

Shape Color and Light

With a primary and secondary grading toolset that gives you creative control over final color and lighting effects for commercial and film projects, Autodesk Lustre 2011 software is ideal for developing complex looks in both stereoscopic and mono projects.

Whether I'm finishing episodes for a TV series, a TV feature, or a complete DI feature film, Lustre has the tools and performance I need to please the most demanding DoPs.

— Sebastian Göhs
Lustre Colorist
CinePostproduction GmbH
& Co. KG



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

What's New in Autodesk Lustre 2011

Autodesk® Lustre® 2011 software offers enhanced interoperability with Autodesk® Flame® 2011 and Autodesk® Smoke® 2011 software, better grading metadata management via support for XML, and support for OpenEXR media in grading workflows – all of which can help you expand the potential for creative look development. 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. Expanded XML support exposes creative grading metadata so you can manage grades more efficiently throughout your projects, while OpenEXR support means you can preserve the greater color range this format offers.

New Features in Lustre 2011:

Enhanced interoperability with Autodesk Flame and Autodesk Smoke

The Lustre end-to-end stereo workflow encompassing media acquisition, conform, editing and grading easily integrates into existing visual effects and finishing workflows:

- Bi-directional stereo timeline exchange with Flame and Smoke encourages parallel conform, visual effects, finishing, look development, and color grading

- Parallel Lustre grading workflow with Smoke and Flame for visual effects and editorial finishing allows artists to work more efficiently from a shared pool of media. This helps reduce media duplication as editorial decisions can change without having to do complex data management in mono and stereoscopic projects
- Editorial and viewing enhancements help optimize color finishing of mono and stereoscopic content

RED Workflow Enhancements

- With flexible access to R3D media, Lustre artists can bypass the debayering and color decisions made for Flame and Smoke. Colorists can get back to the raw RED media even in concurrent grading visual effects and editorial finishing workflows.
- Support for RED Rocket™ installer through a Mac Autodesk® Wiretap® Gateway server means colorists, visual effects artists, and finishing artists can benefit from its hardware-accelerated debayering of RED media.



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

Managing Grading Metadata

The Lustre 2011 release is more open than ever. Expanded support for XML means that, along with editorial decisions, creative color decisions are available through this industry standard open format.

- Data wranglers can now manipulate XML data exported from Lustre for managing and creating grading and visual effects decisions.
- Lustre now features the ability to isolate grading data from projects via Marry grades. Marry grades are stored with source footage and are therefore independent from editorial and project settings. These easier-to-use metadata files benefit a variety of workflows, including dailies, where grading decisions may need to be reused later.



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OpenEXR Media Support

Support for the OpenEXR format means Lustre can more easily integrate into CG workflows. Artists can preserve and take advantage of the greater color range this format offers and provides better interoperability with Flame and Smoke.

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