



Autodesk® **Flame**® 2013
Autodesk® **Flame**® Premium 2013
Autodesk® **Flare**™ 2013

Autodesk Flame Premium: more control over all aspects of finishing.

I really didn't anticipate that Flame Premium would facilitate the kind of volume we are experiencing. It has been beyond my wildest dreams.

— Benjamin Murray
Owner
The Room



Image courtesy of Light of Day VFX.

Creative 3D Finishing

Autodesk Flame 2013 and Autodesk Flame Premium 2013 software give finishing artists working in television commercial post and broadcast design more creative control.

The convergence of color grading and visual effects represents a significant opportunity to differentiate in the commercial post-production industry. Only Flame Premium offers Autodesk's best finishing tools alongside the renowned 3D visual effects of Flame to bring real-time professional color grading into the finishing suite. It's now easier than ever to offer full-service creative finishing — from initial grade through final composite — in a more efficient workflow within a single suite.

The 2013 releases include a comprehensive feature set, with tools for 3D relighting, powerful stereoscopic 3D finishing tools and streamlined interoperability between CG pipelines, visual effects and real-time color grading. Finishing artists can exercise more control over all aspects of finishing as they shape the color, light and volume of a project — while maintaining the Flame speed and intuitive workflow that artists know and trust.

Proven Creative Tools

Flame and Flame Premium offer intuitive user interface and precision visual effects tools, including Action for 3D compositing, integrated 3D Tracking, relighting capabilities, the Batch procedural compositing environment, Motion Estimation Timewarp, Color Warper™ functionality, and the Master Keyer. Autodesk Flame Premium includes the real-time color grading functionality of Autodesk® Lustre® software and the full timeline workflow of Autodesk® Smoke® Advanced to offer Autodesk's ultimate finishing toolset.

Action

Flame Premium features Action — a true 3D compositing environment offering the interactive speed of traditional 2D compositing and powerful 3D tools that help you seamlessly integrate elements into finished composites. Graphics processing unit (GPU) accelerated performance makes sure you can work faster as you blend multi-resolution media layers, 3D lighting effects, and geometry to create stunning visual effects.

3D Relighting Tools in Action

Powerful tools for relighting in Flame and Flame Premium bring innovative ways to work with light inside of Action. Unlike plug-ins that overlay effects on top of rendered scenes, Flame Premium integrates ultra-realistic GPU-accelerated lighting effects directly into the 3D compositing space — where you need them. Light types in Action help make it easier to create realistic composites from scratch or when importing scenes from Autodesk® Maya® software via Autodesk® FBX® asset exchange technology. Lights within Action cast shadows, generate lens flares and blooming, and produce volumetric edge rays in true 3D space.



Image courtesy of Che Revolution Post.

For more information about Autodesk Flame, Flame Premium, and Flare visit www.autodesk.com/flamepremium

Autodesk®

Flame Premium offers an end-to-end stereoscopic finishing workflow with tools for conforming, compositing, and real-time color grading.



Image courtesy of Motor VFX.

Stereoscopic 3D Visual Effects and Finishing

In Flame Premium, you'll find a creative toolset that integrates 3D at a fundamental level — from real-time 3D color grading to a rich 3D visual effects toolset — so you can offer a full stereoscopic 3D (S3D) finishing using proven Autodesk tools.

Flame Premium offers an end-to-end stereoscopic finishing workflow with tools for conforming, compositing, real-time color grading and multi-format delivery of S3D content. The 3D tracking workflow within Action allows artists to analyze and more accurately place elements within S3D footage. Using the lighting tools, artists can relight elements within scenes and generate true S3D lighting artifacts. Flame Premium offers a full S3D multilayer timeline workflow between visual effects and real-time stereoscopic color grading for Autodesk's ultimate S3D finishing workflow.

Workflow with 3D

Building a modern pipeline for delivering CG-intensive projects requires efficiency and the highest quality tools throughout your pipeline from previz to finishing. Flame and Flame Premium offer new ways to integrate multi-layer CG composites into finishing with built-in tools that enable more efficient integration with Autodesk animation products.

Flame and Flame Premium support FBX and Alembic, so more 3D dataset information from 3D animation software can be shared between animators and finishing artists. The Open clip workflow enables facilities to more easily integrate Flame Premium into their custom CG pipelines and rendering workflows. Finishing artists can have the most appropriate and up-to-date clips

for compositing at their fingertips. Seamless integration of CG assets in finishing, artists can better manage changes and versions in post — when speed and interactivity are essential. Flame and Flame Premium also include support for geometry cache, projective textures, and sharing of Substance materials via FBX.

Batch

Batch is a node-based procedural compositing pipeline featuring the full Flame creative toolset. With Batch, you have the flexibility to build custom processing trees as you tailor each effect to the task at hand. You can easily version shots or break complex composites into easier-to-manage sub-sections. Only Flame Premium offers the full Batch and Action creative toolset within the timeline workflow of Autodesk Smoke Advanced.

Flame FX

Flame FX is a collection of powerful technical and creative tools that can help speed your workflow and reduce your dependence on certain 3rd party plug-ins. Unlike 3rd party plug-ins, Flame FX tools are integrated into the heart of your creative workflow where you need them most. Flame FX tools have GPU-accelerated procedural nodes for basic compositing tasks and image manipulations such as warping, rippling, edge detection, embossing and adding film artifacts.

Real-Time Color Grading*

Flame Premium blends color and visual effects tasks into a single creative offering. In Flame Premium, artists can move easily between Flame for 3D visual effects and Lustre for real-time color grading. Using professional and specialized tools for end-to-end finishing, you'll save time in session

by non-destructively moving entire multi-layer timelines between finishing tasks. Common UI conventions make it easier for finishing artists to move between creative tasks as they efficiently share a single set of data for grading and finishing.

Editorial Finishing

Flame Premium offers an intuitive timeline-based workflow combining the power of the Flame creative toolset and the logical progression of timeline navigation. By unlocking the full Flame Batch and Action creative toolset within the timeline workflow of Smoke Advanced*, you can choose your workflow based on project needs and without limiting your creativity. Advanced conforming tools for EDL, AAF, OMF and Apple® Final Cut Pro® XML files enables fast creation of multi-layer timelines that can be shared between VFX, editing, and color grading toolsets. Choose the workflow best for the project at hand — timeline or desktop. Drag-and-drop media management in the Clip Library and Desktop makes it easy to organize your projects and work clips.

To purchase a license of Flame, Flame Premium, and Flare or to obtain product information:

North America: +1-800-869-3504

International: +1-415-507-4461

www.autodesk.com/contactus.

Expand your Creative Capabilities with Flare

When you need more visual effects capabilities, Autodesk® Flare™ software features the full creative toolset of the Flame Batch procedural compositing environment in a flexible software-only package. Featuring the same creative tools as Flame, Flare is designed for advanced creative tasks as well as support tasks such as rotoscoping and retouching.

Flare supports floating licenses to help give you more flexibility within your facility. Flare offers a cost-effective and scalable way to add more of the compositing power of Flame to your finishing pipeline. Artists can use Flare as a standalone creative station, work collaboratively with Flame and Flame Premium on multiple Flare stations sharing setups and centralized media, or use Flare on mobile workstations for powerful on-set VFX supervision using the power of the Flame creative toolset.

*Available only in Autodesk Flame Premium software.

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