

AUTODESK®
VISUAL EFFECTS AND FINISHING
2009 Extension 1

Educational Edition Release Notes Supplement

Autodesk®

© 2008 Autodesk Canada Co. All rights reserved. Except as otherwise permitted by Autodesk Canada Co., this publication, or parts thereof, may not be reproduced in any form, by any method, for any purpose.

Certain materials included in this publication are reprinted with the permission of the copyright holder.

Portions relating to MXF-SDK were developed by Media, Objects and Gadgets – Soluções de Software e Hardware, S.A. (<http://www.mog-solutions.com>) in co-operation with Institut für Rundfunktechnik GmbH (<http://www.irt.de>).

Portions relating to JPEG © Copyright 1991-1998 Thomas G. Lane. All rights reserved. This software is based in part on the work of the Independent JPEG Group.

Portions relating to JPEG are copyright © 1991-1996, Thomas G. Lane. All Rights Reserved except as specified below. The authors make NO WARRANTY or representation, either express or implied, with respect to this software, its quality, accuracy, merchantability, or fitness for a particular purpose. This software is provided "AS IS", and you, its user, assume the entire risk as to its quality and accuracy.

Portions relating to LAPACK v. 3 © 1999. LAPACK Users' Guide Third Edition is the official reference for LAPACK.

Portions relating to BLAS v. 3 © 2005. ACM Transactions on Mathematical Software.

Portions relating to MD5 Copyright © 1991-2, RSA Data Security, Inc. Created 1991. All rights reserved. License to copy and use this software is granted provided that it is identified as the "RSA Data Security, Inc. MD5 Message-Digest Algorithm" in all material mentioning or referencing this software or this function. License is also granted to make and use derivative works provided that such works are identified as "derived from the RSA Data Security, Inc. MD5 Message-Digest Algorithm" in all material mentioning or referencing the derived work. RSA Data Security, Inc. makes no representations concerning either the merchantability of this software or the suitability of this software for any particular purpose. It is provided "as is" without express or implied warranty of any kind. These notices must be retained in any copies of any part of this documentation and/or software.

Portions relating to DIRAC Time Stretch/Pitch Shift technology licensed from The DSP Dimension, <http://www.dsdimension.com> Developed and © 2005 Stephan M. Bernsee.

Portions relating to GLEE v. 5.21 Copyright © 2006 Ben Woodhouse. All rights reserved. Redistribution and use in source and binary forms, with or without modification, are permitted provided that the following conditions are met: 1. Redistributions of source code must retain the above copyright notice, this list of conditions and the following disclaimer as the first lines of this file unmodified. 2. Redistributions in binary form must reproduce the above copyright notice, this list of conditions and the following disclaimer in the documentation and/or other materials provided with the distribution. THIS SOFTWARE IS PROVIDED BY BEN WOODHOUSE "AS IS" AND ANY EXPRESS OR IMPLIED WARRANTIES, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE DISCLAIMED. IN NO EVENT SHALL BEN WOODHOUSE BE LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL, SPECIAL, EXEMPLARY, OR CONSEQUENTIAL DAMAGES (INCLUDING, BUT NOT LIMITED TO, PROCUREMENT OF SUBSTITUTE GOODS OR SERVICES; LOSS OF USE, DATA, OR PROFITS; OR BUSINESS INTERRUPTION) HOWEVER CAUSED AND ON ANY THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.

Portions powered by Automatic Duck. © 2006 Automatic Duck, Inc. All rights reserved.

Portions relating to Glibc v. 2.3.4 file contains the copying permission notices for various files in the GNU C Library distribution that have copyright owners other than the Free Software Foundation. These notices all require that a copy of the notice be included in the accompanying documentation and be distributed with binary distributions of the code, so be sure to include this file along with any binary distributions derived from the GNU C Library.

Portions relating to Firefox 2 are © 2005-2008. Mozilla. All rights reserved. Distributed under the Mozilla Public License Version 1.1.

Portions relating to GnuPlot v. 4.0 Copyright ©1986 - 1993, 1998, 2004 Thomas Williams, Colin Kelley. 1. distribute the corresponding source modifications from the released version in the form of a patch file along with the binaries, 2. add special version identification to distinguish your version in addition to the base release version number, 3. provide your name and address as the primary contact for the support of your modified version, and 4. retain our contact information in regard to use of the base software.

Portions relating to "dslib" C/C++ Copyright 1988-1989 Eugene Dronek and Rich Morin

Portions relating to TiC++ v. 1.0 Copyright 2006 Ryan Puzstai, Ryan Mulder

Portions relating to NumPy v. 1.0.4 Copyright ©2005, NumPy Developers. All rights reserved. Redistribution and use in source and binary forms, with or without modification, are permitted provided that the following conditions are met: Redistributions of source code must retain the above copyright notice, this list of conditions and the following disclaimer. Redistributions in binary form must reproduce the above copyright notice, this list of conditions and the following disclaimer in the documentation and/or other materials provided with the distribution. Neither

the name of the NumPy Developers nor the names of any contributors may be used to endorse or promote products derived from this software without specific prior written permission. THIS SOFTWARE IS PROVIDED BY THE COPYRIGHT HOLDERS AND CONTRIBUTORS "AS IS" AND ANY EXPRESS OR IMPLIED WARRANTIES, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE DISCLAIMED. IN NO EVENT SHALL THE COPYRIGHT OWNER OR CONTRIBUTORS BE LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL, SPECIAL, EXEMPLARY, OR CONSEQUENTIAL DAMAGES (INCLUDING, BUT NOT LIMITED TO, PROCUREMENT OF SUBSTITUTE GOODS OR SERVICES; LOSS OF USE, DATA, OR PROFITS; OR BUSINESS INTERRUPTION) HOWEVER CAUSED AND ON ANY THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.

Portions relating to PostgreSQL v. 7.4.8-1 Copyright ©1996-2003, PostgreSQL Global Development Group.

Portions relating to PostgreSQL v. 7.4.8-1 Copyright © 1994, The Regents of the University of California. Permission to use, copy, modify, and distribute this software and its documentation for any purpose, without fee, and without a written agreement is hereby granted, provided that the above copyright notice and this paragraph and the following two paragraphs appear in all copies. IN NO EVENT SHALL THE UNIVERSITY OF CALIFORNIA BE LIABLE TO ANY PARTY FOR DIRECT, INDIRECT, SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES, INCLUDING LOST PROFITS, ARISING OUT OF THE USE OF THIS SOFTWARE AND ITS DOCUMENTATION, EVEN IF THE UNIVERSITY OF CALIFORNIA HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGE. THE UNIVERSITY OF CALIFORNIA SPECIFICALLY DISCLAIMS ANY WARRANTIES, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE. THE SOFTWARE PROVIDED HEREUNDER IS ON AN "AS IS" BASIS, AND THE UNIVERSITY OF CALIFORNIA HAS NO OBLIGATIONS TO PROVIDE MAINTENANCE, SUPPORT, UPDATES, ENHANCEMENTS, OR MODIFICATIONS.

Portions relating to PostgreSQL Server v. 7.4.8-1 Copyright ©1996-2003, PostgreSQL Global Development Group.

Portions relating to PostgreSQL Server v. 7.4.8-1 Copyright © 1994, The Regents of the University of California. Permission to use, copy, modify, and distribute this software and its documentation for any purpose, without fee, and without a written agreement is hereby granted, provided that the above copyright notice and this paragraph and the following two paragraphs appear in all copies. IN NO EVENT SHALL THE UNIVERSITY OF CALIFORNIA BE LIABLE TO ANY PARTY FOR DIRECT, INDIRECT, SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES, INCLUDING LOST PROFITS, ARISING OUT OF THE USE OF THIS SOFTWARE AND ITS DOCUMENTATION, EVEN IF THE UNIVERSITY OF CALIFORNIA HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGE. THE UNIVERSITY OF CALIFORNIA SPECIFICALLY DISCLAIMS ANY WARRANTIES, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE. THE SOFTWARE PROVIDED HEREUNDER IS ON AN "AS IS" BASIS, AND THE UNIVERSITY OF CALIFORNIA HAS NO OBLIGATIONS TO PROVIDE MAINTENANCE, SUPPORT, UPDATES, ENHANCEMENTS, OR MODIFICATIONS.

Portions relating to Mesa v. 6.5.1 Copyright © 1999-2007 Brian Paul. All Rights Reserved. Permission is hereby granted, free of charge, to any person obtaining a copy of this software and associated documentation files (the "Software"), to deal in the Software without restriction, including without limitation the rights to use, copy, modify, merge, publish, distribute, sublicense, and/or sell copies of the Software, and to permit persons to whom the Software is furnished to do so, subject to the following conditions: The above copyright notice and this permission notice shall be included in all copies or substantial portions of the Software. THE SOFTWARE IS PROVIDED "AS IS", WITHOUT WARRANTY OF ANY KIND, EXPRESS OR IMPLIED, INCLUDING BUT NOT LIMITED TO THE WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE AND NONINFRINGEMENT. IN NO EVENT SHALL BRIAN PAUL BE LIABLE FOR ANY CLAIM, DAMAGES OR OTHER LIABILITY, WHETHER IN AN ACTION OF CONTRACT, TORT OR OTHERWISE, ARISING FROM, OUT OF OR IN CONNECTION WITH THE SOFTWARE OR THE USE OR OTHER DEALINGS IN THE SOFTWARE.

Portions relating to pySerial Copyright © 2001-2004 Chris Liechti cliechti@gmx.net; All Rights Reserved.

Portions relating to OpenExr v. 1.2.1 Copyright © 2004, Industrial Light & Magic, a division of Lucasfilm Entertainment Company Ltd. Portions contributed and copyright held by others as indicated. All rights reserved. Redistribution and use in source and binary forms, with or without modification, are permitted provided that the following conditions are met: Redistributions of source code must retain the above copyright notice, this list of conditions and the following disclaimer. Redistributions in binary form must reproduce the above copyright notice, this list of conditions and the following disclaimer in the documentation and/or other materials provided with the distribution. Neither the name of Industrial Light & Magic nor the names of any other contributors to this software may be used to endorse or promote products derived from this software without specific prior written permission. THIS SOFTWARE IS PROVIDED BY THE COPYRIGHT HOLDERS AND CONTRIBUTORS "AS IS" AND ANY EXPRESS OR IMPLIED WARRANTIES, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE DISCLAIMED. IN NO EVENT SHALL THE COPYRIGHT OWNER OR CONTRIBUTORS BE LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL, SPECIAL, EXEMPLARY, OR CONSEQUENTIAL DAMAGES (INCLUDING, BUT NOT LIMITED TO, PROCUREMENT OF SUBSTITUTE GOODS OR SERVICES; LOSS OF USE, DATA, OR PROFITS; OR BUSINESS INTERRUPTION) HOWEVER CAUSED AND ON ANY THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.

Portions relating to libtiff are Copyright © 1988-1997 Sam Leffler. Copyright © 1991-1997 Silicon Graphics, Inc. Permission to use, copy, modify, distribute, and sell this software and its documentation for any purpose is hereby granted without fee, provided that (i) the above copyright notices and this permission notice appear in all copies of the software and related documentation, and (ii) the names of Sam Leffler and Silicon Graphics may not be used in any advertising or publicity relating to the software without the specific, prior written permission of Sam Leffler and Silicon Graphics. THE SOFTWARE IS PROVIDED "AS-IS" AND WITHOUT WARRANTY OF ANY KIND, EXPRESS, IMPLIED OR OTHERWISE, INCLUDING WITHOUT LIMITATION, ANY WARRANTY OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE. IN NO EVENT SHALL SAM LEFFLER OR SILICON GRAPHICS BE LIABLE FOR ANY SPECIAL, INCIDENTAL, INDIRECT OR CONSEQUENTIAL DAMAGES OF ANY KIND,

OR ANY DAMAGES WHATSOEVER RESULTING FROM LOSS OF USE, DATA OR PROFITS, WHETHER OR NOT ADVISED OF THE POSSIBILITY OF DAMAGE, AND ON ANY THEORY OF LIABILITY, ARISING OUT OF OR IN CONNECTION WITH THE USE OR PERFORMANCE OF THIS SOFTWARE.

Portions relating to MPEG Layer- 3, supply of this product does not convey a license under the relevant intellectual property of Thomson multimedia and/or Fraunhofer Gesellschaft nor imply any right to use this product in any finished end user or ready-to-use final product. An independent license for such use is required. For details, please visit <http://www.mp3licensing.com>.

Trademarks

The following are registered trademarks or trademarks of Autodesk, Inc., in the USA and other countries: 3DEC (design/logo), 3December, 3December.com, 3ds Max, ADI, Alias, Alias (swirl design/logo), AliasStudio, AliasWavefront (design/logo), ATC, AUGI, AutoCAD, AutoCAD Learning Assistance, AutoCAD LT, AutoCAD Simulator, AutoCAD SQL Extension, AutoCAD SQL Interface, Autodesk, Autodesk Envision, Autodesk Insight, Autodesk Intent, Autodesk Inventor, Autodesk Map, Autodesk MapGuide, Autodesk Streamline, AutoLISP, AutoSnap, AutoSketch, AutoTrack, Backdraft, Built with ObjectARX (logo), Burn, Buzzsaw, CAICE, Can You Imagine, Character Studio, Cinestream, Civil 3D, Cleaner, Cleaner Central, ClearScale, Colour Warper, Combustion, Communication Specification, Constructware, Content Explorer, Create>what's>Next> (design/logo), Dancing Baby (image), DesignCenter, Design Doctor, Designer's Toolkit, DesignKids, DesignProf, DesignServer, DesignStudio, DesignStudio (design/logo), Design Web Format, DWF, DWG, DWG (logo), DWG Extreme, DWG TrueConvert, DWG TrueView, DXF, Ecotect, Exposure, Extending the Design Team, FBX, Filmbox, FMDesktop, Freewheel, GDX Driver, Gmax, Green Building Studio, Heads-up Design, Heidi, HumanIK, IDEA Server, i-drop, ImageModeler, iMOUT, Incinerator, Inventor, Inventor LT, Kaydara, Kaydara (design/logo), Kynapse, Kynogon, LocationLogic, Lustre, Matchmover, Maya, Mechanical Desktop, MotionBuilder, Movimento, Mudbox, NavisWorks, ObjectARX, ObjectDBX, Open Reality, Opticore, Opticore Opus, PolarSnap, PortfolioWall, Powered with Autodesk Technology, Productstream, ProjectPoint, ProMaterials, RasterDWG, Reactor, RealDWG, Real-time Roto, REALVIZ, Recognize, Render Queue, Retimer, Reveal, Revit, Showcase, ShowMotion, SketchBook, SteeringWheels, Stitcher, StudioTools, Topobase, Toxik, TrustedDWG, ViewCube, Visual, Visual Construction, Visual Drainage, Visual Landscape, Visual Survey, Visual Toolbox, Visual LISP, Voice Reality, Volo, Vtour, Wiretap, and WiretapCentral.

The following are registered trademarks or trademarks of Autodesk Canada Co. in the USA and/or Canada and other countries: Backburner, Discreet, Fire, Flame, Flint, Frost, Inferno, Multi-Master Editing, River, Smoke, Sparks, Stone, and Wire.

The following are registered trademarks or trademarks of Moldflow Corp. in the USA and/or other countries: Moldflow MPA, MPA (design/logo), Moldflow Plastics Advisers, MPI, MPI (design/logo), Moldflow Plastics Insight, MPX, MPX (design/logo), Moldflow Plastics Xpert.

Automatic Duck and the duck logo are trademarks of Automatic Duck, Inc. FFmpeg is a trademark of Fabrice Bellard, originator of the FFmpeg project. All other brand names, product names or trademarks belong to their respective holders.

Disclaimer

THIS PUBLICATION AND THE INFORMATION CONTAINED HEREIN IS MADE AVAILABLE BY AUTODESK, INC. "AS IS." AUTODESK, INC. DISCLAIMS ALL WARRANTIES, EITHER EXPRESS OR IMPLIED, INCLUDING BUT NOT LIMITED TO ANY IMPLIED WARRANTIES OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE REGARDING THESE MATERIALS.

Published by: Autodesk, Inc.
111 McInnis Parkway
San Rafael, CA 94903, USA

Title: Autodesk Visual Effects and Finishing Educational Edition 2009 Extension 1 Release Notes
Document Version: 1
Date: October 23, 2008

Contents

Chapter 1	Release Information	1
	About These Release Notes	1
	Product Documentation	1
	Related Documentation	2
	Fixed and Known Bugs	2
	Contacting Customer Support	2
Chapter 2	Overview	3
	About the Visual Effects and Finishing Educational Edition	3
	Features and Limitations	4
	Typical Classroom Components	4
Chapter 3	Installing and Using the Educational Edition	7
	Installation and Configuration Overview	7
	Upgrading the Software	8
	Installing the Learning Station License	8
	Internal Storage Configuration on the Learning Station	9
	Managing Internal Storage	9
	Keyword Settings for Learning Stations	9
	Audio Settings for the Learning Station	10
	AudioDesk Settings	10
	Clip Input and Output	11
	Getting Started On Training Media	11

Release Information



Topics in this chapter:

- [About These Release Notes](#) on page 1
- [Product Documentation](#) on page 1
- [Contacting Customer Support](#) on page 2

About These Release Notes

This document provides information about the documentation, licensing, and configuration procedures specific to the 2009 Extension 1 release of the Autodesk® Visual Effects and Finishing Educational Edition.

Product Documentation

Product documentation for the Educational Edition consists of this release notes supplement, and the documentation set for standard Visual Effects and Finishing products, such as Autodesk Flame® 2009 Extension 1, and Autodesk Smoke® 2009 Extension 1. For a complete list of the documents in the standard documentation set, see the latest Release Notes for your application, or visit <http://www.autodesk.com/me-documentation>.

NOTE This release notes supplement only covers items that are specific to the Educational Edition release. Refer to the standard documentation set for all other information, starting with the Release Notes for your release.

Related Documentation

Read this release notes supplement in conjunction with the following documentation.

Autodesk Visual Effects and Finishing 2009 Extension 1 Software Installation Guide Provides information on installing and licensing your application on the workstation.

Autodesk Flame 2009 Extension 1 User Guide Provides information on using Flame 2009 Extension 1.

Autodesk Smoke 2009 Extension 1 User Guide Provides information on using Smoke 2009 Extension 1.

Autodesk Inferno, Autodesk Flame, and Autodesk Flint 2009 Extension 1 Release Notes Includes late-breaking technical information for Flame 2009 Extension 1, and a list of related documentation. To obtain the latest Release Notes, go to <http://www.autodesk.com/flame-documentation>.

Autodesk Smoke, and Autodesk Backdraft Conform 2009 Extension 1 Release Notes Includes late-breaking technical information for Smoke 2009 Extension 1, and a list of related documentation. To obtain the latest Release Notes, go to <http://www.autodesk.com/smoke-documentation>.

Fixed and Known Bugs

You can consult a list of fixed and known bugs for this release and previous releases, on the Autodesk Web site at www.autodesk.com/me-documentation.

Contacting Customer Support

You can contact Autodesk Media and Entertainment Customer Support at www.autodesk.com/support.

Customer support is also available through your Autodesk reseller. To find a reseller near you, consult the reseller look-up database on the Autodesk Web site at www.autodesk.com/resellers.

Overview

2

Topics in this chapter:

- [About the Visual Effects and Finishing Educational Edition](#) on page 3
- [Typical Classroom Components](#) on page 4

About the Visual Effects and Finishing Educational Edition

The Visual Effects and Finishing Educational Edition provides educational institutions with powerful tools for introducing students to the technology currently shaping the digital media industry.

Autodesk Visual Effects applications (Autodesk Inferno®, Autodesk Flame, and Autodesk Flint®) are resolution-independent, visual effects applications for video post-production that provide clip formatting, pre-processing, and visual effects tools.

Autodesk Finishing applications (Autodesk Smoke and Autodesk Backdraft® Conform) are resolution-independent, non-linear digital editing systems for video post-production that offer a level of efficiency previously unknown in traditional editing suites.

Features and Limitations

The Educational Edition consists of a “Learning Station” configuration (without AV I/O or a Stone® Direct storage array) that can be connected to any certified configuration workstation acting as the “Instructor Station”.

In the following sections, references to the Instructor Station can be interpreted as any standard 2009 Extension 1 release workstation configuration.

The Educational Edition applications feature virtually the same functionality as their standard versions.

The only limitations are the following hardware limitations on the Learning Station configuration:

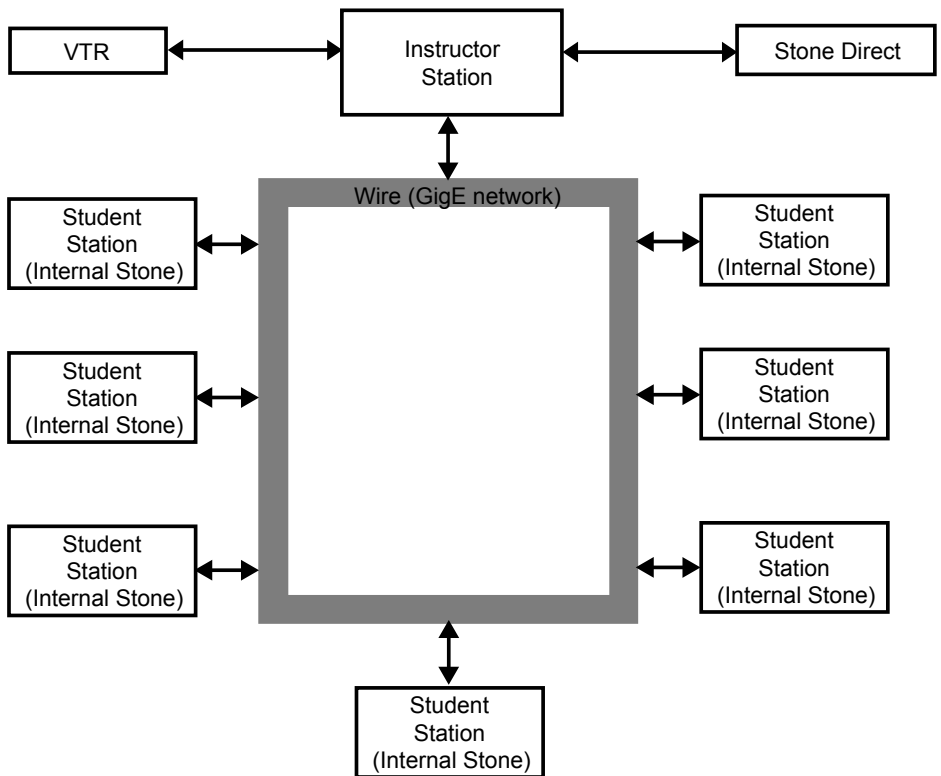
- No AV I/O hardware is present, therefore, the workstation cannot perform video capture and output operations.
- Only two channels of analog audio can be output.
- No Stone Direct storage array is connected to the Educational Edition workstation, which instead stores media on its internal Stone drives (4X 146GB or 300 GB SAS drives). Real-time playback performance is not guaranteed for internal Stone configurations.

Typical Classroom Components

A typical classroom networked configuration includes a single Instructor Station and multiple Learning Stations. Instructor Stations are used for clip input and output, as well as media storage. Media is transferred between Instructor and Learning Stations over a TCP/IP network using Autodesk Wire®, a proprietary networking solution for high-speed media transfers between workstations.

The classroom configuration is summarized in the following diagram.

Typical Classroom Configuration



Learning Station A workstation onto which an Educational Edition version 2009 Extension 1 of a Visual Effects and Finishing application is installed. More details on characteristics specific to the Learning Station are provided in [Features and Limitations](#) on page 4.

Instructor Station A workstation configured with any 2009 Extension 1 release of a Visual Effects and Finishing application. The Instructor Station is the only station that can bring in audio and video clips from outside sources such as an audio device or a VTR, and then output to tape. Students import all audio and video clips from this station, or by restoring data archives over the network.

Stone Direct disk array The Autodesk Stone Direct disk array offers direct attached storage for audio and video material. Internal Stone storage is the only storage option for the Learning Station.

Wire The high-speed networking solution used for viewing and transferring material between Instructor and Learning Stations. All stations are connected via Gigabit Ethernet to ensure optimal performance.

Installing and Using the Educational Edition

3

Topics in this chapter:

- [Installation and Configuration Overview](#) on page 7
- [Installing the Learning Station License](#) on page 8
- [Internal Storage Configuration on the Learning Station](#) on page 9
- [Keyword Settings for Learning Stations](#) on page 9
- [Audio Settings for the Learning Station](#) on page 10
- [Getting Started On Training Media](#) on page 11

Installation and Configuration Overview

Your Visual Effects and Finishing Educational Edition workstation is shipped preconfigured with all required internal hardware, operating system, and basic software components already installed. Under normal circumstances, only the following configuration steps remain to be performed in order to begin using your workstation.

To configure an Educational Edition application:

- 1 Request and install your Educational Edition license. See [Installing the Learning Station License](#) on page 8.

- 2 Configure the internal storage. See [Internal Storage Configuration on the Learning Station](#) on page 9.
- 3 Configure relevant keywords in the *init.cfg* software initialization file of each Learning Station. See [Keyword Settings for Learning Stations](#) on page 9.
- 4 Launch the application and configure audio settings. See [Audio Settings for the Learning Station](#) on page 10.
- 5 Get started using training media. See [Getting Started On Training Media](#) on page 11.

Upgrading the Software

Between major releases, service packs might be released. It is always recommended that you upgrade to the latest release of your Visual Effects and Finishing application (unless advised otherwise in the Release Notes). Customers with active support contracts, including owners of educational systems, are notified when such service packs are released.

For detailed procedures on installing or upgrading your Visual Effects and Finishing application, see the *Autodesk Visual Effects and Finishing 2009 Extension 1 Software Installation Guide*.

Installing the Learning Station License

A special “EDU” license is required to run the Educational Edition version of your Visual Effects and Finishing application. The EDU license looks similar to the following example:

```
smokeEDU_x86_64_r_2009 discreet_1 2009.999
```

For detailed procedures on requesting and installing your licenses, see the *Autodesk Visual Effects and Finishing Software Installation Guide*.

NOTE The *Autodesk Visual Effects and Finishing Software Installation Guide* provides examples of licensing procedures using generic license strings. The procedures are identical for EDU licenses.

Internal Storage Configuration on the Learning Station

The Learning Station is shipped with four 300GB internal SAS drives to be used as the main media storage volume. No action is required on your part in order to enable or connect the drives in the workstation. You must, however, set up the Stone filesystem on the internal storage drives.

NOTE Internal storage is not supported on the Instructor Station. The Instructor Station configuration requires a certified Stone Direct storage array.

Managing Internal Storage

Use the `sw_config` utility to set up the Stone filesystem and manage the internal storage on the Learning Station. For information about this utility, see the *Autodesk Stone and Wire Filesystem and Networking Guide*.

You normally protect data on a Stone filesystem using software or hardware RAID. However, these features are not available for the Learning Station because of the internal storage configuration. Because disk failure may result in media loss, do the following to protect media while working on a Learning Station:

- Do not store critical or long-term projects on the Learning Station.
- Ensure media used in projects is backed up and can be recaptured, if necessary.
- Save projects and project archives to a network drive that is backed up on a regular basis.

Keyword Settings for Learning Stations

Specify the following keyword settings in the software initialization configuration file `init.cfg`.

Keyword Option	Setting
Video	Commented out
DVIRamp	Commented out
VideoPreviewDevice	Commented out

Keyword Option	Setting
TabletDriver wacom	Enabled
VTR	Commented out
AudioDevice AJA	Commented out
AudioDevice ALSA	Enabled. This specifies that the software should use the ALSA audio library for audio I/O.

For detailed procedures on setting keywords in the *init.cfg* software initialisation file, see the *Autodesk Visual Effects and Finishing Configuration File Reference Guide*.

Audio Settings for the Learning Station

Since the Learning Station does not have dedicated AV I/O hardware adapters, the application uses the workstation’s onboard audio hardware.

The Learning Station uses open source audio technology known as ALSA (Advanced Linux Sound Architecture).

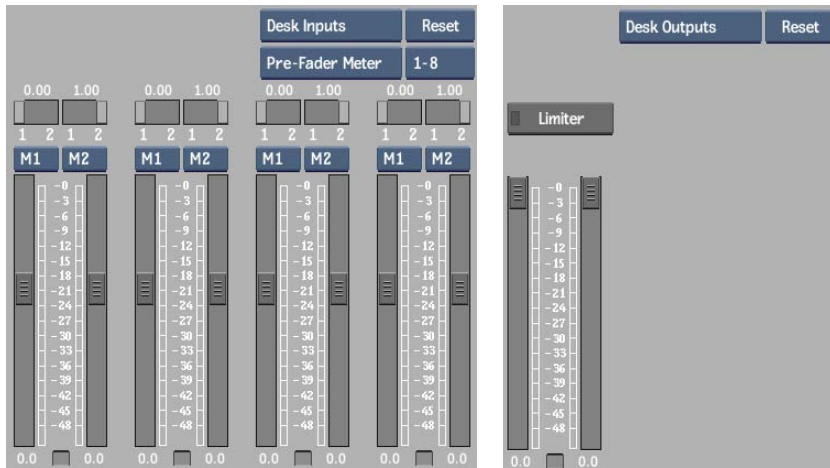
On Learning Stations, the Monitor Sync box and Audio Delays in the Audio Preferences menu are disabled (greyed out) since the Learning Station cannot connect to either a broadcast or high-resolution monitor.



AudioDesk Settings

While an unlimited number of tracks can be included in the Smoke timeline, the mixer input is limited to 32 tracks on the Learning Station. The Learning

Station can only output to two channels. Therefore, on the Learning Station interface, all input mixer channels are assigned to output M1 and M2.



Smoke Learning Station Inputs

Smoke Learning Station Outputs

Clip Input and Output

Both the Input Clip and Output Clip menus are accessible on the Learning Station, allowing you to view the menu controls for educational purposes. However, since the Learning Station cannot connect to an external I/O device, the menus are non-functional.

Getting Started On Training Media

Training media is provided with the Educational Edition. Use these archives along with the Smoke and Flame training workbooks.

To load the sample footage archive in your application:

- 1 Start your application.
- 2 In the Library menu, click Archive.
- 3 If necessary, select Clips from the Archive Type box.
- 4 Make sure that Device: File appears in the Archive Device box.

- 5 Click the File Path field to display the file browser.
- 6 Browse to */usr/discreet/archive/TrainingMedia/*.
- 7 In one of the subdirectories, select the archive file you would like to restore.
- 8 Make sure you have sufficient space on the framestore for the contents of the archive.
- 9 In the Archive menu, click Open.
- 10 Select the Backup set.
- 11 In the destination box, choose Project, if applicable.
- 12 Click Restore.
- 13 Once the application has finished reading the frames, click Close, and then click Exit Archive to return to the Clip Library menu.