



Go beyond expectation in the grading suite with revolutionary colour tools and visual effects creativity.



Baselight v5 sets you apart, taking creativity to a new level for professional colourists who work alongside the industry's most demanding clients every day of the year.

With Baselight v5 you are going to be even more creative, even more efficient and even more assured in dealing with the demands made on your time by today's increasingly complex and changing colour management workflows.

### A sea change in grading tools

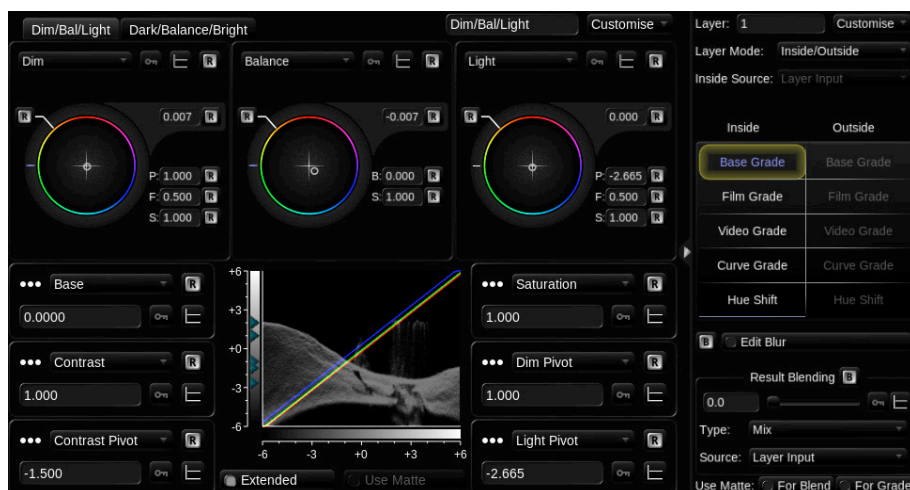
Colour grading needs to evolve as capture and display technologies change. In Baselight v5 we've pushed our expertise with colour even further and developed a brand new grading tool with a totally natural feel that is intuitive to use - something that works with you, as well as for you.

### It's only natural - introducing the Base Grade

The most sophisticated yet simple grading tool we've ever developed. The **Base Grade** is new, both as a feature and as a concept in colour grading. It provides a set of unique, ground-breaking tools to make beautiful images based *around the way people actually perceive colour* - instead of the traditional lift/gamma/gain approach that grew from *how we could adjust colour electronically*.

To do this, the Base Grade offers grading adjustments using a new set of controls: Flare, Exposure and Tint.

Why does this make a difference? It's more like developing a photo rather than traditional colour grading. It gives the grading tools a natural quality and results in constant, consistent and natural changes. And the controls have the same feel no matter what colour space you're working in.



Base Grade

### Take on 360/VR projects with ease

Support for **360/VR** means that virtually any tool in the Baselight arsenal - including secondaries, Paint and Perspective - can be used to grade 360 footage by operating in a 'sandwich' of two Panorama operators, which convert from LatLong (or equirectangular) projections to normal projection and back. LatLong projections are also supported in Baselight's powerful format system, and LatLong images with traditional perspective can be viewed via a new toggle in the Cursor View.

## More creativity - do more with Baselight

Baselight v5 adds new creative features that allow you to do more to get to the perfect image. New real-time effects and transforms mean that you can build and refine alongside your client - no slowing down, and no need to wait for a round trip outside of the grading suite.

**Perspective Transform** lets you add perspective to any image for corner pinning, screen replacements and the like. Perspective can be tracked using a Four-Point Tracker or with the newly upgraded, perspective-capable Area Tracker.

The vector **Paint** utility provides Colour, Clone and Matte brushes along with fully trackable paint layers. Perfect for a simple logo removal or more precise skin retouches and fixes in beauty shots.

**Grid Warp** adds life to a still image, emphasising (or de-emphasising) a feature by changing its size or mimicking a lens distortion using input and destination mesh overlays. You can even mix multiple input and destination meshes to create morphing effects, and attach the overall mesh to any Baselight Tracker so it moves with the shot.



Baselight's Grid Warp

Why do we know that this will be so useful in Baselight? Baselight's grading tools let you match foregrounds and backgrounds quickly, easily and precisely. Combine it with the powerful layer blending architecture and Baselight is uniquely positioned to get great results from the new keyer.

The **Text** utility now allows you to select arbitrary fonts, apply a properly stroked border or drop-shadow, and get better results with greatly improved rendering. It also brings Shape-like transforms to text, so text can be manipulated with tools like Perspective Transform, or tracked through a shot.

Baselight v5 can utilise images that contain **World-Space-Position (WSP) and Normal Map** information within their EXR image channels. This means you can do useful things, like:

- » Isolate static objects with the **Matte XYZ** tool so they can be graded individually - even when there is a moving camera.
- » Cast virtual lights into the scene with the **Relight** tool to subtly relight objects. This works as a matte, too, so you can adjust the quality and hue of the light using any of Baselight's powerful grading tools. It also supports area lights to add and adjust specular highlights for more realistic lighting changes.



Perspective tracking

Baselight v5 supports plugins in Autodesk Flame's **Matchbox Shaders** format too so you can view and grade effects in context taking full advantage of Baselight's GPU performance.

**GPU acceleration for OFX Plugins** such as Sapphire is also supported.

## More filters and features

Baselight v5 includes a whole host of additions that help you to get the most out of your images. Here are just a few...

The **Texture Equaliser** softens or enhances textures by first dividing the image into spatial frequency bands, which can then be adjusted individually for precise control - allowing you to smooth skin tones, for example, while preserving the texture of the pores and other fine detail. Each band also has a separate **Texture Blend** control, which allows you to get a smooth join between two images with a sharp-edged matte.

**Denoise** removes random image noise while preserving features such as edges that extend over many pixels or frames. And by applying the filter within Baselight, you still have access to the full range of image data when you're isolating and working with mattes further down the stack.

Baselight v5 also includes a **Deflicker** filter that extracts inter-frame flicker from your images. Even the most complex or irregular flicker is banished with ease. It also includes a flicker 'signal' feature, so it's easy to gauge whether you need to make any more adjustments to achieve flicker-free images.

The **Boost Contrast** feature applies sharpening to the midtones but without the unpleasant 'ringing' artefacts you often get with conventional sharpening.



Boost Contrast on left vs. Film Grade contrast on right of original



## Optimised for HDR

### Colour management – clever, intuitive & assured

The Base Grade isn't the only step we've taken to make modern grading workflows more intuitive and efficient. Baselight already features unrivalled colour space management but colour spaces can be confusing. That's why we're introducing the concept of **colour space 'families'**.

When your project has been graded and you're ready to produce your deliverables, you can choose between different viewing families - such as cinema or TV. Baselight will then choose the most appropriate colour space and rendering transform to ensure that your deliverables are optimised for their end viewing conditions, for example, 4K projection in a cinema.

Multiple delivery viewing formats add more complexity and time to the finishing process, so this powerful feature removes the uncertainty and makes sure your deliverables are automatically produced for the correct viewing format.

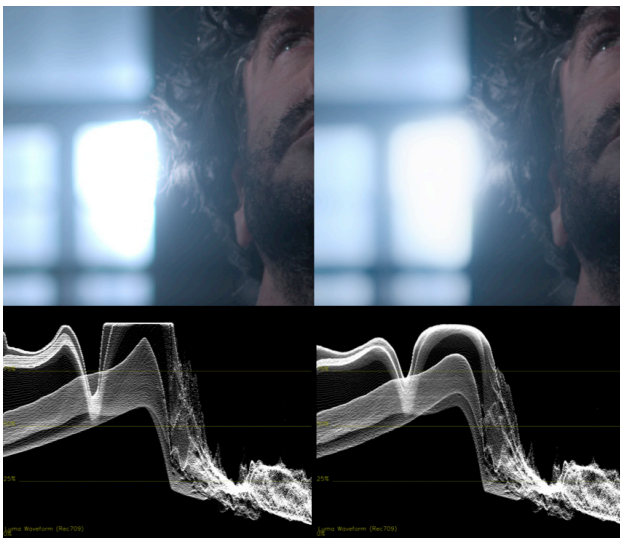
We've also developed a robust and truly scene-referred grading workflow - called the Truelight Colour Appearance Model, or T-CAM - that allows you to start with a grade for any deliverable and later produce other deliverables on demand without heavily regrading, and with the best image quality possible. This is much more flexible than alternative workflows that dictate the order of the grades and trim-passes (HDR first and then 'SDR down grades').

### Boost from SDR to HDR with confidence

**Boost Range** expands the dynamic range of an image when converting from SDR to HDR, using a local tone mapping approach. This results in more natural looking results, with more faithful contrast reproduction. The algorithm also eliminates issues with noise in the extended highlights and makes the whole 'up-conversion' more robust while achieving greater dynamic range.

### Cinematic highlights in HDR

You can use **Texture Highlights** to reduce gamut clipping artefacts in HDR, for smoother specular highlights in HDR and a pleasing rendition of highlights overall.



Before and after Texture Highlights

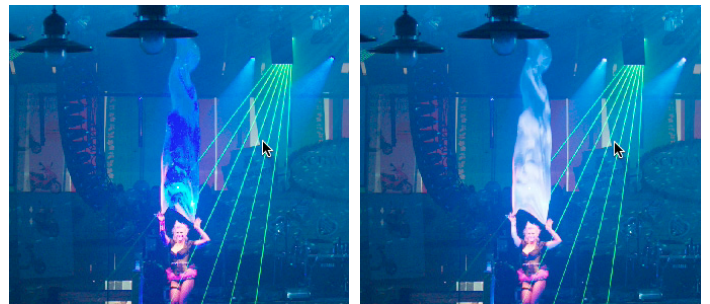
### HDR-ready looks

The **Looks** operator has been upgraded for HDR to bring preferred colour rendition to digital image pipelines. New HDR options add artistic tweaks to the pipeline to produce a cinematic look, while still maintaining the highest possible image quality for all deliverables - from SDR to HDR.

The new scene looks are applied in a scene-referred pipeline, and are optimised to work in combination with T-CAM to ensure no restriction on dynamic range.

### No more out-of-gamut problems

The new range of HDR-ready cameras are extremely powerful, but that means they're capable of capturing all sorts of colours that could never be displayed on a cinema screen or television. **Gamut Compression** makes it easy to fix 'out-of-gamut' colours automatically so you never need to worry. Compressing the outer volume of the gamut without affecting the inner volume means bright, saturated colours won't clip and destroy your image.

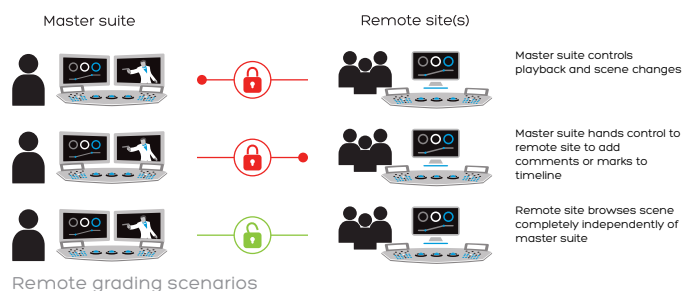


Before and after gamut compression

## Remote grading - drive, collaborate or both

Baselight v5 brings you a completely new approach to **remote grading** by allowing other sites with a Baselight system to view your scene while you're working on it. Your clients and colleagues can browse the scene on their own, or you can lock them to you so they follow as you work, adding grades and other creative touches to the shots.

Of course, any changes you make are instantly reflected on the other systems and you can even choose to hand the controls over to another department to add some comments or marks to the scene - it's a simple operation to pass the baton over, and to take it back again.



## Productivity is king

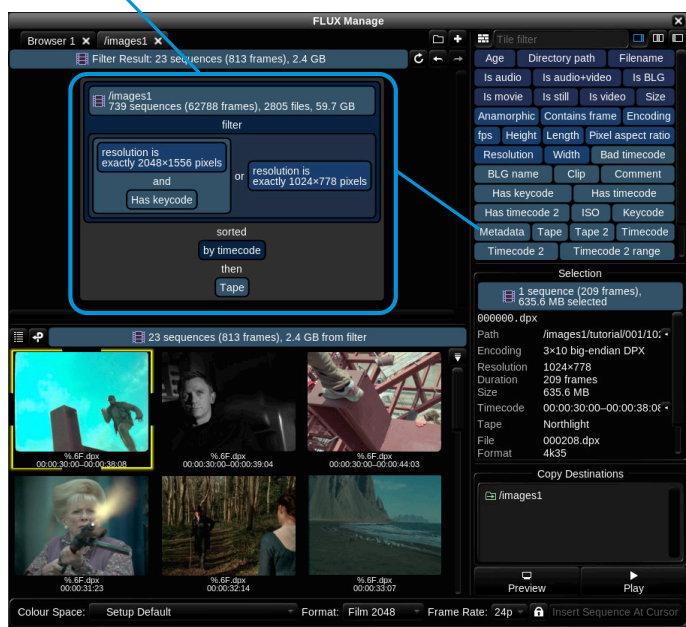
With all Baselight releases, we strive to improve productivity. Baselight v5 includes a whole host of improvements to speed up your workflows and make Baselight even more of a pleasure to work with.

### Revolutionary FLUX Manage, now part of Baselight v5

Efficiency and data management like never before to save you time and valuable storage space. FLUX Manage replaces the Sequence Browser and standalone FLUX application so you can enjoy its unique and blistering power for browse, multi-insert, copy and delete operations.

FLUX Manage approaches the problem of media management in a unique way. It allows sets of sequences to be quickly refined down based on their attributes. When utilised on FilmLight storage, it accelerates this with an index that is constantly synced with the filesystem.

Drag-and-drop filters make it easy to build complex queries



FLUX Manage

FLUX doesn't have to take the time to open a media file to find its timecode, ISO setting, or any other metadata. As a result, you can search large Baselight and FLUX Store filesystems of tens or hundreds of TB for matching metadata instantaneously - as in a conform - all without the overhead of traversing the filesystem hierarchy (accelerated search requires FLUX indexing capability - coming soon).

For more information, see the *FLUX Manage datasheet*.

### There's more?

More cool productivity features to make your life easier and more productive - Baselight v5 also includes:

- » Speedier Shots View, with advanced filtering.
- » Improved Layer View with drag-and-drop grading.
- » Report generator, which can present the Shots View metadata in an attractive form for clients.
- » Strip locking to prevent accidental deletion.
- » File trimming for R3D, Phantom, Sony XAVC and Sony RAW MXF files.
- » Improvements to keys for more precise operation in wide gamut scene-referred colour spaces.
- » New Blend panel provides a visual reference to highlight the inputs and output of blend operations.
- » Media Import Settings apply rules whenever media is inserted into a scene or conformed from an ALE.

## Specifications

To use Baselight v5, you must be running:

- » FLOS 6.4 or later
- » Generation IV, V, VI or VII hardware

Note: From Baselight 5.0, Baselight CONFORM will no longer support IO Kompressor functionality.

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