

TRAILZ

FLUIDZ

LENZ

SPEEDO

The SpeedSix Raptors range of specialist tools continues to grow with our constant development program, and for 2008 we have added the new plug-in pack: TRAILZ

TRAILZ

FOR THE CREATION OF SMOOTH, PARTICULATE AND 'STOP-MOTION' TRAILS



FLUIDZ

2D FLUID-DYNAMICS FOR BEAUTIFUL FLOWING TRANSITIONS AND REALISTIC FIRE



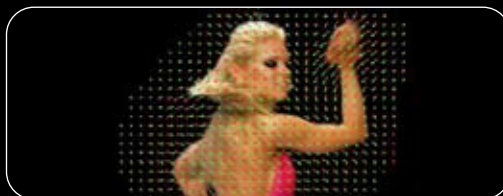
LENZ

A COLLECTION OF TOOLS SPECIFICALLY FOR LENS CORRECTION AND EFFECTS



SPEEDO

AN OPTICAL FLOW BASED VARIABLE-SPEED RETIMER



TRAILZ

For the automatic creation of smooth, particulate, and “stop-motion” trails from moving luminous sources. Full control is given over trail generation, trail type and subsequent evolution.

Trail Generation: the motion of luminous sources across the source image is analysed and a trail generated along the motion path whenever the luminance is above a defined threshold. Alternatively, users can control which elements of the image should leave a trail with a second input clip.

Trail Evolution: full control over trail length, transparency, glow and decay is provided including a wind force that can act on particulate trails.

FLUIDZ

ImageFlow: a general fluids engine used to dissolve images into fluids, create mixing effects and simulate fluids flowing through channels or around obstructions.

ClipFlow: similar to ImageFlow but uses clips rather than individual frames.

TransFlow: a set of pre-set wipes and transitions.

Fire: fluid-flow simulation of fire.

All the features can be customised by adjusting the given controls:

Fluids - viscosity, gravity, dissipation and swirl.

Forces - velocity, wind, vortices, pressure and turbulence.

Fire - type, colour, intensity, smoke, wind and obstacles.

LENZ

LenzCorrect: used to correct for or add both symmetric (radial) and asymmetric (x and y curvature) lens distortions.

Features include: automatically correct radial distortion including edge distortion, by simply defining features in the input image that should be straight lines. Manual controls for correcting or adding radial distortion, asymmetric distortion and squeeze. Easily re-apply removed distortion - this allows footage to be corrected for compositing with other footage or CG elements, and then re-distorted back to the original clip.

LensFlare: a sophisticated light effects generator which can create custom lens flares and a whole range of other lighting effects.

Features include: combining lens primitives such as flares, glows, rings and aperture reflections each with separate parameter controls. using an obscuration clip to automatically control light brightness.

automatically track a lightsource in the input clip, or use a separate tracking clip to improve tracking accuracy.

Flare: a more simple flare generator that can be used to create multiple flares and glints from an input light map. This complements LensFlare which is used to create far more tailored individual effects.

CrashZoom: emulates the effect of holding the shutter open in a camera with a zoom lens while swiftly changing the focal length of the lens. Similar effects would happen if a camera were dollied very quickly towards a target. Might also be called convergence blur.

RackDefocus: produces a realistic defocus effect with bright source and aperture shape simulation.

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Fixed mode: applies a constant retiming factor across an entire clip. The retiming factor can be defined as a multiple, percentage, required fps, or required output length.

Varispeed mode: uses a function curve to create a clip with sections that speed up, slow down, or even reverse in time.

Motion blur: adds high quality motion blur using motion vectors with simulated shutter angle and phase.

Algorithm fine tuning: the advanced user can control how the algorithm computes the motion vectors including the vector field resolution, number of stages and iterations it performs, and the degree of smoothing applied.

Luminance correction: optionally compensates for overall brightness shifts between frames before computing motion vectors.

Process RGB: optionally calculate motion vectors using all 3 channels rather than luminance.

SUPPORTED PLATFORMS

All Raptors run on Assimilate SCRATCH, Autodesk M&E Systems (FFFSI), Avid DS7+, eyeon DF4 Fu5, Quantel GenQ.

www.speedsix.com