

Baselight datasheet



Smooth, effortless grading with Baselight

Flexibility, power and throughput

Colour grading is a demanding creative and technical process for any production—from commercials and long form television to feature film 4K DI. Grading creativity requires flexibility, power and throughput.

We have gone to great lengths to make Baselight productive for multiple workflows. Baselight is a highly flexible system at home with all input and output resolutions and formats, and with linear, video and log image sequences; timelines can even include shots of different formats. Baselight offers real-time connectivity for SD and HD direct to tape, or for all resolutions up to and including 2K from a SAN.

Power and capacity

Baselight is available on a range of hardware platforms to deliver the power required for intensive grading. The unique Baselight multi-node architecture can deliver real-time 4K performance and a massive 96TB of disk. This power enables the system to ingest in the background, resulting in higher earning power for the suite. The disk capacity enables multiple projects of different formats to be on-line simultaneously.

And with new parallel GPU technology, Baselight is the highest performance grading system on the market—with twice the processing speed of its nearest competitor.

Cloud connectivity

Cloud connectivity technology, standard on all systems, allows Baselight local storage to double up as a shared storage solution. Baselight systems can use each other's local storage as their own, while third-party systems (e.g. Autodesk® Flame®|Smoke®, The Pixel Farm® PFClean™) can read and write to Baselight in the background.

Blackboard

Blackboard provides a powerful, intuitive control surface specifically designed for non-linear grading. Logical clip navigation, keyframing tools, management of infinite stack depth, fast storage and retrieval of grade settings, access to creative tools and eye-line displays deliver productivity and stress-free use in long grading sessions.

Non-linear grading

Non-linear grading brings new creative opportunities to the grading process. Shots can be easily grouped, graded and compared, external VFX systems can drop in new sequences to be graded in-context, and revised EDLs can be used to generate new conformed sequences. Interim deliverables can be created on demand, including QuickTime movies, and clients can use the grading suite as an ongoing review and acceptance resource.

Creative options

Software systems have the inbuilt advantage of regular feature development and a wide range of tools unconstrained by hardware design. As business needs change and technology advances, the system can be upgraded and extended. Baselight is a full-featured grading suite, productive in normal operation, with the tools for problem footage and high production value shots as well. Workspaces can be defined and saved for different tasks, such as grading, conforming or just personal preference.

Start grading sooner

Baselight is straightforward to use. The User Interface and Blackboard console are logically laid out so you become productive quickly. **FilmLight** also provides on-site and classroom training options, together with product support via web, email and phone.

FilmLight

Features

Third-party integration

- Native support of RED camera content with full control of metadata
- Direct control of all telecine features, including noise reduction, on Grass Valley™ Spirit DataCine®|Spirit HD| Spirit 2K|Spirit 4K and Shadow Telecine™ systems
- Collaborative workflow with Avid® product ranges including AAF import|export, direct MXF reading and writing|reconform of multi-track timelines
- Export an Autodesk DLEDL to load into Autodesk Flame|Smoke
- Film restoration workflow allows grading in Baselight with simultaneous restoration in PFClean from The Pixel Farm

Conform

- Import from CMX3600, AAF or FilmLight EDLs, or Apple™ Final Cut Pro™ XML EDLs
- Manually insert multiple sequences simultaneously, including QuickTime, MXF and R3D files
- Filter media search on template, file type and|or metadata
- Re-conform from revised EDL maintaining grade events and keyframes
- Scene detect on long-form content

Media management

- Access to local storage of other Baselight systems in a networked cloud across 10GigE fabric; Baselight Assist seats can conform and prepare media on remote systems with optimised streaming access to high resolution images
- Flux provides powerful tools to manage image data, and detects removable media on remote machines
- All Baselight storage is NFS-mountable by Linux, OS X and Windows clients, so third-party applications can directly dust, repair and composite material used in the Baselight scene

Grading

- Unlimited primary and secondary grades
- Secondary grading through combined chroma|luma keys, multiple soft-edged shapes and imported mattes
- All controls fully keyframeable
- Grouped grading allows simultaneous grading of multiple shots
- Film-style grading tool, calibrated in printer points with full control over toe, shoulder and gamma
- Video grade including customisable layout and RGB interpolation for keyframing
- Curve grade with keyframeable spline-based editing of image parameters in RGB and HSL
- Technical grade allows mapping of full range printing density data into video for telecine-style grading
- Looks generated with Truelight to measure real-world processes
- Blend modes, e.g. Darken, Screen, Overlay
- Glow plugin for popular post-production lighting effects
- Diffuse soften filter softens skin tones
- Shuffle plugin maps output colour channels to input channels
- Third-party filters via OFX support
- Advanced free-form matte shape features
- Independent matte overlay viewing modes for each cursor
- One and two-point auto-tracking of shapes|edges

Timeline and editing

- Per-user, per-job reference gallery contains image sequences and complete grading stacks
- Cutview shows all shots in a scene and enables rapid navigation, preview and 'drag & drop' grading
- Scratchpad for fast and simple storage and retrieval of grade settings from Blackboard
- Extensive timeline editing functions including group, copy, move, trim and delete
- Automatic, contextual selection of timeline elements
- Multiple-view modes to view multiple cursors simultaneously
- Flexible automatic caching gives full playback performance of even the most complex grades
- 'Cascadeable' dynamic pan and scan for reframing and reformatting of output
- Timeline sort by tape name, timecode and|or filename
- Shots View provides a CMX3600 EDL-style view of the sequences contributing to a scene

Rendering

- Fully threaded independent renderer, taking full advantage of multi-processor capability—with floating point GPU renderer on upgraded systems
- Render to cache, enabling scenes to be cached up without waiting for them to play through
- Render tasks may be offloaded to a central server
- Render farm support (e.g. Alfred, Rush)
- Render out QuickTime and AVI movies with audio

Format and workflow

- Support for formats with non-square pixel aspect ratios—e.g. CinemaScope
- Formats can be freely mixed within a scene or project
- Format-dependent masks and safe areas
- Standard and user-defined transforms for format conversion—e.g. Super35 to CinemaScope
- Multiple output formats and deliverables from a single timeline
- HD monitoring on reference display
- Film to HD transforms via built-in Truelight
- Audio ingest, record and playback
- Links with Northlight scans for an integrated DI pipeline with use of IR data for repair work
- External scripting for specific user tasks
- Define workspaces for different tasks, such as grading or conform—pre-defined workspaces for large Gallery|Cutview
- Setups save options including types of IO operations and display settings in named configurations
- Persistent, unlimited undo|redo system

Video

- Integrated video handling from timeline, including deck control
- Background ingest and playout of SD or HD video from Baselight or standalone VTRE; VTRE can be run on a separate machine to the main application

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