controls—simply enable dynamic mode to turn on shape animation. Shape animation also obeys keyframe striping across shape parameters.

You can also set a default shape type from the Customise menu.

Audio in movie files

Baselight 4.1 can render out QuickTime and AVI movie files with audio.

Gallery/Cutview sizing

The Gallery/Cutview can be dynamically resized to display multiple rows of thumbnails—to allow you to display all shots at a glance, for example, or to display a vertically scrolling row of thumbnails.

Baselight 4.1 includes two new workspaces, already set up for you to display a large Gallery and a large Cutview respectively.

Matte overlays

Matte overlay viewing options can be set independently for each cursor, and can be accessed directly from the UI or via Blackboard. Options include: matte, matte overlay (with customised colour), and overlay invert mode that shows the matte against a neutral grey background.

Matte Text

Matte Text can now be used as an operator in a stack—no longer requiring a Blank and Dissolve strip—compositing the text onto the image, as well as specifying its colour and alignment.

Channel shuffle

The Shuffle plugin allows you to reorder or 'shuffle' the RGB colour output channels of a shot. For each channel, you can either map it to a specific input channel from one of two input images, or fill the output channel with black and white; in addition, you can also invert the output channel.

Multiple-shot views

If you are using Blackboard, you can select between several pre-configured viewing arrangements that allow you to view multiple shots within your scene simultaneously.

HueAngle keyer improvements

The HueAngle keyer now makes changes to the Value and Saturation controls by specifying the low and high points of a range directly, rather then defining the centre of a key and the range either side of it—the legacy behaviour is still available from the Customise menu.

For more information about these and other new features, see the *Baselight 4.1 release notes* in */usr/fl/baselight/doc*.

Baselight 4.1 is available to all customers on support contract or under warranty at the time of release.

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