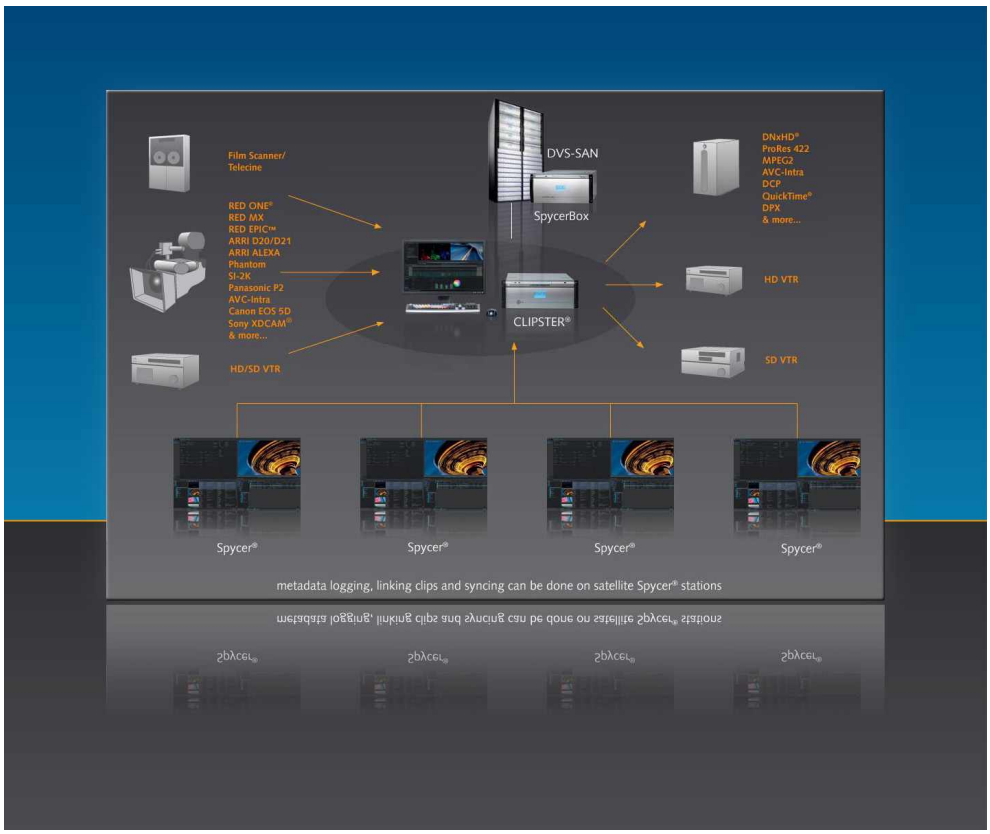
CLIPSTER V 3.7

Release of CLIPSTER® V 3.7 and Spycer V 2.0 (RAW Dailies Workflow)



The new version 3.7 of CLIPSTER and version 2.0 of Spycer provide new features that enhance the RAW dailies workflow. Information from the camera logs, sound logs, etc. can now be logged into the Spycer database. The seamless integration between Spycer and CLIPSTER allows CLIPSTER to leverage this information for creating deliverables.

Combining CLIPSTER's powerful engine to process RAW material from digital film cameras in high speed with Spycer's distributed media handling capability not only speeds up, but also simplifies the dailies workflow.

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CLIPSTER V 3.7

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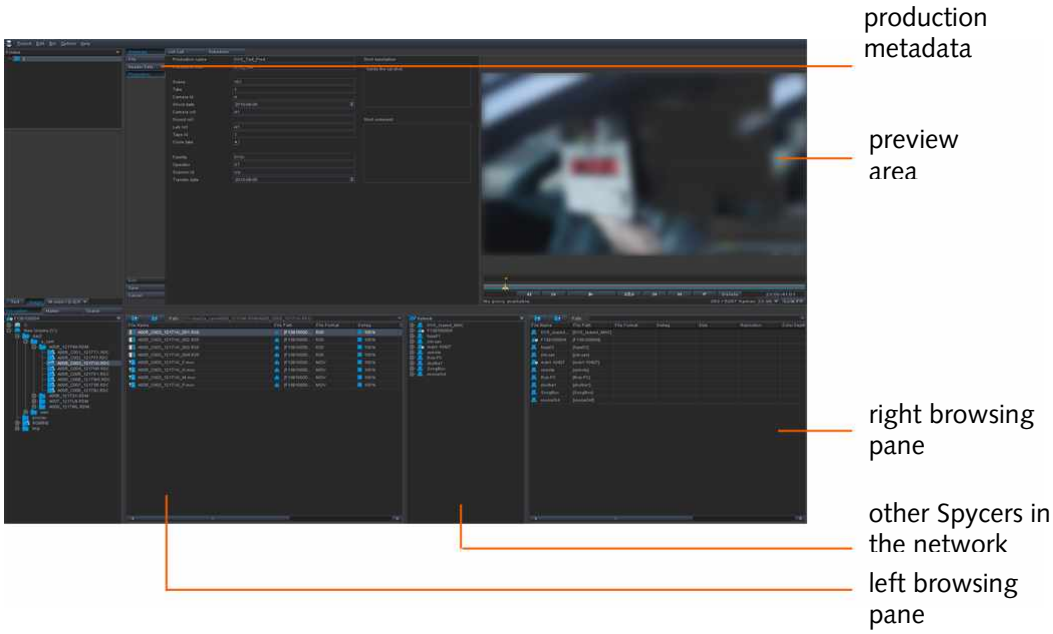
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1.) Spycer Enhancements

Additional Metadata

In Spycer version 2.0 users can log additional metadata from the field such as camera logs, sound logs, etc. By adding markers to the clips additional metadata can be attached to the media. In a dailies workflow, the markers are typically clap points.

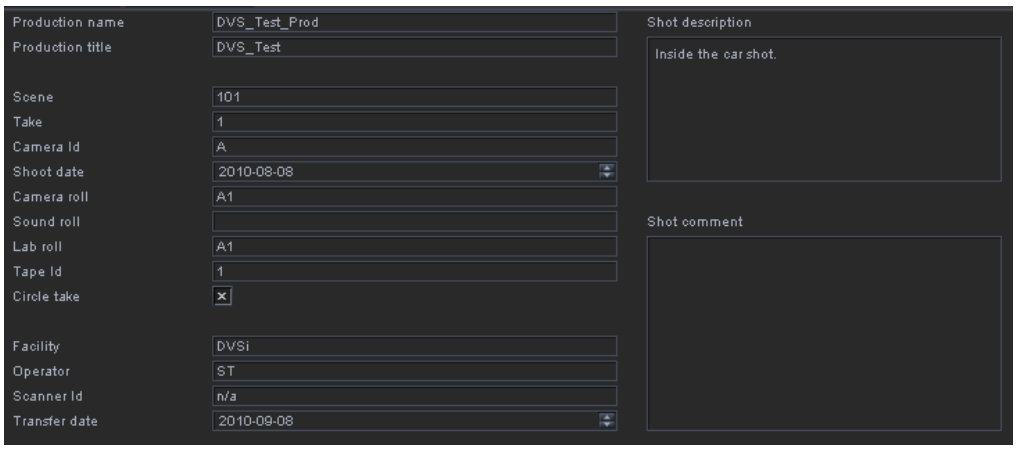


Video/Image Sequences

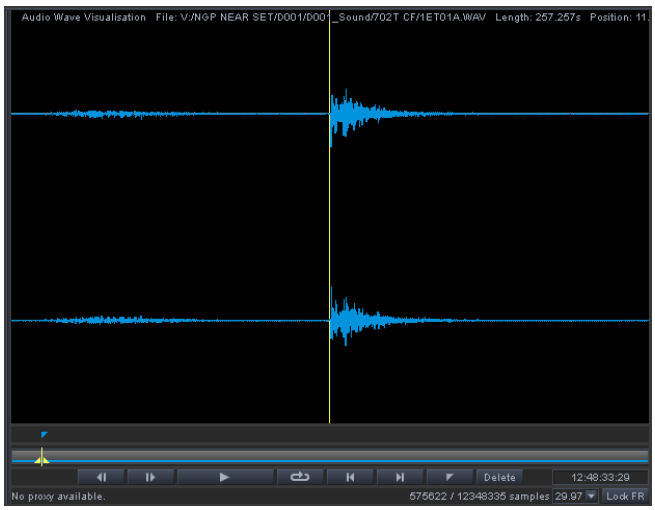
To add metadata to video clips, open the clip in Spycer's preview area by double-clicking on the file. Scrub the clip's timeline to locate the clap point visually and place the yellow scrub bar cursor on the clap point. Then click on the "Marker" button (keyboard shortcut [C]).



Now metadata information pertaining to the scene and take can be added to the marker in the production metadata. When using file sequences with multiple shots in one sequence, multiple markers can be added to the same media at different places. Keyboard shortcuts ([A] for the previous marker, [S] for the next marker) allow you to navigate easily between different shots. Selected markers can be deleted using the “Delete” button.

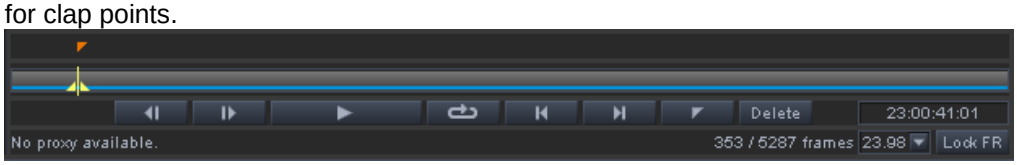


Audio Files



For audio files, productions typically use the Broadcast Wave format. These files contain production metadata in their file headers. Spycer and CLIPSTER can read and utilize this information. In case the information is not present or is incorrect, double-clicking on the file opens it in Spycer’s preview area. The audio can be heard at the regular headphone/speaker output of the host system: If Spycer is running on a CLIPSTER system, plug the headphone into the headphone jack of the motherboard at the back of CLIPSTER. Then locate the clap point and add a marker. The original metadata read from the file can be modified by adding missing or additional metadata to the marker.

Alternatively, the timecode from the slate (clap point) can be entered into the position entry field, and Spycer will position the cursor at the specified timecode. This enables you to quickly locate the clap point instead of scrolling and searching for clap points.



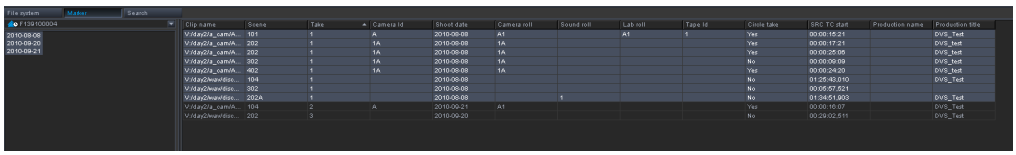
Auto Fill

When adding metadata to media, Spycer automatically fills information based on previous entries as long as the value is numeric. The take information will automatically increment for every marker entry. This information should be verified by the user and can be modified if necessary.

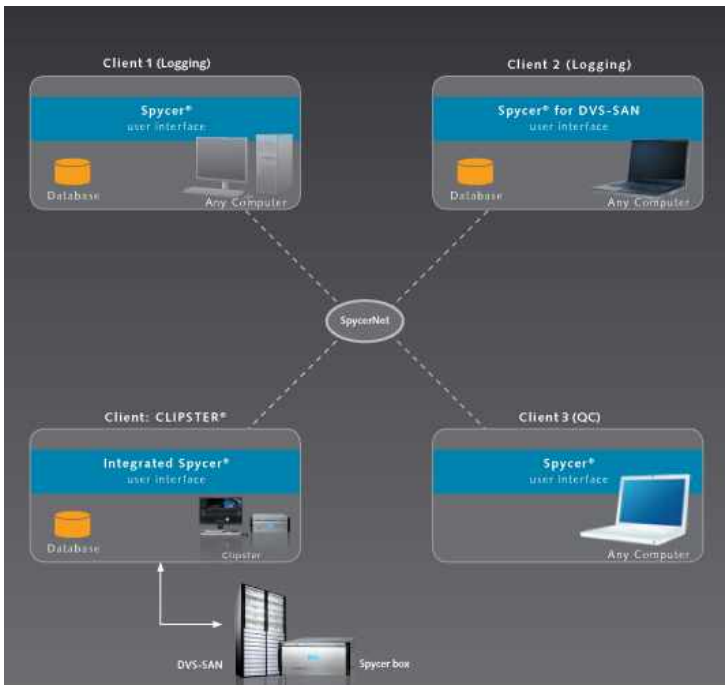
2.) Marker List

A new tab is available in Spycer that shows all the available markers in the database. This list is ordered by the shoot date of clips.

The marker list gives you a quick overview of all the available markers and the associated metadata. This list can be sorted by multiple criteria. For example, the user might want to sort the markers based on Scene, then on Take and then on Camera Roll. When double-clicking on a marker, the corresponding clip will be opened in the viewer and the cursor will be positioned on the marker automatically.



3.) Distributed Processing

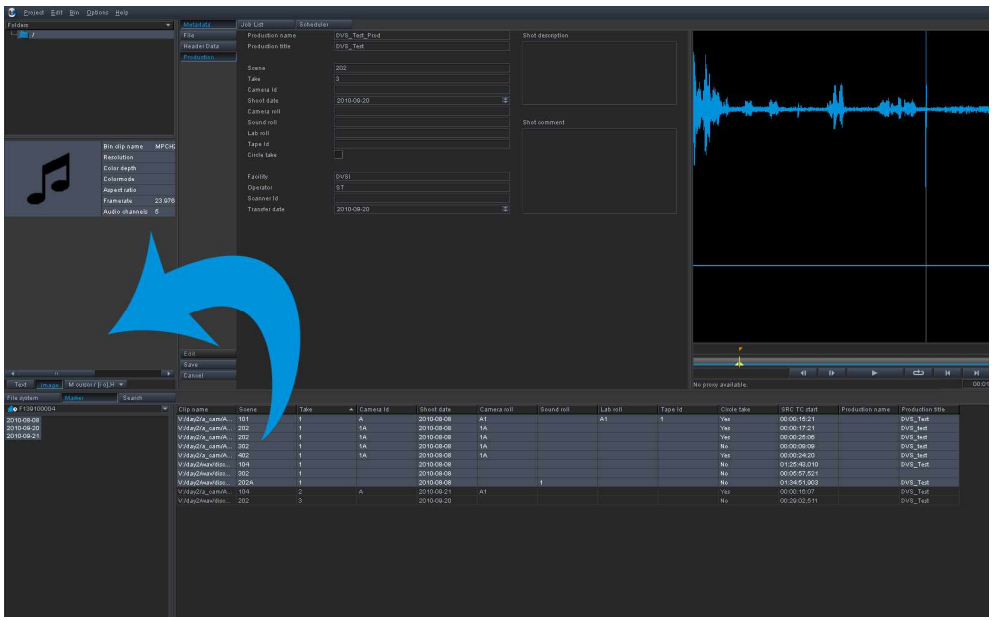


Another advantage that Spycer offers for the dailies workflow is its distributed database and media management tool set. The example below shows how multiple Spycer users can work on the same media and log information at the same time. The media can be located either on CLIPSTER or on a shared storage such as the SpycerBox or a DVS-SAN. Depending upon the schedules, additional Spycer clients can be added or removed from a project so work can be farmed out effectively.

4.) CLIPSTER Integration

Transferring Media and Metadata from Spycer to CLIPSTER

After the metadata logging is complete and the markers for clap points are set, the media and the metadata can be dragged and dropped into CLIPSTER's bin. Bin clips are created automatically in CLIPSTER with the metadata entered in Spycer.

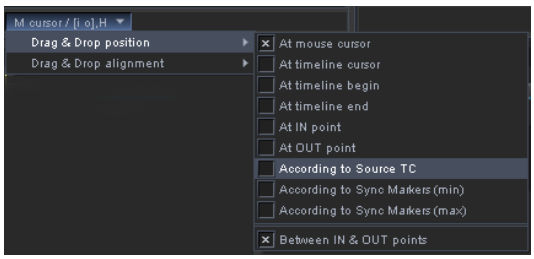


Material located on remote systems must be transferred to the local system before it can be dropped into the bin.

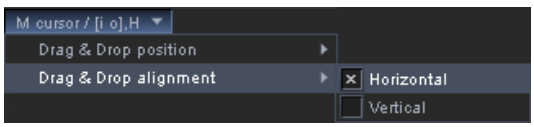
Assembling the Timeline

The CLIPSTER's drag and drop feature has been enhanced. Several modes for assembling the timeline via drag and drop are now possible.

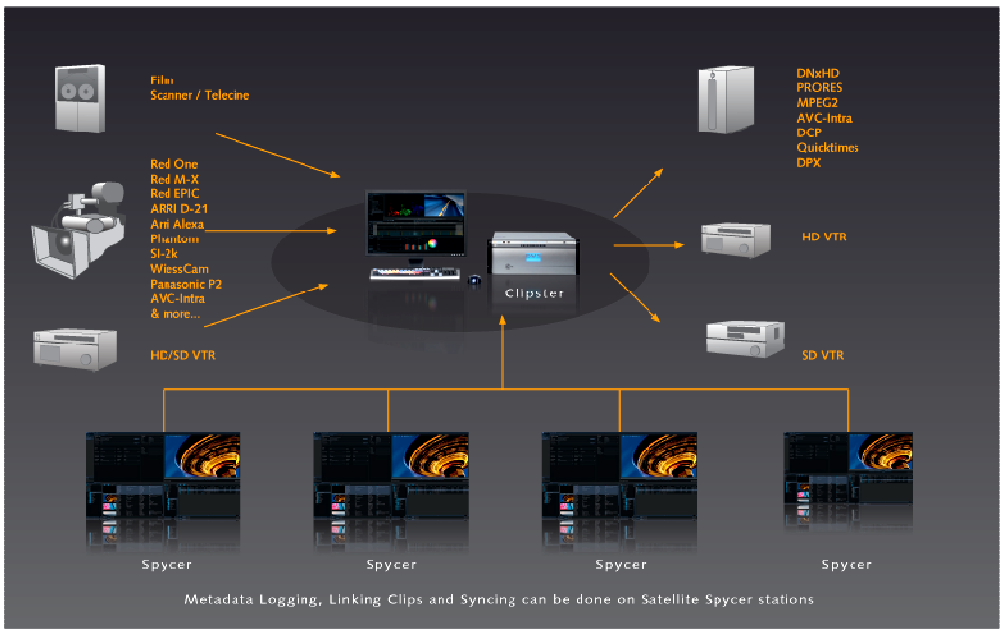
When adding clips to the timeline from the bin, the way the clips should be positioned is now definable. The options are adding clips at the mouse cursor, timeline cursor, timeline beginning, timeline end, or the timeline's in- or outpoint. Clips can also be added according to their source timecode and sync markers.



When multiple clips are added to the timeline, the order of stacking the clips (either vertical or horizontal) can be defined as well.

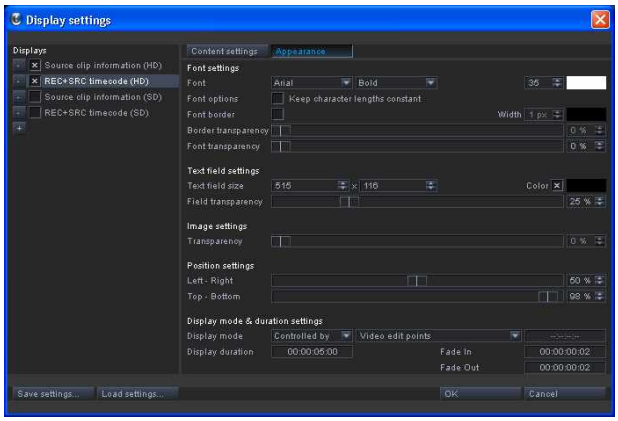


5.) Workflow



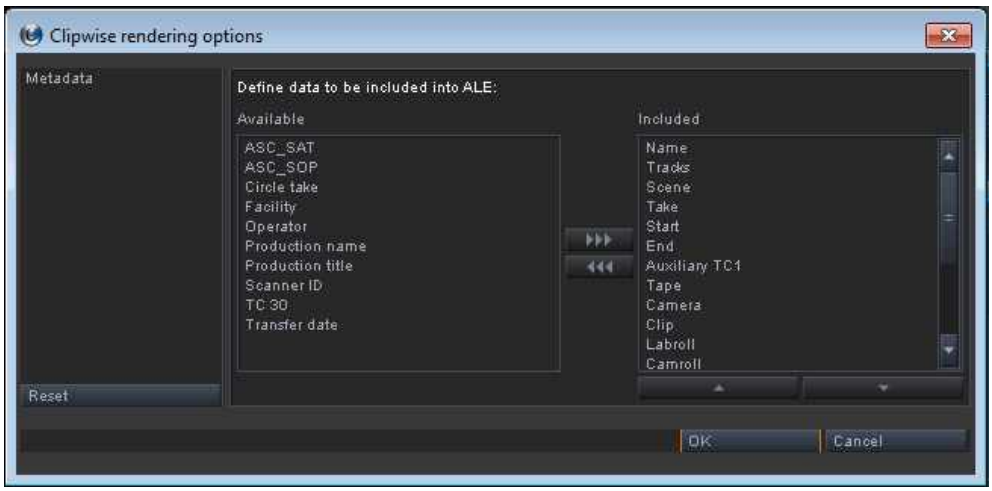
6.) Flash Burn-ins

The burn-in feature set has been expanded. Now it is possible to define whether the additional displays should be shown permanently or for a certain length of time. In case burn-in displays have to be shown for a certain period of time, it is possible to define both the display duration and the way that the burn-in displays should be released.



7.) ALE Export Options

The metadata entered in the Spycer database can now be included in exported ALEs. The ALEs get automatically exported when performing a clipwise rendering. In the clipwise rendering options, new fields like Scene, Take, Camera Roll have been included. Users can add the appropriate fields that should be present in the ALE and CLIPSTER will add the metadata from the database under these columns.



8.) Others

- Support of Apple ProRes 4444 in 12 bit
- Support of high-resolution audio in 24 and 32 bit for QuickTime
- Audio finalize into separate mono files
- Extension for RF64 audio files is changed from .rf64 to .wav
- For finalize source timecode can be used for file numbering

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