

Autodesk Editorial Finishing Software

Autodesk® Smoke® 2010

You can do a project from A to Z in Smoke on Mac, from editing to color to visual effects.

—Charles Verret
Assistant Editor
Post-Moderne

Handle the projects that come through your door, commercials, long-form, bumpers and promos, from cut to conform to visual effects, on a single system.



Image courtesy of Zee Network.

Don't Just Edit. Finish.

Whether you're an artist looking to expand your creative capabilities or a facility owner looking to differentiate your business with effects-centric editorial finishing, stand out from the competition with Autodesk® Smoke® software. Smoke is available as a software-only application for the Mac OS® X operating system and as a turnkey workstation on open Linux® operating system. The 2010 release features an extensive creative toolset, expanded format support and increased interoperability with certain third-party applications.

Differentiate and grow your business with Smoke on the Mac. Smoke software provides you with an extensive and all-in-one set of conform, editorial, and compositing tools. Standing out from your competition is no longer optional, it's essential to your success. If you work in television or broadcast, you don't have the luxury of time. Powerful visual effects, streamlined workflow, and the ability to design your own templates enable you to bring your story to life faster. The pressures of television post-production are extremely high, and Smoke on the Mac helps deliver production-proven performance, reliability, and flexibility at a very affordable price.

Key Features

3D Effects and Finishing

Create interactively and move quickly between creative disciplines in a single application. Smoke software features a powerful 64-bit architecture and industry leading tools for tracking, paint, titling, character generation, graphic design, and visual effects creation in the Action 3D compositing environment.

Conform

Complete your projects faster and better with advanced conform and finishing tools. With expanded digital media support: RED™ files, Panasonic P2 and Sony XDCAM® file formats, and expanded Apple® QuickTime® codec support, as well as support for EDL, AAF, OMF, and FCP XML, workflows can be streamlined. Work smoothly at native resolutions or use an efficient proxy workflow for film resolution projects.

Autodesk Color Management

Help eliminate the confusion over color values and make sure that users across the Autodesk visual effects and finishing software pipeline are working with and approving images with the same color

Autodesk®

Autodesk Smoke: A Creative Hub for Your Finishing Pipeline

values. Autodesk Color Management tools provide a more consistent and accurate color rendition of film-originated material. This integrated solution is built upon high-precision spectral analysis of common print film stocks to achieve high-quality print simulation and high-fidelity color space conversion in the form of a 3D lookup table (3D LUT). Share 3D LUTs with Autodesk® Flame®, Autodesk® Flare™, Autodesk® Lustre® software products to help make sure the color and lighting of your shots match and reduce the need to reapply color correction.

Color Correction

For sophisticated color correction, Smoke offers faster, more accurate color isolation, correction, and matching. The intuitive color-correction interface has advanced capabilities to adjust shadow, midtone, and highlight regions of the image independently.

Powerful Keying Capabilities

Smoke has high-quality keying tools like the Master Keyer that features one-click keying capabilities, and the comprehensive modular keyer with a customizable processing pipeline environment. Smoke provides an extensive and flexible keying toolset that helps you solve keying challenges and work at high resolutions and bit depths, from 8-bit to 10-bit to 16-bit floating points.

Motion Tracking and Stabilization

Fix camera shakes and track moving elements for seamless composites. Smoke provides the highly acclaimed Autodesk tracker for faster and more precise, integrated motion tracking with the ability to handle outgoing and obscured tracking elements.

Interoperability

As part of the larger Autodesk family of interactive, 3D-enabled post production products, Smoke can exchange data with Autodesk® Flame® in a 100%



Image courtesy of Smoke and Mirrors NY.

compatible visual effects and finishing workflow. Pass timeline, clip and metadata between Smoke and Autodesk Lustre for an unmatched color grading workflow. Autodesk® Wire® software for networking works to let your system collaborate with other Autodesk visual effects and finishing systems, while Autodesk® Wiretap® software helps make it easier and more transparent to connect with certain third-party applications, such as Apple® Final Cut Pro® software and AVID® Media Composer software.

Now with support for multiple digital formats: RED™ CODE RAW, Panasonic® P2 and Sony XDCAM HD, Apple QuickTime, Adobe® Photoshop®, Multi-channel OpenEXR, and Autodesk® FBX® software interchange format, Smoke enables you to bring in other design elements.

For more information about Autodesk Smoke, visit:
www.autodesk.com/smoke
www.autodesk.com/smokeonmac

To purchase Autodesk Smoke or obtain product information:

North America: +1-800-869-3504

International: +1-415-507-4461

www.autodesk.com/contactus

Autodesk Smoke Advanced

Smoke Advanced is a turnkey workstation on the Linux® operating system that helps maximize performance and interactivity for both client -attend sessions and creative design experimentation.

Smoke Advanced features the Batch procedural compositing environment. Batch promotes effects -centric finishing by opening up the workflow between timeline and effects, making the already powerful Smoke creative tools even more logical and efficient. Designed specifically to work in conjunction with editorial decisions, you can enter Batch FX using a horizontal or vertical selection of timeline segments and soft effects.

With Smoke Advanced software, explore creative options using soft effects with certain third party ADN Sparks® plug-ins. Smoke Advanced also features the Real-Time Deliverables mastering-to-VTR tool which dramatically enhances efficiency by providing real-time down conversions without having to render your clip. In addition to having high performance storage options, Smoke Advanced allows you to archive directly to data tapes or to multi videotape for a faster project output.



Image courtesy of WTHR TV.

Enhancements to 3D Text in Smoke really open things up creatively since you can perform cascading text character animations with just a few pen adjustments.

—Brian Mulligan
Senior Editor
WTHR TV
Indianapolis, IN

Autodesk®

Autodesk, FBX, Flame, Flare, Lustre, Smoke, Stone, Wire, and Wiretap are registered trademarks or trademarks of Autodesk Inc., and/or its subsidiaries and/or affiliates, in the USA and other countries. Mac OS and QuickTime are trademarks of Apple Inc., registered in the U.S. and other countries. All other brand names, product names, or trademarks belong to their respective holders. Autodesk reserves the right to alter product offerings and specifications at any time without notice, and is not responsible for typographical or graphical errors that may appear in this document. © 2009 Autodesk, Inc. All rights reserved.