

Shape Color and Light

Autodesk Lustre 2011 software is a leading high-performance digital color grading solution for creative look development. Control color and light with artistic freedom to help establish narrative tone and create stylized looks.

Lustre is extremely user friendly and compatible with our in-house tools – us the flexibility and independence we need with project and shot management.

— Patrice Barrette
Colorist
Hybride Technologies,
a Ubisoft® Division



The Woman with a Broken Nose. © Neue Mediopolis Filmproduktion Filmhouse Bas Celik, 2010. Image courtesy of CinePostproduction.

Whether you work in film or television post, Autodesk® Lustre® 2011 software gives you creative tools you need to help build a look that establishes your unique vision or sells your client's ideas with compelling effect.

Creative Tools

Shape the audience experience using complex secondaries to isolate the parts of the shot you need to draw out and highlight. With Lustre software's rich creative toolset, your imagination is the limit.

Production-Proven Nonlinear Color Grading

Compare multiple shots in your sequence to help maintain continuity of color and lighting across your entire timeline. Jump between shots instantly, and see them side by side in different contexts. With a nonlinear workflow and a faster, higher-quality image pipeline, you have time to do more by experimenting with many grades and variations.

Streamlined Facility Workflow

Take advantage of the flexibility of the Lustre system to help build open and scalable collaborative color grading workgroups. Save time with Autodesk® Wiretap® technology, an advanced application

programming interface (API) that provides access to media, clips, and timelines created by Autodesk visual effects and finishing applications. This capability enables you to color grade an Autodesk® Smoke® 2011 or Autodesk® Flame® 2011 software timeline in Lustre without duplicating media or transferring media across the network.



Image courtesy of Zee Networks.

Key Features

Creative Tools

Explore creative options and develop looks in film and television with the innovative Autodesk Lustre creative toolset.

- Primary and secondary grading
- Freehand shapes and geometries
- Hierarchical shape system
- Advanced GMasks
- Multipoint and region-of-interest tracking and stabilization
- Keying
- Pan and scan
- Degrain and automatic dust removal

GPU-Accelerated Processing

Lustre takes advantage of the graphical processing unit (GPU) to accelerate the core primary and secondary grading tools and several of the Lustre effects plug-ins. GPU grading significantly helps boost the real-time interaction and capability of the Lustre system.

Multilayer Timeline

Lustre provides a powerful conform toolset for building timelines and handling editorial changes, which, in the Digital Intermediate (DI) suite, are a fact of life. The multilayer timeline in Lustre gives colorists the gestural tools to help make edits, shot versions, and grade versions faster. Try out multiple looks on a single shot or rearrange the shots of an assembled edit decision list (EDL) and then simply apply the looks across multiple shots.

Stereoscopy

Autodesk solutions are designed to help develop a holistic stereo pipeline, from 3D to 2D compositing and color grading. Speed up the process of grading, previewing, and rendering left- and right-eye media with the automated stereoscopic tools in Lustre. A bidirectional stereoscopic timeline and cross-product media compatibility mean that facilities can easily add Lustre color grading to Flame visual effects and Smoke editorial finishing workflows already in place. Parallel Lustre grading workflow with Smoke 2011 and Flame 2011 for visual effects and editorial finishing allows artists to work more efficiently from a shared pool of media.



The Last Station. © Egoli Tossell Film, Zephyr Films. Image courtesy of CinePostproduction.

Color Decision List

Lustre integrates the American Society of Cinematographers' color decision list which was developed to help make sure that images appear the same when displayed in two different places on two different platforms, for a more consistent look across the different stages of post-production — from on set look creation to dailies to final grade.

Interoperability

With support for multiple digital formats RED™ CODE RAW, Panasonic® P2, Sony® XDCAM, Apple® QuickTime®, and multi-channel OpenEXR file formats, Autodesk Lustre software enables you to develop a more flexible workflow.

Autodesk Control Surface

A unique and beautiful modular three-ball control surface is designed with colorists in mind to give you faster, more intuitive access to the most common color grading functions, and is available as an optional component of any Lustre configuration. The control surface gives colorists a highly ergonomic means to access Lustre controls, and the response sensitivity can be customized according to each colorist's individual preference.

Autodesk Lustre Configurations

Autodesk Lustre configurations offer a flexible way to help customize your pipeline. Configuration options include Autodesk Lustre Master Station, Autodesk Lustre HD Station, and Autodesk Lustre Assistant Station. For details on configuration, visit www.autodesk.com/lustre.

To purchase a license of Autodesk Lustre or obtain information about Autodesk visual effects, editing, finishing, and color grading products:

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www.autodesk.com/contactus

www.autodesk.com/lustre



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