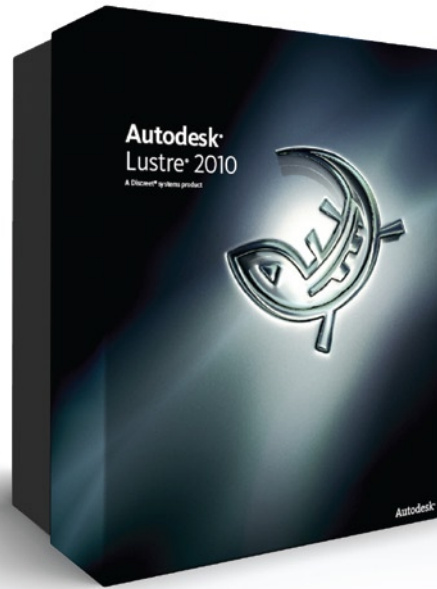


Autodesk Lustre 2010

Top Reasons to Buy

Autodesk Lustre 2010 software offers sophisticated color tools designed to provide precise, high-quality linear and logarithmic grading of both film and television material, and can be used on standard and stereoscopic projects, integrating into both live and computer graphic (CG) stereo production pipelines.



Autodesk® Lustre® 2010 software is the newest version of Autodesk's widely adopted color-grading system for award-winning film, television, and commercials look development.

New in Lustre 2010 is an integrated Degrain tool used to remove grain from entire shots and defined areas to create your desired look, as well as more easily combine a variety of film and video sources for a consistent grade. The enhanced Grade Bin is a powerful tool for organizing grading decisions, helping colorists be more productive, experiment creatively, and develop complex looks by greatly simplifying the reuse of grades from other projects, scenes, or cuts. Lustre 2010 also offers a greatly enhanced secondary workflow, balancing the need for precision and creativity with the need for speed to help colorists achieve the look they want as quickly as possible.

Powerful Creative Toolset

Explore new creative options for sophisticated look development and sophisticated color grading and relighting for film, television and commercials using the innovative Autodesk Lustre creative toolset. Lustre offers exceptional flexibility featuring high-quality logarithmic (printer-light style) color-timing capabilities, extensive linear (telecine-style) color correction tools and powerful visual effects tools for sophisticated image treatments. Establishing a new benchmark in creativity, with functions like de grain, automatic tracking, advanced keying tools for

high-quality color isolation, shape system with advanced controls like freehand shapes, hierarchical shape animations and variable-edged softness, the Lustre creative toolset helps you design unique looks and color treatments faster.

Stereoscopic Color Grading

Today, the most successful stereo productions are typically visual effects blockbusters and animated movies such as *Monsters vs Aliens*, making it critical to effectively integrate 3D animation, 2D visual effects, and color grading workflows. Autodesk offers one of the broadest ranges of solutions for digital post-production including Lustre color grading software and Autodesk® Maya® 3D animation, modeling, rendering, and compositing software, already one of the most widely used solutions for the creation of stereo entertainment today. Working with leading film studios, Autodesk has developed a holistic stereoscopic pipeline from computer graphics (CG), visual effects and compositing to final grade.

Customizable Autodesk Control Surface

The elegant Autodesk Control Surface is customizable and offers a balance between form and function. Designed to give you fast intuitive access to the most common color-grading functions, the Control Surface gives Lustre the distinct advantages of an attractive learning curve and a personalized user interface.

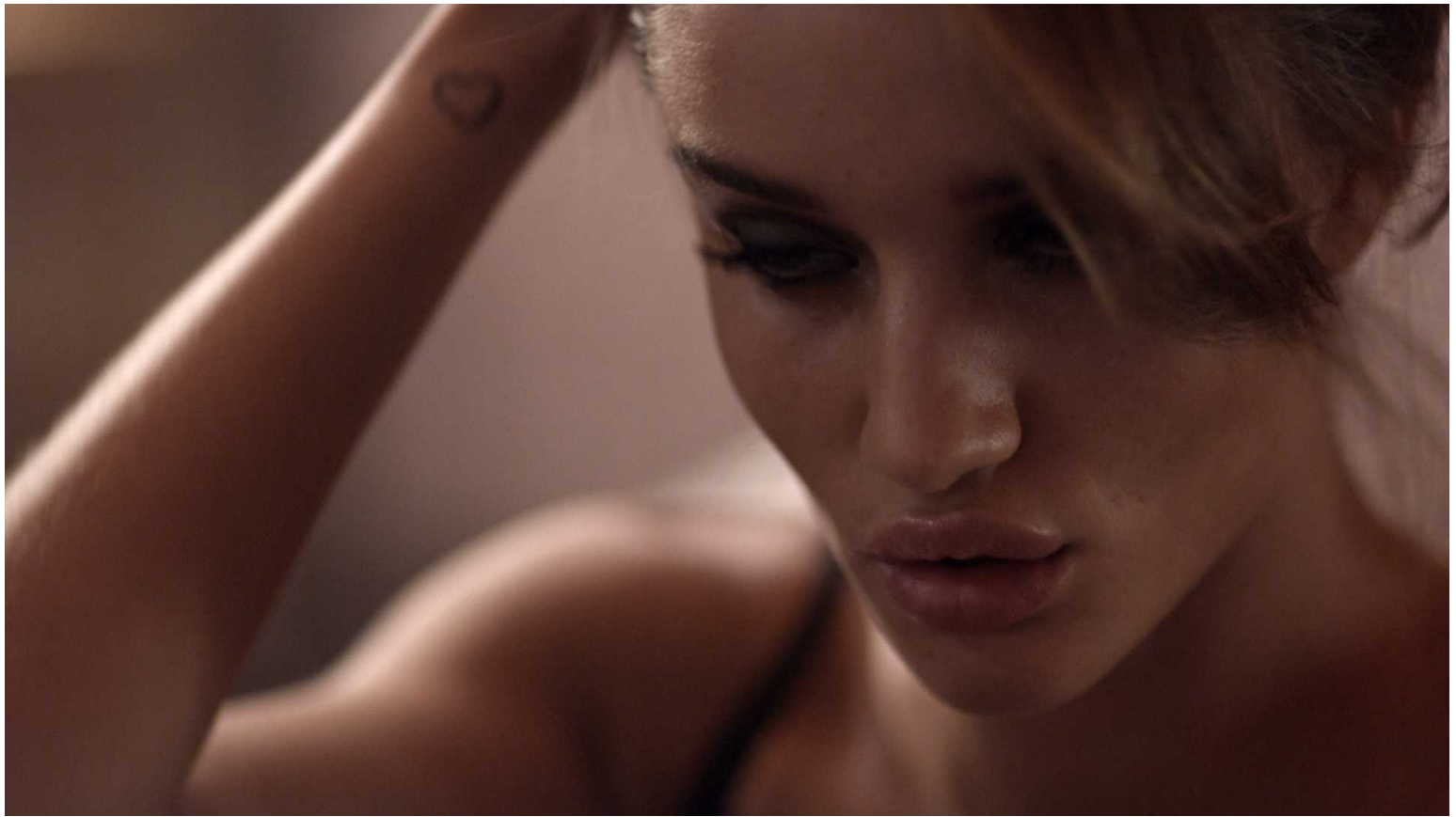


Image courtesy of Empire Design.

Efficient Concurrent Workflow

Lustre 2010 is designed to easily share timelines and media with Autodesk® Smoke®, Autodesk® Inferno®, Autodesk® Flame®, Autodesk® Flint®, and Autodesk® Flare™ software. Source material can be graded in Lustre before, during, or after editing and compositing, and then rendered directly into the Smoke and Flame clip library. By adopting a concurrent workflow, post-production facilities can get work done more quickly as they reduce time-consuming network transfers and media duplication.

Edit and Grade on the Same Platform

Lustre can be used to extend creative grading capabilities by running Lustre on the same platform as Inferno, Flame, Flint or Smoke. Take advantage of the rich creative color-grading toolset in Lustre and the high-end effects and finishing tools in Flame and Smoke to offer a wider range of services to your clients.

Real-Time Inline Processing with Autodesk Incinerator technology

The Autodesk® Incinerator® scalable ultra-high-performance computing technology accelerates the digital color grading process for Lustre, providing extensive real-time interaction for even the most demanding client-attended grading sessions. Incinerator enhances Lustre performance with Inline image processing using clustered CPUs connected via InfiniBand™ network technology. Experience highly interactive color grading in high-pressure sessions with cinematographers and directors with real-time playback of simultaneous primaries,

multiple complex shapes, keys, and effects on full-aperture 2K 10-bit files at 24 fps. Incinerator processing nodes are useable for both real-time inline processing of color correction decisions and high-speed background rendering.

Flexible and scalable configurations

Lustre is available in one of several flexible configurations to meet your production and budget requirements – from a standalone Lustre HD

workstation with advanced graphical processing unit (GPU) acceleration, to a system with high-speed rendering based on Autodesk® Burn® software and InfiniBand™ networking technology, to the real-time interactive experience with Autodesk Incinerator inline processing. In addition to offering flexible options, multiple Lustre systems can share resources such as storage devices and processing hardware for increased flexibility when facilities deploy multi-seat color-grading workgroups.



Image courtesy of Iloura.