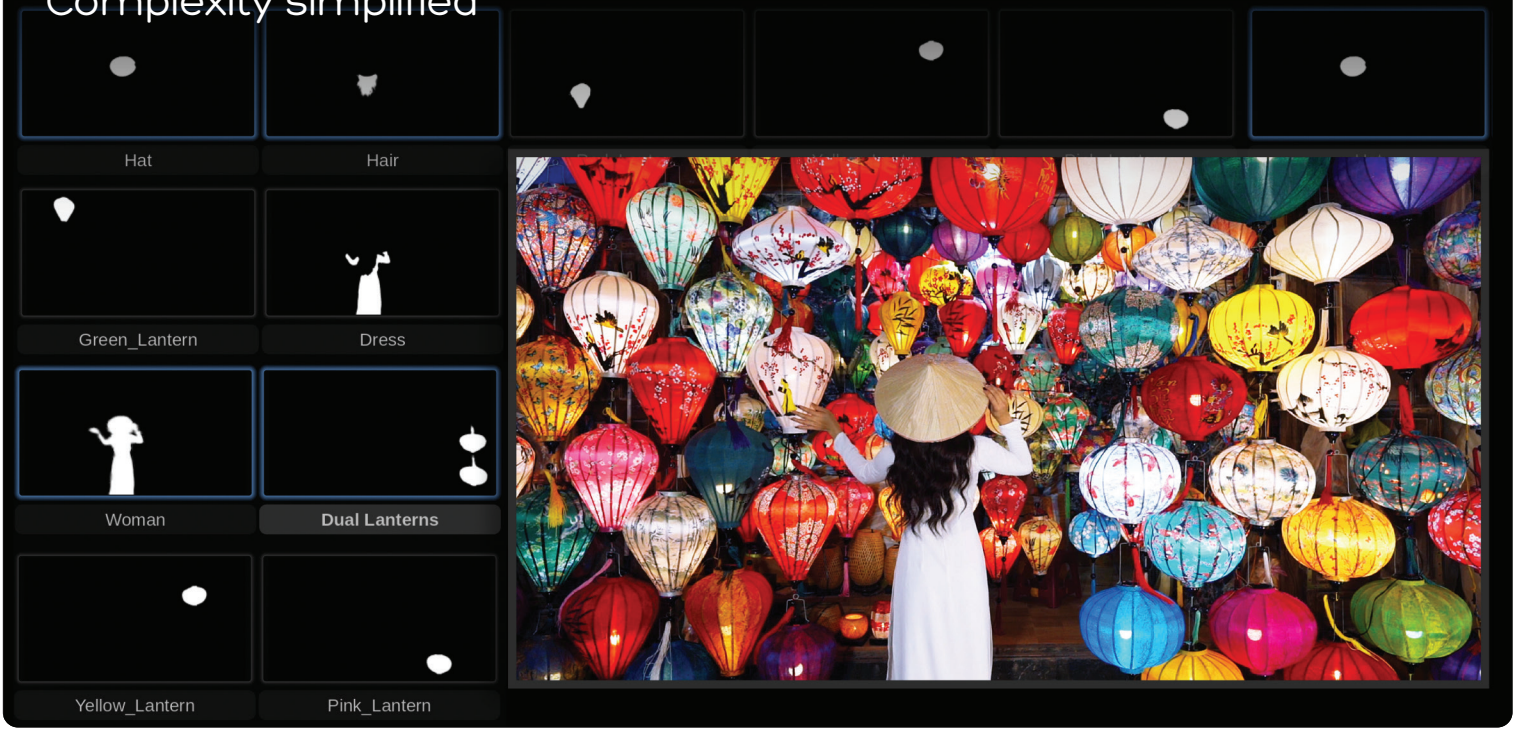
Baselight v7

Complexity simplified

FilmLight



Refinement at your fingertips

Baselight 7

Introducing innovative features, enhanced matte and channel workflows, and new tools for creating and refining mattes. Baselight v7 allows colourists to concentrate on the creative aspects of colour grading.

Focus on creativity with improved matte channel management

With projects becoming increasingly more complex, working with mattes for VFX or animation is now an integral part of the colour workflow for colourists and assistants. Baselight v7 introduces a range of enhancements to meet these challenges.

Matte channel selection

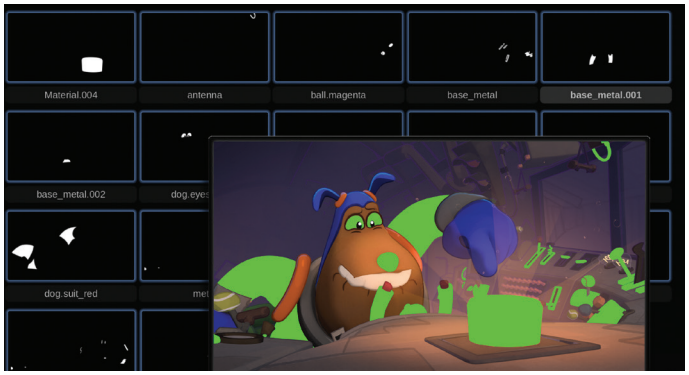
The new matte channel and cryptomatte picker in the Reference operator makes channel selection fast and accurate. Any available matte channel sources, including those contained in the source media, external matte channels, depth maps and cryptomattes can be viewed as a list or a thumbnail grid. Search, filter and select channels and easily preview the matte or graded output.

Interactive selection is possible in the Image Viewer or on the SDI monitor, and all aspects of selection can be controlled with extensive Blackboard controls.

Updated Matte Merge

Matte Merge now supports up to 128 inputs with a thumbnail display for each matte input. The new matte picker simplifies selecting and combining multiple upstream mattes.

Additional matte inputs can be added from the Blackboard panel or the Stack Manager. The matte operator grid can also be customised to give quick access to common tools.



Cryptomatte support
(image courtesy of (CC) Blender Foundation | studio.bender.org)

Main image:
Infinite Dreamers, courtesy of Aldeal Studio. Graded by Raúl Lavado Verdú.

Create object-based mattes with Segment Anything

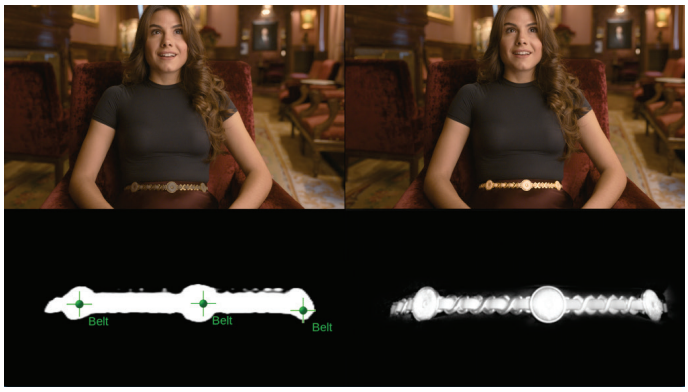
Segment Anything is a Flexi Effect that generates mattes using image segmentation. Select the objects you need to isolate using a rectangle or by adding points to the image.

Use layers to organise multiple objects, and control the visibility of objects and layers.

Blackboard integration gives full control of every option during selection.

Easy image segmentation via Segment Anything

Making the most of mattes

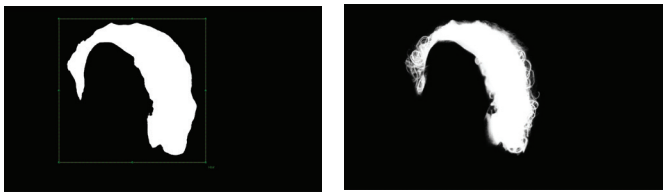


Edge Filter

Machine learning tools have revolutionised the way we generate mattes. However, they commonly create hard-edged mattes that can make it difficult to integrate corrections.

The Edge Filter operator has been enhanced to recover high frequency detail from the source image, creating more refined edges.

Matte Refiner uses a Flexi Effect that performs background and foreground segmentation to recover hair and other edge details. This means Baselight v7 can generate more detailed matte edges, making seamless corrections even easier.



Matte Refiner

Integrated Depth Map generation

Depth maps have many applications in the modern grading workflow, simulating atmospheric effects using the new Haze operator, for example, or creating realistic optical effects using the improved Bokeh tool.

The new Depth Map generator creates beautiful, high quality depth maps from live action shots. The output from it is automatically assigned to a Depth channel, which makes it available to any effect in the stack.

Use the Depth Keyer to generate a matte based on the output of the Depth Map, allowing corrections guided by the depth information from the image.

Use the Depth Map generator with the improved Bokeh...

...or with the new Haze operator

Saving the shot with Flow Blend

Flow Blend can be used to repair damaged frames by generating a full or partial frame replacement based on existing frames.

It is one of the options in the new Transition operator, and can be used to remove jump cuts from a scene, or even to remove unwanted blinks that ruins a perfect take.

Flow Blend can also match the Avid Fluid Morph transition.

Image: *Karusell* - Scandinavian Content Group AB

Flexible transitions

New Transition operator offers more methods for shot transitions

The new Transition operator offers multiple options for transitioning between two shots including Dissolve, Wipe, Transform, Flow Blend and Dip to Colour.

A range of SMPTE wipes are supported when conforming from a suitable EDL.

Clean up with Spill Suppression

Spill Suppression can be used to remove colours casts caused by surrounding illumination - especially useful on blue and green screen material.

Spill Suppression

Chromatic Aberration

The new Chromatic Aberration operator can both simulate or correct for chromatic aberration with control over hue, falloff, size and optical centre.

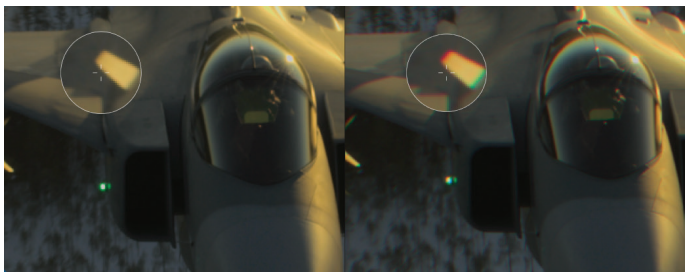


Image: Blue Sky Aerial Filming

Redesigned channel management for modern workflows

Baselight v7 introduces a channel system that has been perfected for modern workflows.

It allows unlimited channels to be added from external mattes, or additional channels to be generated from other operators that are then added to the set of channels that flows down through the stack.

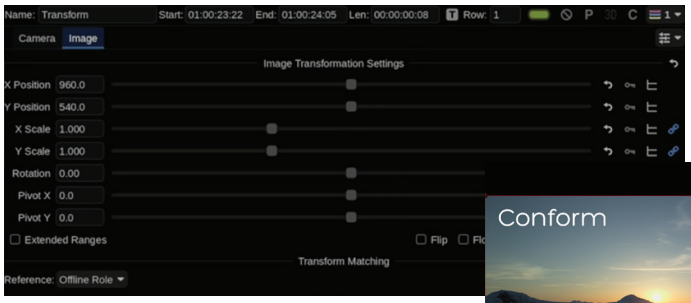
This redesign underpins other features, like the Depth Keyer and the updated Reference operator, as well as allowing support for cryptomattes.

Streamlined Transform Matching

Ensuring that the offline and conformed images match is a crucial and often time consuming task, especially when transform information is lost or inaccurate.

Transform Matching removes the guesswork by analysing a reference image and matching the transform. Choose to match single frames or entire shots, and accurately replicate scaling, rotation and translation, creating keyframes as required.

The new Track Roles feature makes it easy so assign a track containing an offline reference as 'Offline', allowing it to be used as a reference or as a comparison.



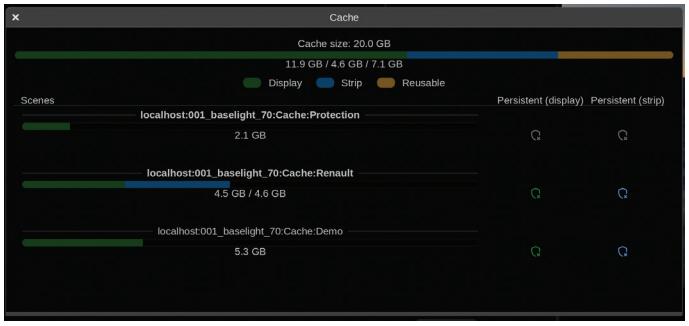
Transform Matching

Improved cache management

Disk cache

Baselight v7 introduces major improvements to the disk cache architecture. This update adds the ability to protect a scene's display and strip cache files from being overwritten - a major benefit when preparing for project review.

The new Cache View displays an overview of active and protected scenes as well as disk cache usage.



Cache View

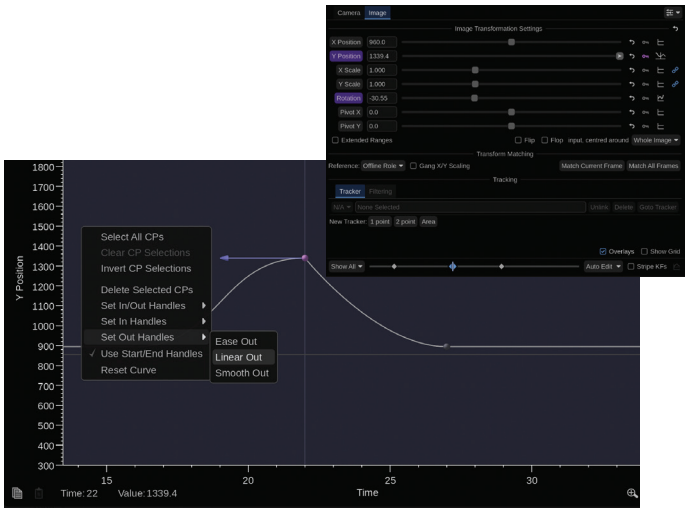
Strip cache enhancements

Operators that are 'processing intensive', such as Flexi Effects, can now have strip caching enabled by default, allowing them to be cached automatically when added to the timeline. The output of individual operators within a layer can also be strip cached in Baselight v7.

Custom keyframes and animation graphs

Baselight v7 adds support for 'enhanced' keyframe animation curves, making it possible for each keyframe to specify its own interpolation behaviour.

Using the new animation graph, the animation curve for a selected parameter can be viewed and edited. This feature is available in Transform, Perspective, Transition, Blend and Retime.



Animation graph

Detail in depth

In addition to these new features there are many other additions and improvements in Baselight v7, including:

- **ACES 2.0**: Integrated support for ACES 2.0 and updated support for AMF.
- **Texture Smoothing**: Used to smooth imperfections in skin, whilst maintaining detail.
- **Consolidate and Transcode***: The Consolidate feature has been expanded to include a Transcode option. Media can be transcoded to any supported image format and the scene can automatically be updated to use the new media.
- **Dolby Vision review***: Import Dolby Vision metadata via XML, and per frame metadata from IMF, QuickTime and Dolby Mezzanine files for review in Baselight.
- **Open Timeline I/O import/export***: Support for reading and writing Open Timeline I/O (.otio) files.
- **Improved AAF and XML export***: Export new AAF, FCP and FCPX XML files, rather than simply modified versions of previously imported files.
- **Sequence Versioning API***: New functions have been added to manage sequence versioning programmatically.
- **Support for HDR UI displays**: View HDR content on Apple XDR or compatible HDR displays. View multiple cursors with different colour spaces accurately on the same display. This feature is also available in FilmLight REMOTE.
- **Track roles**: Tracks can now be assigned roles to define how the track should be used or viewed. As an example, designating a track as 'Offline' will allow it to be used as a reference for Transform Matching and comparisons with the offline reference.
- **Improved face matching**: A new face identification model has been implemented. This improves accuracy when copying grades between shots, ensuring that the correct faces are selected when pasting.
- **Flexi for developers**: New interface primitives are now available to developers using Flexi. This includes: point and rectangle lists, keyframe animation, Blackboard panel controls and the ability to link points and rectangles to trackers. Contact FilmLight Support for more information.
- …and much more.

* In a forthcoming v7 point release.

System requirements

To use Baselight v7, you must be running either:

- FLOS 8.4 or later on Generation V, VI, VII or VIII hardware with a minimum of 11GB VRAM per GPU.

Note: Due to the requirements of later Nvidia drivers, the NVIDIA NVS 510 and K600 graphics cards are no longer supported.

- macOS 14-15 or macOS 26 Tahoe on Intel or Apple Silicon.

Requirements for machine learning features:

- FLOS or macOS Intel: Minimum 16GB VRAM for 2K and 24GB for 4K.
- macOS Apple Silicon: Minimum 24GB of unified memory.

Note: Flexi allows new machine learning models to be incorporated as they are released. Although Baselight will run with the minimum requirements listed above, it is recommended that a newly specified machine has at least 48GB VRAM or 64GB unified memory.

Flexi is FilmLight's plugin effects architecture; it allows Baselight to harness machine learning models such as Segment Anything.

Flexi is available to customers and developers, allowing them to incorporate their own Machine Learning models into Baselight.

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