

Create in an Interactive Environment

Autodesk Flint software is a turnkey finishing application that enables artists to build promos, station ID packages, commercials, and brand graphics in an interactive environment.

We used everything in Flint, from the TimeWarper to the stabilizing tools, and just about everything in between. We're always able to get 250 percent out of our Autodesk software.

— Florian Bruchhaeuser
Visual Effects Artist
LAFOURMI Postproduction



Image courtesy of MFX.

Autodesk® Flint® 2011 software is a visual effects and design solution for television post-production. As a subset of Autodesk® Flame® 2011 software, Flint is a turnkey finishing application that enables artists to build promos, station ID packages, commercials, and brand graphics in an interactive environment.

Flint is a high-performance, scalable 3D visual effects, design, and finishing system that bridges the gap between 2D and 3D workflows. Building on its renowned interactive 3D environment, Flint helps you to quickly design and deliver advanced 3D visual effects in both mono and stereoscopic workflows. The Flint 2011 release helps you take advantage of the power of 3D compositing, design, and finishing with new lighting and material shading, stereoscopic tools.

New features in Flint 2011:

Pixel Shader Rendering Pipeline

Flint 2011 supports a new pixel shader rendering pipeline that helps deliver more impressive, higher-

quality rendering results. Leveraging the interactive power of Graphics Processing Unit (GPU) technology, pixel shading helps you work interactively with lighting and materials in exciting new ways. New high-quality filtering helps eliminate aliasing effects, reduce blurs, and more accurately preserve details of textures at pixel level for a more natural result.



Image courtesy of Ministry of Illusion.



Image courtesy of MFX.

Stereoscopic and 3D Tools

Use the power of the Flint interactive 3D compositing environment to design more compelling stereo content. Flint 2011 reveals more of the Flame core creative 3D architecture by introducing a multichannel stereo workflow for 3D content creation:

- Stereo object and stereo camera rig in Action (including import through Autodesk® FBX® technology)
- Multiple outputs per Batch node including left and right eye and z-depth
- Duplicate function for consistency when compositing across multiple nodes
- Stereo timeline with synchronized stereo editing and timeline effects
- Stereo monitoring and preview modes
- 100 percent compatible stereo timeline support between Autodesk® Smoke® editorial finishing software and Flint
- Concurrent stereo grading workflow between Autodesk® Lustre® color grading software and Flint



Image courtesy of MFX.

3D Compositing Enhancements

The Flint 2011 release unleashes more of the power of the Action core 3D compositing architecture. Action now supports multiple outputs—including comp, matte, and z-depth—to help enrich the 3D compositing experience for advanced visual effects and stereo 3D creation. Action also supports the new FBX camera, complete with stereo rigs and mono cameras for greater integration and compatibility across certain Autodesk 3D applications.

For more information, visit www.autodesk.com/flint.

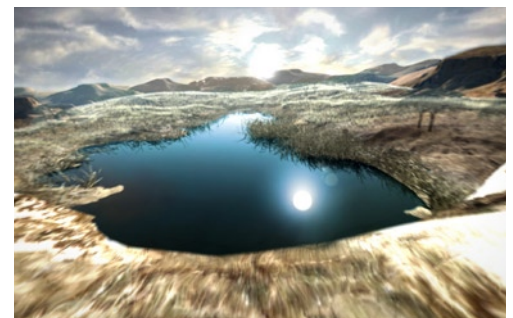


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