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LUSTRE®
2008

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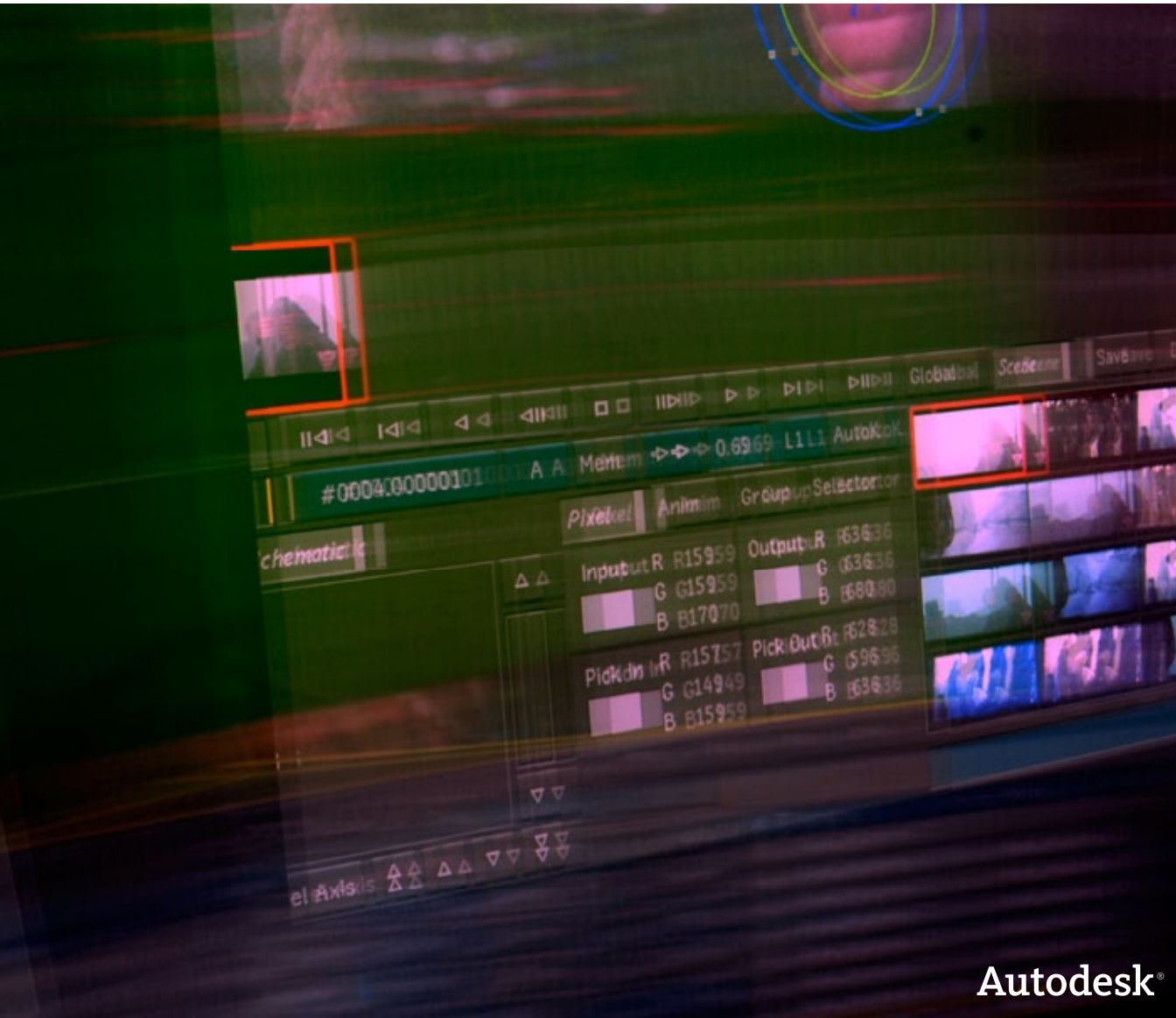
What's New



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Published by:

Autodesk Canada Co./Autodesk, Inc.

111 Mclnnis Parkway

San Rafael, CA 94903, USA

Title:	Autodesk Lustre 2008 What's New
Document Version:	1
Date:	September 19, 2007

What's New

Summary

What's New in Lustre 2008

This guide provides an overview of new features for Autodesk® Lustre® 2008, organized according to chapter. For full details on new features, refer to the cross-referenced sections. Unless otherwise specified, all cross-references point to the *Autodesk Lustre 2008 User's Guide*.

New features in Lustre 2008 currently apply to Windows® only.

Basics

The following changes apply to basic features.

Storyboard

What was previously called 'timeline' is now called 'Storyboard' for the 2008 release of Lustre. See "The Storyboard" in the "Basics" chapter.

Project Management

The following changes apply to project management.

Wiretap-Specific Project Management Configuration

When accessing files by way of Wiretap™, the project must be set up according to a specific workflow. Project configurations vary depending on the Wiretap workflow used for accessing either the Stone® filesystem or soft-imported clips on the SAN or NAS system. See "Wiretap-Specific Project Management Configuration" in the "Project Management" chapter.

Saving Timeline RGB Offsets

The grade for an entire timeline is saved to a file called *primary.txt*. The example of what the *primary.txt* file looks like has changed. See "Saving Timeline RGB Offsets" in the "Project Management" chapter.

Browsing for Footage

The following changes apply to browsing and assembling.

Deleting Shots From the Shot Bin

The procedure for deleting all or selected shots from the Shot bin has been added to the "Browsing for Footage" chapter. See "Deleting Shots From the Shot Bin" in the "Browsing for Footage" chapter.

Matching Shots

With the new addition of the multi-layer Timeline, you can match a shot from the multi-layer Timeline or Storyboard to the Shot bin. The procedure for matching shots has changed. See "Matching Shots" in the "Browsing for Footage" chapter.

Changing a Cut

The procedure for changing a cut has changed due to the new multi-layer Timeline feature. See "Changing a Cut" in the "Browsing for Footage" chapter.

ACS CDL

The American Society of Cinematographers Colour Decision List (ASC CDL) colour correction specification defines a common language format for primary colour correction. CDL is expressed by nine numbers (three RGB triplets), representing predefined colour functions: offset, slope, and power. This specification can now be used with Lustre. See "CDL

and Lustre", "CDL Panel", "CDL Parameter in the Selector", "Loading CDL Data in the EDL Panel", "Example of a Possible CDL Workflow", and "Adding CDL Data to an EDL File" in the "Browsing for Footage" chapter.

New To Layer Button in the Assemble Menu

There is a new To Layer button in the Editing Assemble menu. This new button changes the procedure to assembling an EDL. See "Assembling EDL" in the "Browsing for Footage" chapter.

Match Grade

When working with a multi-layer Timeline, having Solo mode enabled or disabled will establish which grade setting is applied to the newly assembled timeline. See "Match Grade" in the "Browsing for Footage" chapter.

Playing and Viewing Shots

The following changes apply to playing and viewing.

Timeline is Now Called Storyboard

What was previously called 'timeline' is now called 'Storyboard' for the 2008 release of Lustre. See "Storyboard Viewing Options" in the "Playing and Viewing Shots" chapter.

Editing

The following changes apply to editing.

Editing with the Storyboard

Previously, the thumbnail representation of the shots in a cut were called 'timeline'. In Lustre 2008, this feature is called 'Storyboard'. See "Editing with the Storyboard" in the "Editing" chapter.

Retime Feature

Previously in Lustre, Retime was an Editing menu. In the new version of Lustre, Retime has moved to the Edit menu in Editing. See "Changing Playback Speed" in the "Editing" chapter.

Multi-Layer Timeline

The multi-layer Timeline is a new feature in Lustre 2008. This feature allows you to organize cuts or sequences into a multi-layer format. Timeline editing is useful for roughing out edit

sequences and for multi-layer editing. See "About Timeline", "Timeline View", "Accessing the Timeline Menu", Editing in the Timeline", "Trimming the Timeline", "Transitions", "EDL and Wiretap", "Rendering the Timeline", and "Modifying the Timeline's Starting Timecode" in the "Editing" chapter.

Video Capture and Video Playout

The following changes apply to capture and playout.

Defining In and Out Points when Playing Out to Tape

You can create a videotape from a specific segment of the timeline by setting in and out points for playing out to tape. See "Defining In and Out Points when Playing Out to Tape" in the "Video Capture and Video Playout" chapter.

Playout Menu

The Editing Playout menu has changed. Buttons have been moved and some have been renamed. See "Accessing the PlayOut Menu", "Recording in Insert Mode", and "Recording in Assemble Mode" in the "Video Capture and Video Playout" chapter.

Play Out From Source with GPU Preview Processing

You can now use GPU processing to play out source material in real time with both primary and secondary grading applied. See "Play Out From Source with GPU Preview Processing" in the "Video Capture and Video Playout" chapter.

Write Telecine Tape

The Write Telecine Tape button has been renamed to Telecine and enhancements have been made that specifically benefit commercial workflows using NTSC. See "Write Telecine-Style Tape" and "Enhancements to Write Telecine-Style Tape for Workflows Using NTCS" in the "Video Capture and Video Playout" chapter.

VTR Emulation

You can use Lustre to emulate a VTR for playout in real time. See "VTR Emulation" in the "Video Capture and Video Playout" chapter.

Repositioning Images

The following change applies to repositioning images.

Point Tracker

You can use the Point Tracker to stabilize a repositioned shot. See “Using the Point Tracker” in the “Repositioning Images” chapter.

Colour Grading Basics

The following changes apply to colour grading basics.

GPU Preview Processing

GPU processing allows for higher performance for up to 2K resolution while previewing, and real-time playback (24 fps) for HD resolution (under certain scenarios). Additional features are now available with GPU Preview Processing. See “GPU Preview Processing”, “GpuNoAutoSwitch Parameter”, and GPU Compatibility” in the “Colour Grading Basics” chapter.

Colourist Timeline

Parts of the new multi-layer Timeline menu are accessible through the Colour Timeline menu. See “Colourist Timeline” in the “Colour Grading Basics” chapter.

Secondary Colour Grading

The following changes apply to secondary colour grading.

Point Tracker and Shape Tracker

Lustre 2008 introduces the new Shape Tracker feature. Whereas Point Tracker (formerly known as ‘tracker’) is a useful tool for tracking points through a shot, Shape Tracker allows you to define a Region of Interest (ROI) by drawing a geometry. The ROI inside this geometry becomes the area in which Lustre will search for trackable points. See “Animating Geometries with the Point Tracker and Shape Tracker”, “Animating the Position and Movement of Geometries”, and “Soloing and Ganging Point Trackers” in the “Secondary Colour Grading” chapter.

Rendering

The following changes apply to rendering.

No Wedge is Now Called No ShotID

In the Render Local menu, the Render Place control called 'No Wedge' is now called 'No ShotID'. See "Specifying the Destination for the Render Files" in the "Rendering" chapter.

Rendering the Multi-Layer Timeline

How Lustre renders out the multi-layer Timeline is dependant upon the Solo or Mute status and which Render Place control has been selected. See "Rendering the Multi-Layer Timeline" in the "Rendering" chapter.

Rendering to a Stone Filesystem with Wiretap

You can use the four Render Place controls to render clips to a Stone filesystem. See "Rendering to a Stone Filesystem with Wiretap" in the "Rendering" chapter.

Rendering Wiretap Clips to a Local/Network Storage

You can also use the four Render Place controls to render Wiretap clips to a non-Stone filesystem. See "Rendering Wiretap Clips to a Local or Networked Storage (non-Stone Filesystem" in the "Rendering" chapter.

Remote Rendering with Burn and Wiretap

Burn™ for Lustre allows you to render footage stored in the local storage array, or footage imported via Wiretap, to a destination specified in the Burn Render Fulls Home. See "Remote Rendering with Burn and Wiretap" in the "Rendering" chapter.

Hot Keys

The following change applies to the hot keys:

- New hot keys have been added to the Editing Timeline menu and the Colourist Timeline menu.