



# SCRATCH Datasheet

SCRATCH RED PrePost System

## The SCRATCH RED experience

ASSIMILATE™ teams with RED DIGITAL CINEMA and Maxvision to deliver a fully featured, turnkey PrePost solution for RED ONE users. RED ONE and SCRATCH® complement each other for data capture to data post.



*(Tangent Panel, monitor and camera are optional to system)*

The SCRATCH RED PrePost System is optimized for the following processes.

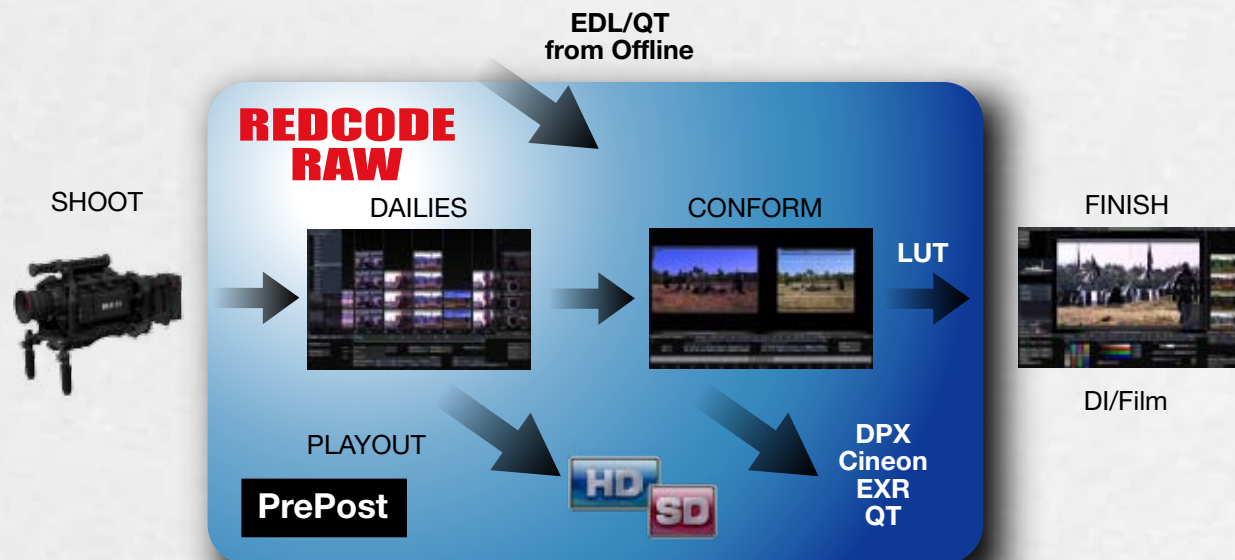
Take REDCODE R3D files directly from any RED media and set up for:

- Shot management
- Dailies
- Direct output to tape with metadata burn-in
- Conform from offline
- Create basic color grading
- Generate LUTs to pass on through post/vfx process, or lab calibrated printer lights to interface with your film lab
- Generate outputs required to finish in post production
- Drive a projector for review sessions

The Maxvision MaxCube™ completes this package for a system that can be taken on set, on the road, or into a facility. With the optional UPS/battery for the MaxCube, you can even take the system where power may not be consistently available. Because SCRATCH is modular, you can upgrade the system to be your own post production finishing system with a software upgrade to SCRATCH FINISH!



# SCRATCH RED PrePost Workflow



## SCRATCH RED PrePost System Specifications:

The Software: SCRATCH PrePost includes the following SCRATCH TOOLSETS (all functions support REDCODE RAW natively):

### SCRATCH

This is the CONstruct – the grid of elements that shows the overall structure of a sequence in a visual and interactive manner. Whole groups of shots can be loaded based on a directory structure for quick review and organization. Global 1D and 3D LUTs can be loaded as well as on-screen Guides for displaying alternate aspect ratios and metadata burn-ins.

### Projects

Expands the capabilities of SCRATCH to allow multiple users, projects, Groups and CONstructs to further the creative flexibility. XML import and export functionality is included to allow CONstructs to be built remotely via XML script files, and placed into a Watch Folder.

### Edit

Provides an editorial timeline for adjusting the timing of any edit in the CONstruct with Trim, Slip, Roll, Dissolve, Flip, Flop and Variable Speed controls. CONstructs can be assembled from EDL or ALE files and a Dualview allows for comparison between versions or to offline references. The ability to Save and Load edit timelines is also available.

### Process

Allows control over individual shot framing with Zoom, Pan and Rotate controls. OpenFX plugin support, background processing and output processing to various image formats such as DPX, Cineon, Targa, Tiff, EXR, JPG, JPG2000 and Quicktime. Support for 16-bit XYZ TIFF per DCI spec from various source gamuts.

### Color

Primary Color Grading toolset which includes Lift/Gamma/Gain controls, Hue, Saturation, Lightness, Printer Light Offsets, Pre-Gain control, AutoGrade based on user-assignable Black/Grey/White points – all with full keyframe and animation capability.



## LUT Export

Extends the ability of the Color tools to export a primary grade as a user-defined 1D or 3D LUT in SCRATCH, S.two or LUTher format. Multiple LUTs and grades can also be concatenated together into a single output LUT.

## Playout

Provides frame-accurate output to VTR with realtime downconversion/upconversion to any SMPTE standard with realtime 3:2 and 24:25 framerate conversion for NTSC and PAL output.

## DUAL Head/SDI

Adds support for dual monitor output with User Interface on one monitor and a clean image output on the other. When used with NVIDIA SDI card, includes single - and dual-link SDI outputs in all SMPTE standards including 4:4:4 and DCI 2048.

## Media Layer

Adds the ability to read streaming media formats. Currently supports REDCODE R3D and Quicktime.

## The Cube



## MaxCube™

The MaxVision MaxCube™ is a new paradigm in compact transportable computing. In the volume of 1 cubic foot, the following features are provided:

- **MaxCube8230X Compact Rugged Mobile Server/Workstation Cube Specifications:**
  - Advanced dust filter
  - Extreme 0-50°C Temperature Operation
  - Full Range Global 700watt Power Supply
  - All aluminum construction
  - Support for 8 hard drive internal removable magazine
  - 6 Full Length PCI Slots (2-PClex16, 2-PCI-X, 2-PCI)
  - Slim Optical back plane drive support
  - Support for 2 removable 2.5" SATA HD system drives
  - Four 80mm quiet cooling fans
  - 12.75"W x 12.75"D x 11"H
  - 45 pounds typical maximum



- MOTHERBOARD, SuperMicro X7DAL-E
  - Dual DDR2 memory channels
  - 6 DIMM slots DDR2 667MHz 12GB Max
  - ATA 100 to support DVD
  - Integrated Audio
  - Dual 1Gbit Ethernet
  - Four USB 2.0
  - Firewire 400/800
  - PCI Express 16x Graphics Slot 9"
  - Two PCI 32 bit slots 9"
  - Two PCI -X 64 bit 66MHz slots 9"
  - One PCI e 8x with 16x slot 9"
  - Four Serial ATA 300 ports for internal Hard Drives
  - One Serial Port, Second serial port used for UPS control
  - Internal Printer Port
- Dual Intel® 64-bit Xeon® Quad-Core, 1333 MHz FSB Intel® 5345 Chipset 8MB L2 80watt
- 4GB MEMORY (2 x 2GB) FBDIMM DDR2 ECC 667MHz
- nVidia PNY Quadro FX 5500 SDI PCIe
- Pioneer DVR-K06 Slim-line Internal DVD/CD Writer (Slot Loading), Black, DVD-R: 8x max. DVD-RW: 4x max DVD+R: 8x max. DVD+RW: 4x max DVD+R9: 2.4x CD-R: 24x max. CD-RW: 16x max
- System DISK 100GB 7200rpm SATA 2.5" HARD DISK, SEAGATE ST9160821AS
- HDPac8 2.4TB with 8 x 320GB SATASeagate Barracuda 7200.10
- HARD DISK RAID CONTROLLER, 3ware 9650SE-16LPML PCI Express x4 16 Channel SATA II Raid Controller Card (8 internal connections/8 external connections)
- Windows XP Pro
- Acronis True Image Backup
- MaxCube 0340 Pelican rolling cube case
- Standard one year warranty, extended warranty available
- Supports the following input power:
  - 90 - 264VAC@ 50-400Hz
  - 90-380VDC
  - 28VDC (only with Integrated UPS)
- Options:
  - Integrated UPS, assuring continuous operation at full load for up to 15 minutes. Includes support for 24V power (28VDC)
  - TeraPac 3, additional external storage array

*(subject to change without notice)*