

Baselight for FCP



Baselight for FCP brings the power and accuracy of the world's best colour grading system right into the heart of your edit suite.



Simply add Baselight for FCP as a filter to the shots in your timeline and you are ready to grade using exactly the same tools as you will find on a full Baselight system.

Baselight for FCP provides a comprehensive subset of the powerful grading tools and features available on the full Baselight systems giving you an intuitive, high quality and flexible colour correction solution.

Multiple layers of colour

A single instance of Baselight for FCP allows you to add several grading layers to any shot in your timeline. Each grading layer can act either as an overall primary colour correction or as a secondary grade allowing you to restrict the effect to selected parts of the image.

Secondary grades work as inside/outside layers where separate colour and filter effects can be applied both 'inside' and 'outside' a matte which is itself created using a combination of bezier shapes and built-in luma and chroma-keyers.

Additional effects

As well as our renowned 'film' and 'video' style grading tools, Baselight for FCP also provides RGB and HSL curves, hue shift and a set of simple filters which can be used to enhance the image. Like the colour grades, the filters can also be applied as overall effects or within an inside/outside layer.

Controls

The standard Baselight GUI controls are provided within the normal FCP viewer window. However, the image window and the Baselight UI can also be 'popped out' into a separate window providing a larger space to work in.

In addition to the flexible and intuitive on-screen UI, Baselight for FCP also supports the Artist Color™ grading surface providing more precise hands-on control of the Baselight grading tools.

Key features

- » Multiple primary and secondary grade layers within a single instance of Baselight for FCP
- » Full Baselight grading tools including Film Grade, Video Grade, Curve Grade, Hue Shift and Six Vector
- » Built-in HSL, RGB, Luminance and 3D keys
- » Effects filters including Gaussian Blur, Median, Soften which can be applied to the image or the matte
- » Unlimited, animatable bezier shapes
- » Built-in Truelight Colour Management system
- » All controls can be keyframed
- » All grading and other data can be fully exchanged with other Baselight systems via XML export/import
- » Supports the Artist Color grading control surface

Built-in Truelight CMS

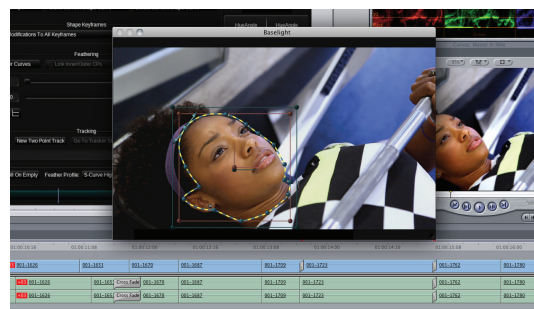
Baselight for FCP not only provides a powerful set of grading tools but it also includes FilmLight's world-renowned Truelight colour management system, enabling a true what-you-see-is-what-you-get preview when working with a calibrated display. Support for Truelight Profiles allows you to work with source material which has a non-video colour space or gamma, such as log film scans or native footage from a digital movie camera. Truelight will ensure that you see an accurate preview of the final deliverable.

Project sharing

Baselight for FCP uses exactly the same internal data structures as full Baselight systems and other Baselight Editions, this means that project grading data can be seamlessly exchanged with other Baselight systems and users. When you export a sequence from Final Cut Pro as an XML list, all the Baselight grading and other data is included. This makes it extremely easy to transfer a job from FCP directly into a full Baselight system while keeping all the grading work you have done in the edit suite intact.

Full Baselight rendering support

The interchange of data between a full Baselight system and Baselight for FCP works both ways, allowing you to export a job from Baselight and import directly into Final Cut Pro.



An important and very powerful feature of Baselight for FCP is that it supports rendering of unlimited layers and all elements which can be created in a full Baselight system, even though controls for some functions and processes may not be available within the UI on the editing system. This means that the final deliverable can be rendered directly from the Final Cut Pro timeline while maintaining the full complexities of the grade, regardless of the Baselight system used to produce the grade.

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