

Tools. Performance. Workflow.

Autodesk[®]
Lustre[®]

2008



Autodesk[®]

Autodesk® Lustre® software is a premier GPU-accelerated HD/2K/4K digital intermediate color-grading system. Shape color and lighting with unprecedented precision to establish narrative tone, create stylized looks, and sell your products.

Bring Your Vision to Life

The Autodesk Lustre 2008 software architecture with graphical processing unit (GPU) acceleration gives you the tools you need to build a look that establishes your unique vision or sells your clients' ideas with maximum effect. Enhance your content with vivid color. Shape the audience experience using complex secondaries to isolate the parts of the shot you need to draw out and highlight. Develop a streamlined facility workflow that helps you work fast—even under pressure.

Production-Proven Nonlinear Color Grading

Compare multiple shots anywhere in your sequence to 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 fast, high-quality image pipeline, you have time to do more by experimenting with as many grades and variations as you like.

Produce High-Quality Results in Real Time

Autodesk Lustre 2008 takes advantage of the NVIDIA® GPU to accelerate an unprecedented number of SD, HD, or 2K grading functions. Offering an attractive price-to-performance balance, Lustre is designed for creativity and interactivity without the need for proprietary hardware.

Streamline Your Facility Workflow

Take advantage of the flexibility of the Lustre system to build open and scalable collaborative color-grading workgroups. Save time with Autodesk® Wiretap™ technology, an advanced API (application programming interface) that provides access to media, clips, and timelines stored on Autodesk® Stone® software disk arrays. This capability enables you to color grade an Autodesk® Smoke® or an Autodesk® Flame® software timeline in Lustre without duplicating media or transferring media across the network.

Autodesk Lustre 2008 is available for the Microsoft® Windows® operating system only.



Image courtesy of Duckling A-S.



Image courtesy of The VideoLab.



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Image courtesy of CinePostproduction.



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We can easily share media between Lustre and Smoke with no time-consuming rendering. The editorial and DI color sessions can happen simultaneously, making our clients very happy. With a pipeline like this, you really can be in two places at once. It brings multitasking to a whole new level.

—Chris Jacobson, Colorist
LaserPacific Media Corporation

Lustre Key Features

Autodesk Lustre 2008 software combines some of the best creative tools, GPU-accelerated performance, and efficient workflow to explore highly innovative color looks for film or video material at any point in the post-production pipeline.

Creative Tools

Explore creative options and develop looks that were previously impossible in film and television with the innovative 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
- Automatic dust removal

Performance

GPU-Accelerated Grading

GPU technology offers high-bandwidth, cost-effective processing power that gives Lustre GPU-accelerated playback of primary and secondary color-grading capabilities as well as an assortment of Lustre plug-in effects, and real-time, high-quality mastering without rendering.

Real-Time Inline Processing

The Autodesk® Incinerator® scalable, ultra-high-performance computing software cluster accelerates the digital color-grading process to provide extensive real-time interaction for even the most demanding client-attended grading sessions. Incinerator is available for Lustre 2007 only.

Workflow

Shot-Based, Nonlinear Grading

The digital nonlinear workflow enables you to jump around instantly to see any shot in the timeline or shot bin. Easily view multiple shots side by side, such as the first and last shot in a sequence, in different contexts. Apply a grade to multiple, noncontiguous shots simultaneously.

One-Click Proxy Workflow

The Lustre proxy workflow can improve system performance and reduce intermediate storage requirements and network file transfers by giving you the choice of using half-resolution images or full-resolution images.

Lustre Color Management

Lustre Color Management software is an integrated, out-of-the-box solution built upon custom-made look up tables (3D LUTs). These 3D LUTs perform highly accurate film print stock emulation for the most common film stocks and color space conversions for output to formats such as the XYZ color space 16-bit TIFF files specified in the Digital Cinema Initiatives (DCI) specification.

Interlaced Video Rendering

Autodesk Lustre supports true field-based rendering, grading interlaced video using animated roto-shapes, animated repositioning, or resizing. Display each field independently without the need to deinterlace. Lustre is ideal for both progressive frame-based footage and interlaced field-based video material.

Autodesk Control Surface

A unique and beautiful modular three-ball control surface, designed for use by colorists to streamline the grading process, is available as an optional component of any Lustre configuration. The control surface gives colorists a highly ergonomic means to access Lustre controls.

New Features in Lustre 2008

Multilayer Timeline

Lustre provides a powerful conform toolset for building timelines and handling editorial changes, which, in the DI suite, are a fact of life. The new multilayer timeline in Lustre gives colorists the gestural tools they need to make edits, shot versions, and grade versions quickly. Try out multiple looks on a single shot, and then easily apply the looks across multiple shots.

Automatic Region Tracking

Automatic detection of tracking points within a secondary geometry makes it faster than ever to track elements of the scene and automatically apply position, scale, and rotation transformations to any shapes. You create the shape and let the tracker do the rest. Subpixel precision helps ensure accurate tracking for difficult shots, such as those with noise or grain.

Color Decision List

The American Society of Cinematographers' color decision list (ASC-CDL) was developed to ensure that images appear the same when displayed in two different places on two different platforms, leading to a consistent look across the different stages of post-production—from onset look creation to dailies to final grade. Lustre 2008 enables you to import multiple CDLs—either as slope-offset-power (SOP) values in an edit decision list (EDL) or as files referenced in the EDL comments—and apply the CDL data on a per-shot basis in the Lustre timeline.

GPU-Accelerated Plug-in Processing

Lustre takes advantage of the graphical processing unit to accelerate virtually all creative grading functions. Lustre 2008 also uses the GPU to accelerate the processing of several plug-in effects, including Blur Mix, Print Bleach, and Glow.



Just about every commercial we do now goes through Lustre. With the speed of Incinerator, it's a very powerful and creative tool.

*—Jonas Drehn
Visual Effect Supervisor
and Creative Director
Duckling*

Lustre Core Solutions: Choose the System That's Right for You

The following Autodesk® Lustre® 2008 software core solutions are available for the Microsoft® Windows® operating system.

Lustre Master Station

The Lustre Master Station is a premier high-end color-grading solution designed to handle any project from SD and HD video to 2K/4K feature film digital intermediates. Offering GPU acceleration for real-time performance and support for high-resolution imagery and high-bit-depth file formats, the Lustre Master Station is one of the industry's most widely adopted applications for color grading in feature film DI.

Offering an unmatched creative toolset, the Lustre Master Station is designed for interactive sessions where the colorist works together with the cinematographer. It also has an extensive toolset for more elaborate visual design as well as for completing tasks such as dust busting, rotoscoping, or mastering. You can enhance the Master Station capabilities with optional hardware add-ons.

Lustre HD Station

The Lustre HD Station is a cost-effective software configuration that harnesses the power of the NVIDIA® GPU to accelerate primary and selective grading capabilities, and provides improved interactivity and real-time capabilities for SD and HD television deliverables. Based on the same creative toolset as the Lustre Master Station, Lustre HD Station is the ideal solution for a broad range of post-production facilities, broadcasters, and independent HD film DI facilities.

Lustre Station

The Lustre Station can be used by an assistant to perform many noncreative preparatory tasks such as tracking, dust busting, and video I/O, as well as primary color correction, which is available as a software option. As an integral component of a collaborative color-grading workgroup, the Lustre Station enhances workflow efficiency and frees up the colorist to concentrate on the highly creative, client-facing color-grading tasks.

Open Color Management Architecture

Lustre is designed to be colorspace agnostic, making it equally suited to film, video, and digital camera acquisition.

It also provides an open framework for integrating multiple color management tools, including open systems from vendors such as Kodak, Imagica, ARRI, and Rising Sun, as well as custom facility solutions.

Lustre meets the highest quality requirements of DI and is capable of grading to the most exacting standards, such as the 16-bit linear 4K format recommended by the American Society of Cinematographers and the Digital Cinema Initiatives.

For more information about Autodesk Lustre, visit

www.autodesk.com/lustre.

To purchase the software or obtain product information:

North America: **800-869-3504**

International: **415-507-4461**

Email: med_ent@autodesk.com

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Define Your Color-Grading Workgroup

Workgroups are collaborative grading environments designed to allow colorists and assistants to work together concurrently on projects. Build a collaborative color-grading workgroup to meet your exact requirements. Expand and scale this pipeline as your business grows. Lustre is designed to be highly configurable, enabling you to combine multiple core solutions with other Lustre options such as Autodesk® Incinerator®, Autodesk Lustre Media Servers, and Autodesk® Burn® software and solutions.

Take advantage of using modular resources between multiple workstations, deployed dynamically as part of an integrated multiseat color-grading workgroup, and get the most out of your facility—in less time.

A Digital Future You Can Build Upon

Inspired by our customers' passion for their work, Autodesk is focused on leading innovation in digital media technology and providing the most advanced creative tools on the market today. Autodesk provides collaborative, productive tools that allow artists more time to focus on what they do best—create.



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