

Top Reasons to Buy Autodesk Lustre

Shape Color and Light

Autodesk® Lustre® 2011 is a leading color grading software for creative look development, offering you remarkable control over final color and lighting effects for television and film projects. Ideal for developing complex looks in both stereoscopic and standard projects, Lustre offers a rich creative toolset for primary and secondary grading. Using the power of graphical processing unit (GPU) rendering technology, Lustre provides great interactivity on off-the-shelf hardware, and is available as a turnkey system and as a software-only version for the Autodesk® Flame® 2011 or Autodesk® Smoke® 2011 software.

For more information about Lustre, visit www.autodesk.com/lustre.

To locate the reseller nearest you, visit www.autodesk.com/reseller.

Lustre offers sophisticated color tools designed to provide precise, high-quality linear and logarithmic grading of both film and television material, and can be used on mono and stereoscopic projects, integrating into both live and computer graphic (CG) stereo production pipelines. Lustre 2011 offers enhanced stereoscopic grading capabilities including exchange of stereoscopic timelines with Autodesk® Flame® and Autodesk® Smoke® software in concurrent grading, visual effects, and editorial finishing workflows.

1 Powerful and Flexible Creative Toolset

The Lustre creative toolset helps you design unique looks and color treatments faster with functions like automatic mask tracking, advanced keying tools for superior color isolation, and integrated degrain tools, as well as a shape system with advanced controls like freehand shapes, hierarchical shape animations, and variable-edged softness. Lustre offers exceptional flexibility with high-quality logarithmic (printer-light style) color-timing capabilities and extensive linear (telecine-style) color correction tools and powerful visual effects tools.



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2 Stereoscopic Color Grading

Stereoscopic projects present a unique challenge: how to effectively integrate 3D animation, 2D visual effects, and color grading workflows. Autodesk offers a broad range of solutions for digital stereoscopic post-production including Lustre color grading software, Flame 3D design and visual effects software, Smoke editorial finishing software, and Autodesk® Maya® 3D animation, modeling, rendering, and compositing software. Working with leading content creators, Autodesk has developed a holistic stereoscopic pipeline from CG, visual effects, and compositing to final grade.



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

3 Autodesk Control Surface

The elegant Autodesk Control Surface is customizable and offers a balance between form and function. Designed to offer you faster intuitive access to the most common color grading functions, the Control Surface gives Lustre the distinct advantages of an attractive learning curve and a personalized user interface.



Image courtesy of Zee Networks.

4 Efficient Concurrent Workflow with Smoke, Flame, and Autodesk® Flare™ Software

Lustre 2011 is designed to easily share timelines and media with Smoke and Flame systems. Source material can be graded in Lustre before, during, or after editing and compositing, and then rendered directly into the Smoke and Flame clip library. By adopting a concurrent workflow, post-production facilities can get work done more quickly as they reduce time-consuming network transfers and media duplication.



© Neue Mediopolis Filmproduktion Filmhouse Bas Celik, 2010. Image courtesy of CinePostproduction.

5 Ability to Finish and Grade on the Same Platform

You can extend creative grading capabilities by running Lustre on the same platform as Flame or Smoke. Take advantage of the rich creative color grading toolset in Lustre and the high-end effects and finishing tools in Flame and Smoke to offer a wider range of services to your clients.