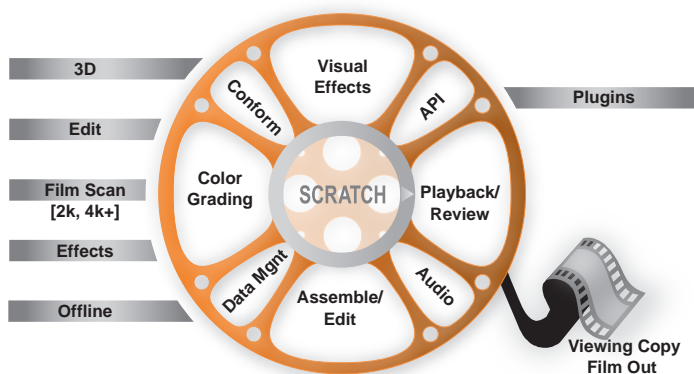


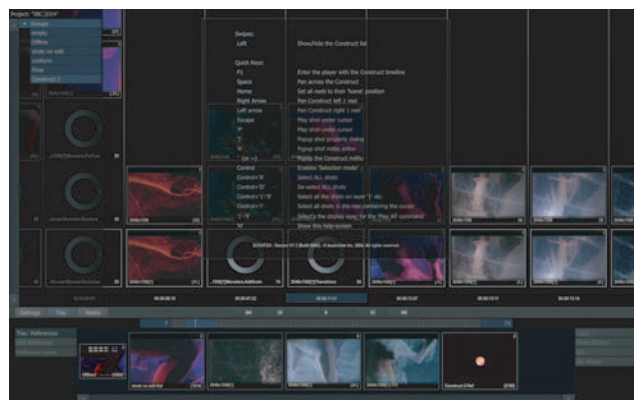
the **DI R-evolution**

assimilate

SCRATCH™ Data-Centric Workflow Solution



ASSIMILATE's SCRATCH™, integrated, real-time, data-centric workflow



The SCRATCH Data-Centric Workflow Solution is a real-time, data-centric workflow solution for visually complex, full-resolution, high-quality, long and short-form film post production. SCRATCH™ supports projects that range from standard definition (SD), high definition (HD), and film at 2k, 4k, and beyond. Running on high-performance commodity workstations, SCRATCH empowers creative professionals with a powerful, data-centric software foundation whose scalable, open-architecture, modular feature sets, and image processing tools combine to deliver an integrated, streamlined end-to-end DI pipeline solution with optimal price/performance..

The SCRATCH digital workflow enables increased productivity and even greater control at the vital stages of film production. Creative professionals will appreciate SCRATCH's powerhouse post-production capabilities that fit a broad spectrum of budgets, from mainstream filmmakers and post houses to independent filmmakers and boutique post-production facilities.

SCRATCH core features include real-time, multi-resolution review/playback, assemble/edit, conform, primary color grading, scratch audio, visual effects (significantly enhanced with over 150 optional third party plug-ins), and final mastering to film. SCRATCH is already being used by customers to manage the full 2k workflow of feature film projects.

A collaborative environment can be set up so that multiple users can set up and independently work on the same projects. Each user may have control over the user interface and tailor color schemes to their liking. They can then discuss and compare their work.

Digital, Data-Centric Workflow

SCRATCH has a new way of dealing with file structures and hierarchies that is uniquely tailored to a data-centric model. A project can either be conformed from an EDL, or SCRATCH can build a CONstruct from a recursive directory structure that's located on local storage, SAN, or a combination of both.



Review/Playback

The fully configurable player allows playback and review from whole timelines to individual shots, with individual users controlling how shots are displayed. Users can play back up to two shots simultaneously, all in true, real-time 2k -- no proxies!

The player can also play back mixed-resolution content in real time and provide play-back capabilities for color-graded shots, with separate RGB and luminance controls.

- Color-channel viewer for separate RGB and luminance
- Multi-time code display with file path
- Magnifier with scaling in real time
- Real-time scaling and pan
- Multi-playback speeds
- Audio file playback (WAV), with sync and slip control

Conform/Assemble

With SCRATCH, creative artists can conform and assemble from time code-based DPX header information. In addition, FLX, ATN, ALE or any other industry-standard film cut list can be converted to an XML file, which SCRATCH then uses for a background conform without requiring user interaction. SCRATCH XML can be used to create timelines and version timelines, copy media to local storage from SAN locations, and query timelines for information - all as background tasks.

Pan/Scan

SCRATCH supports real-time pan/scan, tilt/scan, and scaling for reformatted output.

Assemble/Edit/Audio

A complete editing timeline makes assemble and edit easy to understand. The editing timeline can be divided into segments to easily identify different conformed shots. For example, your color-graded shots are uniquely identified to distinguish them from other segments.

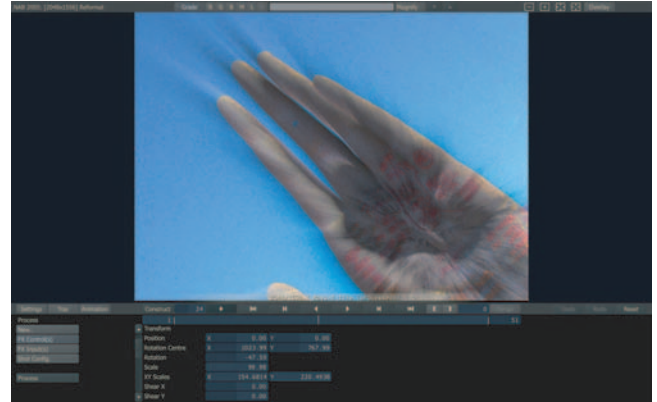
SCRATCH's unique editing timeline also supports zoom and pan for very easy interaction with segments being reviewed on the timeline -- with no loss in real-time performance. You can also add audio to the timeline, either scratch or final, and slip it in as needed to fit with the visuals.

CONstruct Environment

Using the CONstruct environment, creative professionals have a global view of their projects. Projects can be divided into a series of groups and CONstructs to create a working hierarchy that displays footage in a number of different ways, such as timeline, shot channels, or free form.

The CONstruct view enables users to:

- Conform Edit Decision Lists (EDL) and generate Color Decision Lists (CDL).
- Conform unlimited number of events in one place.
- Annotate shots/frames with 'sticky' notes, as required.
- Copy and paste multiple shots between multiple CONstructs.
- Support XML scripts, with background remote copy to local storage.
- Remotely manage and create media and projects via XML scripts.
- Remotely create timelines via XML.



Color Grading

Real-time 2k and 4k primary, full 10-bit log color grading is a key feature of SCRATCH. The ability to work with real-time film-quality shots increases accuracy and provides a much better representation of final results. Once complete, rather than rendering final results, users can push out the timeline directly to film for a projected review.

A full suite of color-grading tools allows adjustments for gamma, lift, gain, offset, hue, saturation, and brightness. These tools can be applied across the whole screen or within defined areas. The auto-grading function allows shots to be color graded against previously defined values.

- Real-time, non-destructive primary color correction in conjunction with reference shots
- Hot-key grading in full-screen mode while playing
- Easy grading of shot-to-shot with copy and paste, while still playing from a reference tray
- Numeric or color wheel interface
- RGB value plot with histogram
- Auto-grade function
- Load and save of color correction information

Color Panel Support

Color control panels are used for all controls in color grading, including printer lights, as well as jogging while in playback. ASSIMILATE partners with the following companies for color panel support.

- JL Cooper Electronics
- Tangent Devices

Visual Effects

Creative professionals can easily apply effects to shots at any point in the editing process, even during real-time playback. SCRATCH effects include pan and scan for shot/clip reformatting or scaling, resizing of aspect ratio, output format, cropping and blanking, and controls for a large library of custom FX plug-ins. SCRATCH also provides paint and touch-up capabilities for shots and clips.

LUTs and Color Management

1D and 3D Look-Up Tables (LUTs) are both supported, individually or concatenated. 3D LUTs are supported up to a 128x128x128 non-linear color cube.

- Load and control LUTs, including custom 1D and 3D LUTs.
- Load LUTs from other applications.
- Re-edit conforms with slips and dissolves.
- Use the reference tray to easily match and compare with off-line, shots, and other timelines (dual view).

ASSIMILATE also partners with the following companies for LUT support.

- KODAK: KODAK Display Manager System
- IMAGICA: GALETTE Color Management System
- Pandora: Pogle Color Correction Systems (LUT formats a3d, m3d)

API - SDK

The API and software development kit (SDK) are delivered standard with SCRATCH. The API, based on The Foundry's OpenFX API with ASSIMILATE digital intermediate (DI) extensions gives users and developers access to everything from the user interface (UI) to data structures. This enables maximum flexibility for integrating SCRATCH into their existing workflow, or expanding upon the SCRATCH native workflow.

Third party OpenFX plug-ins give further functionality, providing a set of restoration tools for paint work, dirt cleaning, scratch (horizontal and vertical) removal, degrain/regrain, and wire tracking/removal.

ASSIMILATE Performance Lab (APL)

ASSIMILATE works closely with all major system platform and technology providers to ensure that recommended configurations meet the performance requirements for the SCRATCH Data-Centric Workflow Solution.

The APL is a single point of access for all equipment that qualifies to deliver the needed real-time performance for SCRATCH™ and includes standardized benchmarks and performance requirements of storage, workstations, graphics cards, and other subsystems. The APL enables creative and technical artists to make informed choices for their projects and facilities.

Running SCRATCH on a platform configuration or technology not tested by ASSIMILATE could result in unacceptable performance.

To learn more, see: www.assimilateinc.com/apl

System Requirements

Hardware

- Dual-processor Workstation (AMD Athlon64, Opteron; Intel Pentium4, Xeon, and Pentium4 Extreme Edition (2.4GHZ minimum); AGP 8X/PCI Express support
- NVIDIA Quadro FX4000/FX3400/FX4400 /FX4000 SDI graphics accelerator (for 10-bit SDI output)
- 2GB Memory (the more, the better!)
- Fast data-disk subsystem (USCSI 320 or faster recommended; typically configured with 1.4TB or greater)
- **Note 1:** Systems may be configured to use central storage on a high-speed network rather than a large-capacity local-storage.
- **Note 2:** Disk I/O performance is critical to the performance of SCRATCH. We recommend working with our support team to configure a system that's optimized for performance and your workflow environment.

Operating System

- Windows XP Professional

