

colorfront

On-Set Dailies

Colorfront's new state of the art dailies system offers playback and sync, QC, color grading, audio and metadata management tools, simultaneous faster-than-real time deliverables in all common file formats.

On-Set Dailies, Colorfront's sophisticated and innovative digital dailies system for filmmakers was first announced in the US at NAB 2011, and has already been adopted by major studios, labs, and post facilities in the U.S. and Europe, on both major motion pictures and HD episodic television shows.

Format	Film 16mm, 35mm	F35, Alexa HD	F35, Alexa HD	Alexa RAW	Alexa QuickTime	RED RAW	Phantom RAW	SI-2K Cineform
Camera								
Media								
Input			Direct	Direct	Direct	Direct	Direct	Direct
Format	DPX	DPX	DPX	ARI	QuickTime	R3D	.cine	QuickTime
Process	On-Set Dailies (color, size, burn-in, LUT, sound sync)							
Output	       							

FEATURES

KEY FEATURES

- Multiple RAW/uncompressed source formats
- ARRIRAW and ProRes 4444, uncompressed DPX from ALEXA
- R3D files from RED One M-X and Epic
- SI-2K, Phantom HD/Flex/65
- 1D and 3D LUT support
- Flexible 32-bits per channel image processing pipeline
- Sound syncing
- Multiple burn-ins
- Color grading
- Stereoscopic 3D tools
- Highest performance rendering
- Simultaneous creation of multiple delivery formats:
- DVDs, Blu-Rays, iPad, PiX / DAX, QT, MXF, WMV, WAV, TIF, JPG

NEW FEATURES IN ON-SET DAILIES

- RED Epic realtime 5K R3D playback
- RED Epic HDR-X support
- RED Epic stereoscopic 3D support
- Optimized ARRIRAW debayering in extremely high quality
- Real-time ARRIRAW playback
 - in 2,880 horizontal resolution pixel-to-pixel
 - stereo 3D playback in 2K
 - 48fps playback in real-time
 - 3K+ mode for highest-end VFX shows
- Support for Codex VFS on the Mac, directly from Codex data pack
- IIF-ACES workflow - 16-bit floating-point wide-gamut light-linear color workflow (with 32-bits per channel internal processing)
- Open EXR support for both playback and rendering

TECHNICAL SPECIFICATIONS

SOURCE MEDIA FORMATS

OpenEXR uncompressed 16bit format support
Uncompressed media (DPX files from digital, tape or scanned sources)
RED REDCODE RAW (R3D) support
including RED One MX and Epic HDRx
ALEXA and D-21 ARRIRAW
ALEXA ProRes 422 and 4444
Optimized QuickTime handling for Alexa ProRes shows
Phantom Flex, HD Gold and 65 .cine RAW
SI-2K Cineform RAW
Canon EOS 1D Mark 4 / 5D Mark II / 7D H264 QuickTime
Timecode support for Canon 5D / 7D / 1D cameras

EXTENSIVE METADATA SUPPORT

Broadcast audio BWA V including header metadata
QTake XML, ARRI Alexa XML, Codex XML
ARRI Lens Data System LDS.XML and
Cooke's /i "Intelligent" Lens Technology
frame-based metadata support

HIGH PERFORMANCE AND EXTREMELY OPEN ARCHITECTURE

Realtime playback of most RAW camera formats with highest quality
32 bits per channel image processing
Shared SQL database for all metadata
Python scripting for flexible customization
PHP server side script access to shot based metadata
XML based format support for various metadata

ENCODING FORMATS

Avid DNxHD MXF and DNxHD QuickTime files
Final Cut Pro ProRes (ProRes 444, ProRes 422 HQ, Proxy, LT) files (Mac)
MPG4 H.264 for web delivery, iPhone and iPad, etc.
MPG2 for authored DVDs, chaptered Blu-ray, etc.
QuickTime files with various codecs
Uncompressed 10 bit DPX
Still frame formats such as: TIF, JPG, etc.
WAV broadcast wave audio files, stereo and multi channel
Export various metadata incl. CMX EDL, FLX, ALE, FCP XML, CDL, CCC
Automatic PDF report generation

SOUND SYNCING

Automatically sync audio, based on timecode in BWF for smart slate shoots
Analyze audio to extract clap sound data for semi-automatic sound syncing
Automatic image analysis for smart slate timecode reading
Manual sound syncing with sync slip and audition
Entering scene/slate/take/cam/select info from BWF file header
Cut roll into shots rendering multiple audio files to stereo stream
Multiple sound mix-down templates for different deliverables
SDI embedded and balanced AES/EBU audio through DVS break-out-box

COLOR CORRECTION AND IMAGE PROCESSING

1D and 3D LUTs in iridas.cube and lustre.3dl formats
ASC-CDL import / export in CMX EDL, ASC CCC
Full IIF-ACES workflow support
Import/export reference images in TIF or DPX format
Primary color grading - master RGB color processor with saturation, contrast, high, mid and low corrections.
Autodesk Lustre@ compatible primaries and printer lights grading
Sector color grading - R,G,B,C,M,Y
LUT node - with floating point 1D and 3D mesh LUTs
Resizing - high performance resize engine with high quality filtering
DVE - reposition, resize, rotation, flip&flop
Burn-in - text burn-in of multiple metadata including KK, TC, user text, watermark, logo burn, and letterbox

STEREOSCOPY

Realtime dual-channel payout of DPX, R3D (Requires dual Red Rocket)
Realtime dual-channel payout of ARRIRAW (Requires dual GPU)
Automatic color matching between left and right eyes
Stereo 3D depth grading
Automatic spatial alignment and corner pinning
Side-by-side, over-under, interlaced stereo modes
Two-channel stereo HD output (Requires DVS Atomix or LT)

HARDWARE REQUIREMENTS

MICROSOFT WINDOWS 7 64-BIT

Dual 4 or 6 core processors
Minimum 12 GB RAM
NVidia Tesla C2050 or Quadro 6000 CUDA processing board
separate NVidia Quadro 4000 display card
Local (SSD) or external FC storage
Optional HD-SDI preview through RED Rocket or DVS Atomix
Multiple RED Rocket support
Archival on LTO 5

MAC OS X 10.6.6

Dual 4 or 6 core processors
Minimum 12 GB RAM
NVidia Quadro 4000 for Mac
Local (SSD) or external FC storage
Optional HD-SDI preview through RED
Rocket or DVS Atomix
Archival on LTO 5

CONTROL PANELS SUPPORT

Tangent Devices WAVE
Tangent Devices CP200
Euphonix Artist series: MC Color and MC Transport

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CREATIVE SCIENCE



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