Autodesk Visual Effects Software.

Autodesk® Inferno® 2010
Autodesk® Flame® 2010
Autodesk® Flint® 2010
Autodesk® Flare™ 2010

Designed to inspire the best in every artist, Inferno, Flame, and Flint combine creative freedom with production-proven performance.

> The import of RED files in Flame makes working with RED footage easy. We can process and extract the frames on as many Linux computers as we have on our network making it really fast, and all can be done remotely from a very simple interface. This is the best RED workflow I've seen.
>
> —Victor Wolansky
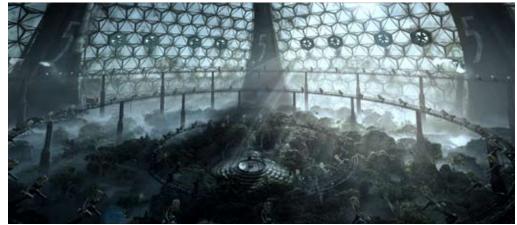>   VFX Artist
>   E3 Post

Image courtesy of The Moving Picture Company.

Create. At the speed of thought.
Whether you work in film, television post, or broadcast design, Autodesk® Inferno® software, Autodesk® Flame® software, Autodesk® Flint® software, and new with the 2010 release, Autodesk® Flare™ visual effects software are designed to help meet your creative and productivity needs. Our latest releases offer a comprehensive toolset, combining high-performance and creativity with versatile, productive workflows that can benefit the entire facility so you can build a solid pipeline and deliver projects on time.

Creative Tools
Intuitive user interfaces and precision tools such as Action for 3D compositing, 3D Tracking, the Batch procedural compositing environment, Motion Estimation Timewarp, Colour Warper™ functionality, and the Master Keyer allow you to explore your creative options with a rich toolset.

Performance and Reliability
Inferno, Flame, and Flint systems take advantage of the most powerful multiprocessor graphics workstations. Work faster and spend more time on artistic experimentation, maintaining exceptional creative momentum throughout your project, from initial concept to the final result.

Workflow
Autodesk visual effects and finishing software are highly interoperable and share metadata. With complete clip compatibility, Flame, Inferno, Flint, Flare, and Autodesk® Smoke® software artists can work on the same project without duplicating media or setups. Autodesk visual effects and finishing software are also able to easily access and share media with third-party applications, support multiple file formats, and enable efficient and inclusive workflows throughout the facility.

ABC, Ugly Betty, image courtesy of CBS Digital.

Autodesk Inferno
Inferno provides artists with an interactive 3D compositing environment and industry-leading tools for superior video, HDTV, 2K and 4K post-production.

Autodesk Flame
Flame gives artists the interactivity and flexibility they need for high-speed 2D and 3D compositing. Featuring award-winning tools, Flame offers the ultimate HD, and 2K, and 4k performance for compositing, advanced graphics, and interactive client-driven design.

Autodesk Flint
Flint is cost-effective software that features a robust creative toolset, mixed resolutions, and real-time SD video and HDTV workflows. Create promos, station ID packages, commercials, and brand graphics in a real-time creative environment.

Autodesk Flare
Flare is a fully compatible creative companion to Flame and Inferno, featuring the same creative capabilities. Multiple Flare stations can be attached to your Flame or Inferno, or can be used as a stand-alone seat. Flare helps boost your creative productivity and develop talent.

Key Features

Powerful 3D Compositing
An ultimate tool for client-driven graphics design and visual effects creation, Action helps you integrate 2D and 3D elements, incorporating live action plates with mappable 3D geometry and particles, lights, and camera motion in a 3D environment. The 64-bit architecture enables you to work on the most 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 has enhanced paint, keying, tracking, color correction, morphing, distorting, and warping tools. The node-based workflow of Batch lets you combine these and other tools to create custom processing pipelines. An extensive array of third-party Autodesk Developer Network (ADN) Sparks® plug-ins extends your creative options.

Complete Editing Capabilities
The multilayer timeline in Inferno, Flame and Flint allows you to work more quickly and intuitively with gestural edits of your video and audio clips. Assemble your clips more quickly with an EDL, or import clips edited in Smoke while maintaining soft effects metadata. Work easily with media from other creative applications, with the ability to conform multilayer timelines from Avid® or Apple® Final Cut Pro® application programs.

User Interface (UI) and Workflow
Client sessions and looming deadlines demand efficiency. The custom Inferno, Flame, and Flint UI helps accelerate artist workflow. The Clip Library and Desktop help organize your projects and work clips. Drag-and-drop makes media management easy. Get working creatively—quickly.

Autodesk Color Management
Eliminate the confusion over color values and make sure that everyone across the Autodesk software pipeline is working with and approving images with the same color values. Autodesk Color Management tools helps provide a 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.

High-Performance Storage and Input/Output (I/O)
With support for standard file systems, you can store source footage and rendered intermediates on a SAN or a NAS storage device as well as Autodesk® Stone® Direct -attached storage. In

Image courtesy of LaFourmi.

> The speed and interactivity of Flame still astounds me every day as I'm using it on feature films. Add GPU Burn and you'll never have time to check your Facebook page!
>
> —Ara Khanikian
>   Lead Flame Artist
>   Rodeo FX

this configuration, artists will experience virtually instant Publish and Soft-Import operations, allowing for sharing of media with third-party applications and minimizing the duplication of data. The Stone Direct storage system helps provide the performance needed to work natively with high-resolution footage, from SD to 2K.

Interoperability
Now with support for multiple digital formats including RED™CODE RAW, Panasonic® P2 and Sony XDCAM HD® file formats, Apple® QuickTime® application program, Adobe® Photoshop® software, Multi-channel OpenEXR, and Autodesk® FBX® software interchange format, Autodesk visual effects software enables you to bring in other design elements. Autodesk® Wire® software for networking lets your system collaborate with other Autodesk visual effects and finishing systems, while Autodesk® Wiretap® software makes it easy and transparent to connect with third-party applications.

We've Got You Covered.
You've invested in Autodesk software to help you realize your creative vision. Now get the benefits of increased productivity, predictable budgeting, and simplified license management with Autodesk® Subscription. A range of community resources; web support direct from Autodesk technical experts, self-paced training, and e-Learning, help extend your skills and make Autodesk Subscription the best way to optimize your investment. Learn more at www.autodesk.com/subscription.

For more information about Autodesk Media & Entertainment products, visit: www.autodesk.com/me.

To purchase Autodesk Inferno, Flame, Flint, and Flare or obtain product information:
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www.autodesk.com/contactus.

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