



Autodesk Smoke 2010

For Mac OS X

Don't Just Edit. Finish.

Top Reasons to Buy for Post Production

Autodesk® Smoke® 2010 software for the Mac OS® X platform brings high-quality editorial finishing to your creative editorial workflow – on hardware you already know. Combining the familiar timeline of a non-linear editor with powerful visual effects, design and finishing tools, Smoke empowers your editorial pipeline and helps you keep entire creative projects in house.

Now available as a software-only application for Mac OS X, Smoke easily integrates into your existing media and technical workflows – allowing you to offer creative services from cut all the way through final delivery. Smoke helps take your projects from start to finish faster by integrating into Apple® Final Cut Pro® and Avid® workflows and helping reduce the need to jump between multiple applications for paint, compositing, and editorial – just do it all in Smoke.

Own the Creative with Smoke – Integrated Editorial Finishing

How many times have you had to outsource part of a project because you didn't have the tools or time to finish a challenging composite or solve a technical problem? Smoke software's integrated editorial finishing tools help you keep entire creative projects in house. With a creative toolset that spans editorial, color correction, paint, cleanup, titling, 3D compositing and finishing, Smoke provides an interactive environment where editors can move quickly between creative disciplines – in a single application.

Empower Your Editorial Pipeline

Empower your editorial pipeline by integrating Smoke with your creative cut editorial applications to provide end-to-end editorial finishing. Start from scratch in the Smoke software editorial environment or import projects and media from your existing creative workflow. With Smoke, you can import entire timelines and supported native media and effects via XML and AAF conform from Final Cut Pro and Avid® Media Composer® software. Because Smoke now runs on the Mac, you can integrate its proven finishing tools into media and shared storage workflows already in place.

Efficient and Flexible Media Workflows

Concentrate on the creative without wasting time worrying about media or format issues. Smoke integrates easily into your existing media workflow by supporting common acquisition formats like Panasonic P2 HD and Sony® XDCam as well as popular intermediate formats like Apple ProRes and Avid DNxHD®. When your clients challenge you to deliver projects using high-res media – like Sony 10-bit HDCAM SR, RED media or even 2k image sequences – Smoke lets you move into uncompressed high-res workflows with ease.

True 3D Compositing

Autodesk is a proven leader in 3D design software, and Smoke is no exception. At the heart of Smoke is Action, a true 3D compositing environment that lets you combine unlimited layers of multi-format media, lights, 3D objects like 3D text and geometry - and a 3D camera system. Break out of a 2D workflow with Smoke – the integrated 3D compositing and non-linear editorial finishing solution.

Managed Media from Start to Finish

As your business grows, managing media does not have to be a headache. Smoke features reliable built-in media management and productivity tools that help you work faster whether you need to move projects between workstations, access archived versions, or have multiple editors access a single set of data. Concentrate on being creative instead of managing media with Smoke.

Interactivity Equals Creativity

Smoke gives you the ability to work interactively with 2D and 3D content in a familiar non-linear editorial workflow, regardless of resolution. With tools ranging from editorial to color correction to true 3D compositing – Smoke gives you what you need to complete projects faster and take your content to the next level.