

# Experience the Power of Color.

Autodesk Lustre 2010 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.

Autodesk Lustre helps us look at the entire lighting, color correction process, and S3D transitions holistically, and then make radical and significant changes in real time. It is without a doubt the best tool that I have ever had access to.

— David James  
Production Designer  
DreamWorks Animation SKG



*Lourdes* © Coproduction Office, 2009. Image courtesy of CinePostproduction.

Whether you work in film or television post, Autodesk® Lustre® software gives you the creative tools you need to 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 anywhere 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.

#### **High-Quality Results in Real Time**

Autodesk Lustre is available in different configurations with performance options ranging from cost-effective graphical processing unit (GPU) acceleration to high-performance Autodesk® Incinerator® software inline processing. Lustre is designed for creativity and interactivity without the need for proprietary hardware.

#### **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® or Autodesk® Flame® software timeline in Lustre without duplicating media or transferring media across the network.

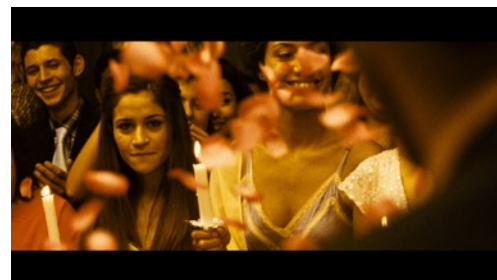
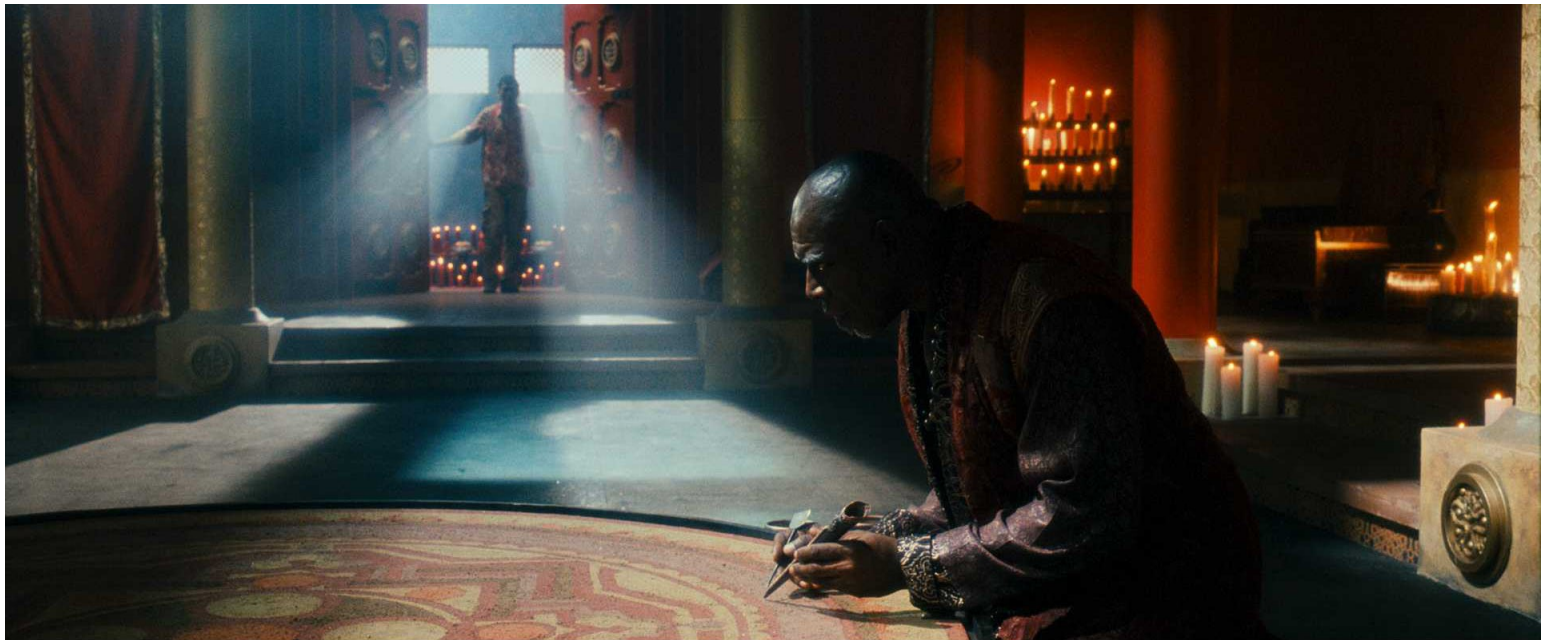


Image courtesy of Nordisk Film ShortCut.



*Dragon Ball*, 20<sup>th</sup> Century Fox. Image courtesy of Laser Pacific Media Corp.

## 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

### Real-Time Inline Processing

The Autodesk Incinerator scalable, ultra high-performance computing software accelerates digital color grading with inline image processing using clustered CPUs connected via InfiniBand™ network technology, providing extensive real-time interaction for even the most demanding client-attended grading sessions.

### 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 boosts 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 they need 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.

### 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 consistent look across the different stages of post-production — from on set look creation to dailies to final grade.

### Interoperability

Now with support for multiple digital formats including RED™ CODE RAW, Panasonic® P2, Sony® XDCAM, and Apple® QuickTime® file formats, Autodesk Lustre software enables you to develop a flexible workflow.

### Autodesk Control Surface

A unique and beautiful modular three-ball control surface is designed with colorists in mind to give you fast, 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 Incinerator Master Station, Autodesk Lustre HD Station, and Autodesk Lustre Assistant Station.

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

North America: +1-800-869-3504

International: +1-415-507-4461

[www.autodesk.com/contactus](http://www.autodesk.com/contactus)

[www.autodesk.com/lustre](http://www.autodesk.com/lustre)



Image courtesy of Yashraj Films.