Baselight Editions

Baselight for Avid

FilmLight

Take advantage of the world's best colour correction system directly within Avid Media Composer and Symphony.

Baselight for Avid not only adds superb colour correction to your shots using a comprehensive set of the powerful features available on full Baselight systems, it also provides fast and efficient workflows that save you time and money.

Available for Mac and Windows

Renderless Workflows for Ultimate Efficiency & Flexibility

Everything you do within Baselight for Avid–or a full Baselight system–is saved within the project and can be embedded in an AAF file and/or saved to the FilmLight BLG file format. The grade can be exported from a full Baselight suite and imported into Avid so you can apply a full, complex grade in a matter of seconds–without rendering. It includes all grading layers, tracking information and even keyframes so no manual adjustment is needed.

And the workflow is fully bidirectional–if the grade is changed in Avid it can be exchanged with a Baselight system or even another Avid suite just as easily, with all edits intact and without needing to conform.

Baselight for Avid allows you to view–or to render–grades passed between departments via BLG data encoded in AAF files–without purchase. 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 Avid allows you to modify the grade if you need to–with the power of the Baselight core toolset and without leaving Avid.

Baselight Grade File (BLG) Support

The BLG file is a small and portable data file that enables looks to be exchanged in a streamlined workflow with all FilmLight systems including Baselight, Daylight and Prelight. When we use the term 'look', 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.

Link to Full Baselight Grades with the Baselight Lens

With less time and increased demands, it's easy for the grading process to feel squeezed. But the Baselight Lens gives you back that time without compromising results.

The Lens sits in an Avid effect layer above the sequence; just point it at a directory of BLG files and Baselight for Avid will apply the right grade to each clip automatically. Not only that, but you can adjust the look in Avid and save it back to the grade directory so that all edit stations–and the colour suite–are working from the latest version all the time. The Lens is real-time–scrub or play through the sequence and Baselight for Avid will follow the cursor to apply the latest grade at every point based solely on metadata.

Powered By V5

V5 brings a new level in colour and creativity–from the very start of a production right to the very end. The innovative Baselight v5 colour tools have been extended across the entire FilmLight product range–from Baselight to Baselight Editions, Daylight and Prelight ON-SET.

This means you can access the Base Grade–a new primary grading operator for modern colour workflows and HDR–as well as other tools such as Gamut Compression, Boost Contrast and Texture Equaliser. 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 Avid operates in its own window and provides a user interface with exactly the same look and feel as full Baselight systems. 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 Avid 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

The Baselight effect can be applied to any or all clips in your sequence and allows you to add multiple grading layers to each shot. 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.

NEW Temporal Operations

To help you to get the most out of your images, Baselight for Avid now supports temporal operations like Denoise to remove random image noise and Deflicker, which extracts even the most complex or irregular inter-frame flicker.

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

Subdivide and Conquer

Grading is faster with Baselight for Avid's subdivide options.

This feature is useful if you want to use a single Baselight effect to apply an overall grade to a series of shots quickly and then, when you are happy with the basic grade, subdivide it so that it can be adjusted for individual clips.

Automated Tracking

Baselight's automatic tracking system provides several options to track objects through a shot: one-point, two-point, or the area tracker. The incredibly accurate and fast area-based tracker allows you to define an area in the image (rather than individual points) and Baselight will track the translation, rotation and scale of the object precisely. With the release of v5, the area aracker is perspective-capable too.

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.

In addition, the Matte Tool simplifies matte manipulation by combining filtering and refining. Blur, erode/dilate or 'sand' the matte, or apply threshold and curve functions to fill holes, adjust choking and further refine the matte.

NEW Sophisticated Copy and Paste

You can copy the most complex of grades between shots simply and quickly.

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

With super-fast relational grading, you can choose to paste grades simultaneously to all shots that match the tape name or clip name of the current shot.

As well as our renowned grading tools, Baselight for Avid also provides RGB and HSL curves, selective hue shift and a set of simple filters that can be used to further enhance the image. This includes the Texture Equaliser, which can be used for quick skintone fixes within Avid. 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

While the Baselight for Avid effect doesn't need to be rendered for playback and review, the software provides advanced rendering support for 99% of Baselight features–allowing final delivery of jobs (which may have been graded via a grade exchange with a full Baselight system) directly from your Avid suite.

The beauty of rendering from Avid means the Avid project is updated with links to the rendered shots automatically.
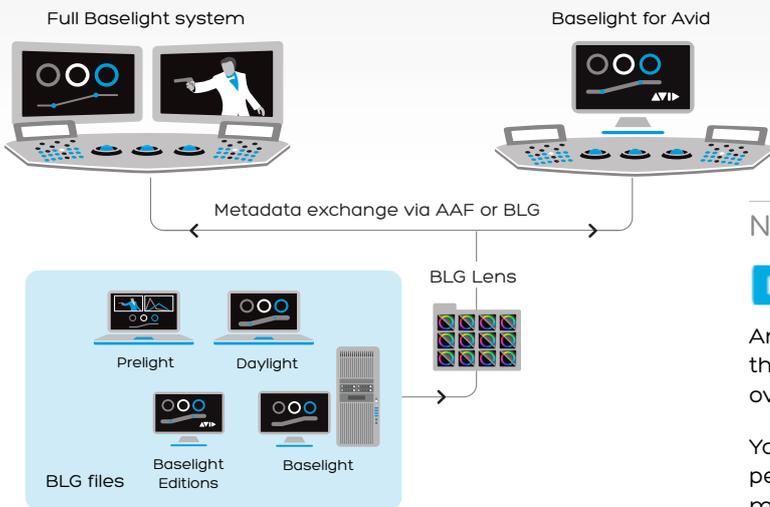
Full Baselight system

Baselight for Avid

From either side:
- Apply grade from AAF/BLG without rer
- Grade
- Export graded AAF/BLG
- Render deliverables

Metadata exchange via AAF or BLG

BLG Lens

Prelight

Daylight

BLG files

Baselight Editions

Baselight

Interchange between Baselight for Avid and a full Baselight system

Power & Precision

Unrivalled Colour Space Management

Baselight for Avid 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.

You can now access the Colour Space Journey in Baselight for Avid too, which shows details of all colour space conversions in the current stack.

GPU Rendering

Baselight accelerates rendering performance using the system GPU, where available. Baselight for Avid is a real-time plugin, so most colour corrections can be played directly on the Avid timeline without 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.

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 so they will work with material at any resolution.

NEW Real-time Client Monitoring

The input cache, introduced in v5, means that client monitoring is significantly faster so that even when the Baselight user interface is open above the Avid sequence, Baselight for Avid provides client monitoring in real-time.

Navigate & Compare with Ease

NEW 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.

NEW Easy Comparison with Scratchpad

The enhanced Scratchpad makes it even easier to compare grades. 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, cycle through Scratchpad slots, compare two versions or show all for a quick, at-a-glance view of the Scratchpad contents. View captured grade stacks applied to the current shot or in their original context.

At the press of a button, toggle your display to wipe your graded shot with the raw version, or view the two images side-by-side. You can also compare the image against a snapshot grabbed from another part of the Avid timeline.

Shot-to-Shot Navigation with Shot Filtering

Navigate through your Avid timeline with ease, without closing the Baselight window to change to a different shot. You can use the F5/F6 keys to move to the next or previous shot with a Baselight filter while the Baselight UI is open, making that shot available instantly for grading. You can also move to the next/previous shot that matches the current navigation filter, like tape name or clip name.

And when you're done, save changes to the Avid track directly from Baselight for Avid using the usual save shortcuts.

NEW Streamlined Access to Shots and Metadata

Baselight for Avid provides play controls and a mini timeline, called the Shot Bar. This gives you a visualisation of all the Baselight effects within the current Avid track, which you can click and drag to quickly move to other shots–without closing the Baselight for Avid window.

Below Tape Backwards & Forwards | Navigate: Tape | Day03 C23

Shot Bar and play controls

This panel also gives you quick access to view and change the copy/paste apply options and the navigation filter.

Plus the Metadata View shows all the obtainable metadata for the current frame for fast review.

Key features

- » Implemented as a standard AVX plugin.
- » Input cache provides real-time client monitoring.
- » Read or render grades without purchase.
- » 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 & Six Vector.
- » Effects filters including Gaussian Blur, Texture Equaliser, Boost Contrast, Denoise.
- » 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 recall/comparison.
- » Automatic tracking via one-point, two-point or perspective-capable area-based trackers.
- » Blend the output of a previous layer into the current layer easily by any amount you choose.

- » Subdivide function allows you to apply an overall base grade and then customise it quickly and easily.
- » Shot Bar provides visualisation of all the Baselight effects within the current Avid track.
- » Part of a fully integrated end-to-end FilmLight workflow.
- » All grading and other data, including keyframes, can be fully exchanged with other Avid and Baselight systems via AAF export/import.
- » Full support for grade import and export using the FilmLight BLG file format.
- » Baselight Lens provides real-time read-write auto-loading of BLG files.
- » 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 and GPU scopes.
- » Supports Slate grading control surface along with Avid Artist Color and the Tangent Element & Wave panels.

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 both Avid and NUKE 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 Avid, 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 are currently available for Avid and NUKE with the option of floating licences too.

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 Avid, you must be using:

- » Media Composer/Symphony 8.0.0 and above. Baselight for Avid 5.1 may run in earlier versions of Media Composer but is unsupported
- » macOS 10.10 onwards, or Windows 7 SP1 or Windows 10 onwards

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

- » Mac server running macOS 10.9 or later, or
- » Linux server running RHEL/CentOS 5 or later

www.filmlight.ltd.uk
FilmLight