

## Autodesk Visual Effects Software

Autodesk® Flame® 2011  
Autodesk® Flare™ 2011

The tools in Flame help us to work faster, work more confidently, and improve the ROI on all of our Autodesk systems.

— Scott Malkie  
Post Supervisor / Flame Artist  
The Martin Agency

# Designed to inspire the best in every artist, Autodesk creative 3D finishing solutions combine creative freedom with production-proven performance.



Evian 'Skating Babies,' BETC Euro RSCG, Image courtesy of MPC.

### Create. At the speed of thought.

Whether you work in film, television post, or broadcast design, Autodesk® Flame® software and its fully compatible creative companion, Autodesk® Flare™ software, can help maximize your creativity and optimize your productivity. The Autodesk 2011 release of visual effects and 3D design software delivers a comprehensive feature set, combining high-performance artist-driven tools with versatile, productive workflows that can help you build your business with a proven name in 3D finishing. Flame delivers incredible HD and 2K performance to provide artists with the interactivity and flexibility they need for high-speed 2D and 3D compositing, advanced graphics production, and client-driven interaction.

From post facilities looking to expand services by offering effects-centric finishing, to broadcast facilities focused on producing quality projects on tight deadlines, Flame and Flare can help you build a solid scalable pipeline and deliver projects on time.

### Creative Tools

Intuitive user interfaces and precision tools: Action for 3D compositing, 3D Tracking, the Batch procedural compositing environment, Motion Estimation Timewarp, Color Warper™ functionality, and the Master Keyer enable you to explore your creative options.

### Performance

Flame helps take full advantage of today's powerful multiprocessor graphics workstations. GPU-enabled 2D and 3D creative tools help you to work faster and

spend more time on artistic experimentation, so that you can maintain creative momentum throughout your project, from initial concept to the final result.

### Workflow

Autodesk visual effects and finishing solutions are highly interoperable and share metadata. With complete clip compatibility, artists using Flame, Flare, Autodesk® Inferno® software, Autodesk® Flint® software, and Autodesk® Smoke® software can work on the same project without duplicating media or setups. Autodesk visual effects and finishing software can also easily access and share media with certain third-party applications, support multiple file formats, and enable more efficient workflows for mono and stereoscopic projects for your facility.



Image courtesy of Brickyard VFX.

Autodesk®

# Award-winning solutions for the digital entertainment creation pipeline in film, television, and broadcast.

## Key Features

### Powerful 3D Compositing

A remarkable tool for client-driven graphic design and visual effects creation, Action helps you integrate 2D and 3D elements, offering the ability to incorporate live action plates with mappable 3D geometry, particles, lights, and camera motion in a 3D environment. The 64-bit architecture enables you to work on complex projects with fluid, real-time interaction.

### Legendary Graphics Tools

Create your designs and effects in a 4:4:4 RGB workflow for stunning results. The comprehensive toolset offers enhanced paint, keying, tracking, color correction, morphing, distorting, and warping tools, while the node-based workflow of Batch enables you to combine these and certain other tools to help create custom processing pipelines. Moreover, an extensive array of third-party Autodesk Developer Network (ADN) Sparks® plug-ins helps extend your creative options in Flame and Flare.

### Comprehensive Editing Capabilities

Client sessions and looming deadlines demand efficiency. The interface in Flame is designed to help accelerate artist workflow. Drag-and-drop media management in the Clip Library and Desktop makes it easy to organize your projects and work clips.

### Stereoscopic Workflow

Flame and Flare also feature a stereo workflow for 3D content creation: a stereo timeline for synchronized stereo editing, multiple options for monitoring stereoscopic content, stereo outputs for Batch nodes, and in Action, a stereo camera rig and tools for combining stereo and mono content in a single composite.

### High-Performance Storage and Input/Output (I/O)

Autodesk applications use open storage configurations to enable you to scale performance to match your facility or project needs. Maximize Flame throughput when working with HD video or film-resolution media with direct attached storage, or store source footage and rendered intermediates on a SAN or network-attached storage to enable facility-wide collaborative workflows. Import source media to dedicated storage for effective performance, or reference supported native media to start working right away without wasting time converting or moving media.

### Interoperability

Now with support for multiple digital formats: RED™ CODE RAW, Panasonic® P2, and Sony XDCAM HD, Apple® QuickTime®, Avid DNxHD®, Adobe® Photoshop®,



Image courtesy of Cutting Edge.

Multi-channel OpenEXR, and Autodesk® FBX® software interchange format, Flame enables you to bring in other design elements. Autodesk® Wire® software for networking means your system can collaborate with other Autodesk visual effects and finishing systems, while Autodesk® Wiretap® software helps makes it easier and more transparent to connect with certain third-party applications.

### 3D LUT Support

Making sure the color and lighting of your shots match reduces the need to reapply color correction throughout the Autodesk visual effects, finishing and grading pipeline. Autodesk 3D lookup tables (3D LUTs) provide an integrated solution through a high-precision spectral analysis of common print film stocks for high-quality print simulation and high-fidelity color space conversion. With more accurate color rendition of film-originated material, Autodesk's 3D LUTs provide more consistent color values for everyone working with and approving images across Flame, Inferno, Flint, Flare, Smoke Advanced, and Autodesk® Lustre® software.

For more information about Autodesk Media & Entertainment products, visit: [www.autodesk.com/me](http://www.autodesk.com/me).

To purchase a license of Autodesk Flame, Flare, Inferno, and Flint or obtain product information:  
North America: +1-800-869-3504  
International: +1-415-507-4461  
[www.autodesk.com/contactus](http://www.autodesk.com/contactus)

### Add More Flare to your Flame

Autodesk® Flare™ software is a fully compatible creative companion to Autodesk® Flame® visual effects software. Flare helps boost productivity, expand capacity, and develop talent. Featuring the same creative tools as Flame, Flare is designed for advanced creative tasks as well as support tasks: rotoscoping and retouching.

As a software-only product, Flare supports floating licenses to give you flexibility within your facility. Flare offers a scalable way to help expand your creative capacity and grow your business at your own pace. Artists can work collaboratively with Flame on multiple Flare stations, either sharing setups and centralized media, or working off their own internal or direct-attached storage. In addition to building your business, Flare helps you create a career path for your team by giving them access to the Flame creative toolset without tying up your Flame suites.

Whether you work in television post, broadcast design, or film, Flare visual effects software can help extend your creative options and increase your productivity.

**Autodesk®**

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