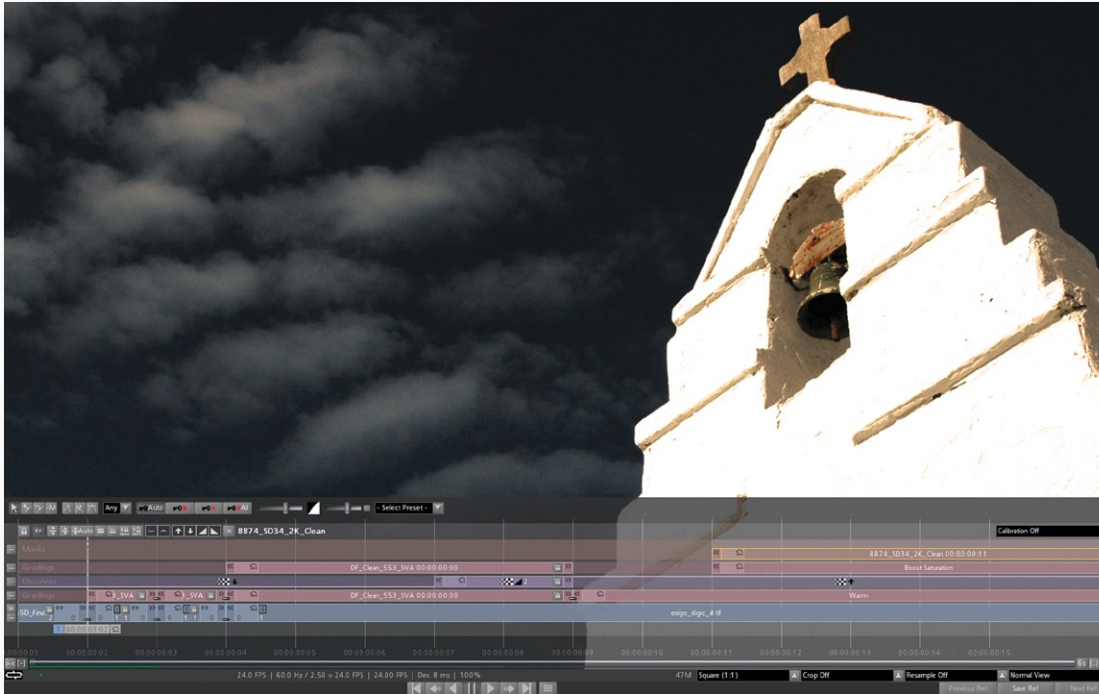


The Art of Moving Pictures

SpeedGrade DI and the New Open Workflow



SpeedGrade applications open a clear line of sight from on-set capture right through postproduction to film finishing.

SpeedGrade DI is the heart of a workflow which begins with the look established by the cinematographer. SpeedGrade DI uses open metadata: everyone involved in the film can reference — and work with — graded frames. Open up your pipeline with SpeedGrade.

IRIDAS SpeedGrade DI

Move Your Metadata

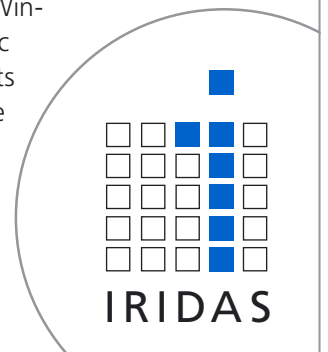
SpeedGrade DI saves all color, conform, and compositing information as XML-based metadata along with the unaltered source material. Save as many versions of each shot as you want without requiring any additional storage. More flexibility, fewer terabytes, what's not to like?

Creative Freedom

SpeedGrade DI allows you to work in any format at any resolution or bit-depth, without requiring proxies. Color-corrected shots can be played back on any workstation with IRIDAS FrameCycler.

Do it Your Way

SpeedGrade DI works on Windows and Linux with a Mac version on the way. From its customizable user interface to its script-friendly open architecture, SpeedGrade is built to work the way you want to.



Finish What You Started

The IRIDAS DI System is not about one application, or even a group of applications. It's about enabling real-world workflows for artists, facilities and production teams. From filming all the way to finishing.

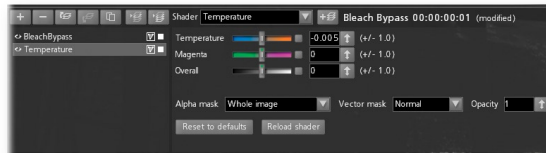
The IRIDAS metadata pipeline — and the different applications that work with it — make this possible.

SpeedGrade Product Family

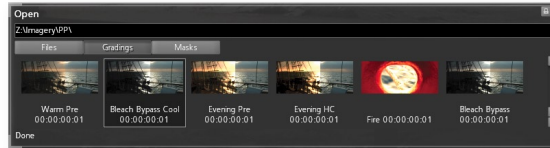
- *SpeedGrade On Set*
Preliminary grading tool for cinematographers
- *SpeedGrade DI*
Realtime 2K color-timing, finishing and mastering application
- *SpeedGradeRender*
Render out in any any bit-depth, including floating point.

Review graded material with:

- *FrameCycler Professional*
Workstation review and analysis tool
- *FrameCycler DDS*
HD and 2K daily screenings



The Grading Interface: display only the functions you need and choose your own order of operations. Even the interface elements can be customized.



Look Thumbnails: It's easy to create, save, access, and re-use grading parameters thanks to thumbnailled looks.



The Mask Widget: This innovative tool makes it easy to shape custom masks for secondary grading or compositing.

Key Features

Ease of Use

SpeedGrade DI features a clean, fully customizable interface. Artists can use external hardware or mouse and keyboard for input.

Animated Masks

SpeedGrade DI allows for an unlimited number of animated masks for secondary grading and compositing tasks.

Multiple Layers

With layered grading algorithms, you can add any number of secondary grading layers and combine overall primary color timing with layers that only affect the shadows or highlights.

Full Bit-Depth Rendering

SpeedGrade supports 8-bit rendering right out of the box. With the optional *SpeedGradeRender* you can render the full color depth of the input image: 10-bit log, 16-bit or even floating point.

More Information

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