Autodesk Introduces Smoke 2010, Flint 2010 and Lustre 2009 Extension

Latest Visual Effects Systems Help Boost Efficiency and Promote Creative Freedom on Film and TV Projects

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Autodesk has announced the 2010 releases of Autodesk Smoke and Autodesk Flint software for editorial finishing and visual effects. The company also unveiled the 2009 Extension 1 releases of Autodesk Lustre and Autodesk Incinerator color grading software. In addition, the company launched Autodesk Flare software, a creative companion to the 2010 releases of Autodesk Flame and Autodesk Inferno visual effects systems.

"Autodesk strives to provide integrated solutions that help our customers meet today's artistic and business challenges," said Stig Gruman, Digital Entertainment Group vice president, Autodesk Media & Entertainment. "We are focused on promoting creative freedom for projects large and small and our new systems releases feature creative 3D tools, improved interoperability, and expanded format support, including RED, across multiple platforms."

Autodesk tools have been used on some of this year's highest profile entertainment projects, including the TV shows "NCIS," "Bones," "Prison Break," "Smallville" and "Dexter"; as well as blockbuster movies such as "Milk," "Frost/Nixon," "Changeling," "Madagascar: Escape 2 Africa" and "The Day the Earth Stood Still". The software was also used to help shape the Super Bowl commercials Pepsi "Pass" and "Refresh," General Electric "Scarecrow" and Pedigree "Crazy Pets."

New Feature Highlights in Smoke 2010 and Flint 2010

Autodesk Smoke is a nonlinear, timeline-based system for editorial finishing and visual effects in short- and long-form post-production and broadcast design. With an extensive set of editorial and finishing features, Smoke provides intuitive, powerful and high-speed tools to editors as well as finishing and effects artists.

Autodesk Flint is a cost-effective system for designing complex visual effects and motion graphics in a real-time environment for post-production and broadcast design. It is used primarily for promotions, stations ID packages, commercials and brand graphics.

New Feature Highlights in Lustre/Incinerator 2009 Extension 1

Autodesk Lustre is a high-performance graphical processing unit (GPU)-accelerated digital intermediate color grading solution for film and television projects. Autodesk Incinerator is the real-time accelerator within Lustre that enables interactive grading sessions, ultra high-speed clustering and intelligent system

management.

More Information at www.autodesk.com. Image and Video Courtesy of Autodesk Corp.