

Autodesk Editorial Finishing Software

Autodesk® Smoke® 2011

Enhancements to 3D Text in Smoke really open things up creatively since you can perform cascading text character animations with just a few pen adjustments.

— Brian Mulligan
Senior Editor
WTHR-TV
Indianapolis, IN

All-in-one Editorial Finishing



Image courtesy of WTHR-TV.

Don't Just Edit. Finish.

Whether you're an artist looking to expand your creative capabilities or a facility owner looking to differentiate your business with effects-centric editorial finishing, you can stand out from the competition with Autodesk® Smoke® 2011 software. Smoke is available as a software-only application for the Mac OS® X operating system and as a turnkey workstation on the Linux® operating system. The 2011 release features an extensive creative toolset, expanded format support, and increased interoperability with certain third-party applications.

Differentiate and grow your business with Autodesk® Smoke 2011 For the Mac OS® X software. Smoke software provides you with an all-in-one set of conform, editorial, and compositing tools. Standing out from your competition is no longer optional, it's essential to your success. If you work in television commercials or broadcast design, you don't have the luxury of time. Powerful visual effects, streamlined workflow, and the ability to design your own templates help you bring your story to life faster. The pressures of television post-production are extremely high, and Smoke on the Mac delivers production-proven performance, reliability, and flexibility at a very affordable price.

Key Features

3D Effects and Finishing

Create interactively and move quickly between creative disciplines in a single application. Smoke software features powerful 64-bit architecture and industry-leading tools for tracking, paint, titling, character generation, graphic design, and visual effects creation in the Action 3D compositing environment.

Conform

Complete your projects faster with advanced conform and finishing tools. Workflows can now be more streamlined with expanded digital media support for RED, Panasonic P2, and Sony XDCAM® file formats and expanded Apple® QuickTime® codec support, as well as support for EDL, AAF, OMF, and FCP XML. Work more smoothly at native resolutions or use an efficient proxy workflow for film resolution projects.

3D LUT Support

Accurately matching the color and lighting of your shots helps reduce the need to apply color correction later in the finishing and grading process. Autodesk 3D lookup tables (3D LUTs) provide a high-precision spectral analysis of common print film stocks for high-quality print simulation and high-fidelity color space conversion. With more accurate color rendition of film-originated material, Autodesk's 3D LUTs help provide more consistent color values for users working with and approving images across Autodesk® Smoke® Advanced, Autodesk® Flame®, Autodesk® Inferno®, Autodesk® Flint®, Autodesk® Flare™, and Autodesk® Lustre® software.

Color Correction

For sophisticated color correction, Smoke offers faster, more accurate color isolation, correction, and matching. The intuitive color-correction interface has advanced capabilities to help adjust shadow and midtone, as well as highlight regions of the image independently.

Autodesk®

Autodesk Smoke: A Creative Hub for Your Finishing Pipeline



Lotte 'Coffy Bite', Rediffusion Y&R.
Image courtesy of Prime Focus.

Powerful Keying Capabilities

Smoke has high-quality keying tools, like the Master Keyer that features one-click keying capabilities, and the comprehensive Modular Keyer with a customizable processing pipeline environment. Smoke provides an extensive and flexible keying toolset that helps you solve keying challenges and work at high resolutions and bit depths, from 8-bit to 16-bit floating points.

Motion Tracking and Stabilization

Fix camera shakes and track moving elements for seamless composites. Smoke provides the highly acclaimed Autodesk tracker for faster and more precise integrated motion tracking with the ability to handle outgoing and obscured tracking elements.

Interoperability

As part of the larger Autodesk family of interactive, 3D-enabled post-production products, Smoke can exchange data with Flame in a 100 percent compatible visual effects and finishing workflow. Pass timeline, clips, and metadata between Smoke and Lustre for an unmatched color grading workflow. Autodesk® Wire® software for networking enables your system to collaborate with certain other Autodesk visual effects and finishing systems, while Autodesk® Wiretap® software helps you more easily and transparently connect with certain third-party applications, such as Apple® Final Cut Pro® software and AVID® Media Composer® software.

Smoke integrates easily into your existing media workflow, enabling you to combine different elements and sources through native support for the following common acquisition, intermediate, and interchange formats: RED CODE RAW, Panasonic P2 and Sony XDCAM HD, AVID DNxHD®, Apple ProRes files, Adobe® Photoshop®, multi-channel OpenEXR, and Autodesk® FBX® software interchange format.



Image courtesy of Ministry of Illusion.

Stereoscopic Workflow

Smoke features a stereo workflow for 3D content creation: a stereo timeline for synchronized stereo editing and timeline effects; multiple options for monitoring stereoscopic content; and in Action, a stereo object and camera rig including import through FBX technology.

For more information about Autodesk Smoke, visit: www.autodesk.com/smoke and www.autodesk.com/smokeonmac.

To purchase Autodesk Smoke or obtain product information:

North America: +1-800-869-3504

International: +1-415-507-4461

www.autodesk.com/contactus



Image courtesy of Zee Network.

Autodesk Smoke Advanced

Smoke Advanced software is a turnkey workstation on the Linux operating system that helps maximize performance and interactivity for both client-attended sessions and creative design experimentation.

Smoke Advanced features the Batch procedural compositing environment. Batch promotes effects-centric finishing by opening up the workflow between timeline and effects, making the already powerful Smoke creative tools even more logical and efficient. Designed specifically to work in conjunction with editorial decisions, Batch FX can be entered using a horizontal or vertical selection of timeline segments and soft effects.

With Smoke Advanced software, explore creative options using soft effects with certain third-party ADN Sparks® plug-ins. Smoke Advanced also features the Real-Time Deliverables mastering-to-VTR tool, which dramatically enhances efficiency by providing real-time down conversions without your having to render your clip. In addition to having high-performance storage options, Smoke Advanced enables you to archive directly to data tapes or multi videotape for a faster project output.