

Autodesk® Smoke® 2012

Don't Just Edit. Finish.

Smoke offers production-proven creative finishing tools from Autodesk in a cohesive timeline-based creative environment.



Smoke is a one-stop shop allowing us to expand our creative bandwidth.

— Olly Wade
Director of Facilities/Senior Editor
Delicious Edit



Image courtesy of WTHR-TV.

All-in-One Editorial Finishing

Autodesk® Smoke® software brings all-in-one professional finishing to post-production workflows on the Mac®. Smoke offers production-proven creative finishing tools from Autodesk in a cohesive timeline-based creative environment. This familiar workflow makes Smoke easier to learn and faster to navigate. Whether you edit your project from scratch or conform a timeline started in a nonlinear editor, the powerful creative tools in Smoke will help you finish with high quality. Adding Smoke to your workflow can save time, as you stay in a single application for finishing, and Smoke can set you apart from the competition with its powerful creative tools that help you explore ideas as you take your creative output to new levels.

Timeline-Based Creative Workflow

Move quickly through complex timelines using standard editorial conventions and views. Customize any hotkey or choose from hotkey presets that match those found in Apple® Final Cut Pro® software. Segment-based effects include precise tracking and stabilizing, multi-point rotoscoping and advanced compositing. Add a timeline soft effect to a segment or group of segments, and Smoke has seamlessly moved from editorial to finishing.

Award-Winning Keying Technology

The Smoke Master Keyer features one-click keying capabilities and is designed to work with various types of footage from 4:4:4 RGB image sequences to compressed camera-native files. For the most challenging keying tasks, the Modular Keyer can be used to build a custom keying pipeline combining multiple nodes for keying, edge tools, color suppression and masking.

Color Correction

Smoke offers fast and accurate color isolation, powerful grading tools, and matching capabilities. The Colour Warper™ technology works in RGB 4:4:4 to help you achieve higher quality results. This intuitive color-correction tool offers advanced capabilities for simultaneous adjustment of shadow, midtone and highlights, easy matching of color and levels between segments, and multiple secondary color corrections per effect. Support for the Avid® Artist Series control surface enables interaction with color through an ergonomic interface that helps you keep your eyes on the screen as you concentrate on your creative output.

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

Autodesk®

Own the Creative with Smoke: With editorial finishing tools that let you confidently take on highly challenging projects, Smoke helps you build your business - and your creative reputation.



Image courtesy of Motor VFX.

Motion Tracking and Stabilization

Fix camera shakes and track moving elements for seamless compositing. Smoke features Autodesk's highly acclaimed tracker for faster and precise integrated motion tracking.

Flame FX

Smoke shares Flame FX tools with Autodesk® Flame® 2012 software. Flame FX is a collection of powerful technical and creative tools for lighting effects, image warping and rippling, edge detection, embossing, and adding film artifacts. Flame FX tools are integrated directly into the Smoke creative workflow to help reduce reliance on certain third-party plug-ins for basic tasks.

Powerful 3D Visual Effects

Action 3D Compositing Environment

Take on more challenging work using 3D creative tools without leaving the comfort of the editorial workflow. Action is a full 3D compositing environment designed to remain interactive with even very complex 3D composites. Pair Smoke with Autodesk® Maya® software or certain other 3D applications to import true 3D geometry or entire animated 3D scenes including lights, textures and keyframes via the Autodesk® FBX® technology file format. Smoke has tools for editing, conforming and finishing stereoscopic 3D projects—letting you move into stereoscopic finishing without adding additional hardware or plug-ins.

Stereoscopic 3D Finishing

Smoke includes out-of-the box tools for finishing stereoscopic 3D (S3D) projects. With Smoke you can view stereoscopic HD video tracks in real time using both anaglyph and interlaced monitoring. Timeline controls allow quick adjustment of convergence and simultaneous updates of soft effects across left- and right-eye tracks. When compositing, Smoke can mix S3D multi-layer video tracks and 3D geometry within a single S3D composite to help build more realistic final scenes.

Integration with Autodesk Maya

By combining Maya for 3D animation and Smoke for finishing, artists and editors have access to a full set of 64-bit native 3D creative tools on the Mac. The FBX interchange format bridges 3D creative workflows and finishing making it easier to exchange cameras, geometry, animation and textures.

Native Support for Industry Standard Formats

Smoke integrates smoothly into your existing media workflow, enabling you to combine different elements and sources without conversion through native support for common acquisition and intermediate formats: REDCODE® RAW, ARRIRAW, Panasonic P2 HD, Sony XDCAM® HD, Avid DNxHD®, Apple® ProRes, and multi-channel OpenEXR image sequences.

Integration with Apple Final Cut Pro or Avid Media Composer

If you're already using Apple Final Cut Pro or Avid Media Composer for editorial, you can import entire timelines for finishing in Smoke via XML or AAF. Conform using ProRes or Avid DNxHD media files or link back to original high-resolution sources.

Built-in Tools for Sharing Media, Archiving and Collaboration

Move timelines or whole projects between Smoke workstations without re-rendering. When your project is finished, Smoke lets you confidently archive or restore entire projects. Smoke also includes network-based productivity tools like WiretapCentral™ technology that help you manage, monitor and access media remotely with minimal impact on performance.

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

Students and teachers may qualify for extended trial* licenses of Smoke and other Autodesk software for use in education. For details visit www.students.autodesk.com.

Visit the Smoke user community on AREA for the latest news, links to blogs, user forums and tutorials at <http://area.autodesk.com/smoke>.

To purchase a license of Autodesk Smoke or obtain product information:
North America: +1-800-869-3504
International: +1-415-507-4461
www.autodesk.com/contactus.



Image courtesy of Volt Studios.

**Free product trials are subject to the terms and conditions of the end-user license and services agreement that accompanies the software.*

Autodesk, Colour Warper, FBX, Flame, Maya, Smoke, and WiretapCentral are registered trademarks or trademarks of Autodesk Inc., and/or its subsidiaries and/or affiliates in the USA and other countries. Mac OS is a trademark of Apple Inc., registered in the U.S. and other countries. All other brand names, product names, or trademarks belong to their respective holders. Autodesk reserves the right to alter product and services offerings, and specifications and pricing at any time without notice, and is not responsible for typographical or graphical errors that may appear in this document. © 2011 Autodesk, Inc. All rights reserved. BR0C1-000000-MZ88

Autodesk®