



# R A I N IS A SOPHISTICATED COLOR GRADING SYSTEM DESIGNED FOR CLIENT ATTENDED SESSIONS

## GRADE IN REAL-TIME, ALL THE TIME

R A I N processes media at any resolution in real time while displaying results immediately. Client's requests are delivered instantly on screen, upon the colorist's command. R A I N provides direct feedback without wasting time for rendering.

## MAKE FINAL DECISIONS

Working and final approval can be combined in the same session. The media can be delivered to the client in data or tape format. With features dedicated to help fast decision making, such as per shot versioning, full screen client-oriented clip, intelligent grade library, audio support and more, all accessible through the control panel, R A I N eases the finishing process and delivers expected results.

## CALMLY FACE LAST MINUTE CHANGES

R A I N's useful conforming & editing tools allow to immediately replace sequences or clips, or to modify a scene cut without going back to an editing station. The new composition can then be exported in EDL or ALE log format for further editorial processing.

## EFFICIENCY, FROM THE FIRST CLICK

R A I N has a unique interface designed to make the operator instantly comfortable, efficient and professional in a client attended session.

Browsing clips in the Library, switching to the Timeline, adding demanding secondary corrections or animated grades, all with the ease of a virtuoso playing piano. Solid logic combined with a sleek, minimalistic GUI design, greatly improve R A I N's learning curve.

## ENHANCE YOUR SESSIONS WITH SOUND

R A I N supports files with embedded audio tracks and audio clips such as Wave and AIFF files.

Multiple audio layers, available in the Timeline, allow complex sound compositions. The monitoring can be done through the system's sound card, as well as from the SDI signal.

R A I N is also able to embed up to 16 channels of AES/EBU 24-bit 48 KHz audio into the outputted SDI signal.

# R A I N PROVIDES ADVANCED GRADING CAPABILITIES & MUCH MORE

## GRADE WITH BOTH SPEED AND PRECISION

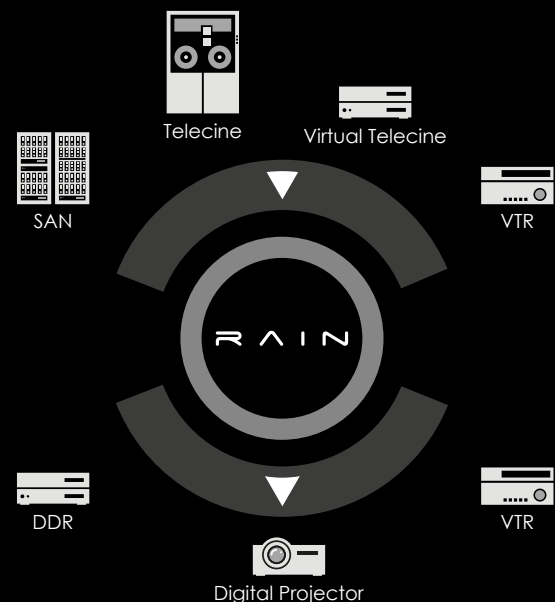
In R A I N, the Primary Grading controls are designed to save you time: Master Curves and Color Curves are effortless to manipulate and traditional RGB corrections add Luminance control for faster look creation. The same logic is reflected in the 12 layers of Secondary Grading, including luma key and chroma key along with unlimited numbers of shapes with advanced feathering settings. Every single parameter can be individually animated using key frames.

## BE SELECTIVE WITH YOUR GRADES

R A I N's Grade Library allows you to store unlimited color looks for your current project, and to access easily other project's grades. When recalling a grade, you can choose to apply all the corrections or only some of them, with selective copy/paste. Different wipe styles can be used for frame by frame comparison.

## BUILD YOUR TIMELINE & CONFORM

Because R A I N has a multilayer timeline, titling compositing is easily performed with overlays. Conforming is not a challenge anymore, with the support of compositions in XML (from Final Cut Pro), AAF and OMF formats. Importing an EDL is done without difficulty thanks to renaming tools and list manipulation capabilities.



# R A I N IS ADAPTED TO ANY KIND OF MEDIA, BE IT PAST, PRESENT OR FUTURE

## GRADE NATIVE RAW DATA

Digital camera's (RED, ARRI Alexa and D21, Canon 5D with EXIF metadata support, etc) RAW data can be graded natively at resolutions up to 2K or 4K using a RedRocket, with instantaneous playout on SDI or an on-the-fly conversion to another file format such as QuickTime, DPX, TIFF, etc. Grading in native format gives the colorist the ability to come back at any time in the workflow on the color decisions, without wasting time in conversions.

## EXPAND YOUR HORIZONS WITH STEREOSCOPY

R A I N is able to grade stereoscopic files in Real Time the same way it handles any other type of file. Pan, Scan and Mirroring functionalities allow the management of camera rigs. Primary and Secondary Grading, as well as animations are applied either on the Left, Right or both images, and can be easily compared (per eye, dissolved, etc), memorized and recalled. R A I N combines left and right images into a stereoscopic stream played in Real Time for reviewing.

## FIX IMAGE DEFECTS IN REAL-TIME

With the first integration of Cintel's ImageMill 2 ORIGIN, GRACE and STEADY, the world's fastest data image restoration tools, in a color grading station, R A I N gains unparalleled, faster than Real Time, image defects removal capabilities, delivering pristine quality.



## CONFIGURATIONS

R A I N is a modular system made for a scalable installation, based on the post house budget and needs.

- **SOFTR A I N** is a software solution that can be installed on a certified system, adjusted to your facility workflow, allowing both budget and features scalability.
- **LIGHTR A I N** is a turn-key solution aimed at post-houses with data-centric infrastructures and varying deliverables. It is designed to be easily upgraded in terms of processing power and storage. It includes a RedRocket board, high-end GPU and CPU processing, 2K video i/o, SDI output and internal disk storage capacity for buffering purposes. Local Attached Storage and SAN options are available.
- **HEAVYR A I N** is a turn-key solution engineered for "Real Time All the Time" needs, like TV series or feature films grading. Based on the award winning NVIDIA Digital Video Pipeline, HEAVYR A I N has a direct path from image ingest, to process, to image out, never losing it's Real Time capabilities. It is upgradable with new computing units at any time. HEAVYR A I N includes high-end CPU and GPU processing with SDI IN and OUT, as well as a Cintel ImageMill2 board and internal disk storage capacity.



# RAIN FEATURES

## MEDIA MANAGEMENT

- Support for any resolution from SD to 2K in Real Time
  - Support of 4K
    - Project Management and Project Library
  - Real Time image transport through 3G SDI
    - Automatic Data conform capabilities
  - Multi format and multi resolution timeline
    - Unlimited video and audio layers compositions
- Support for industry composition formats (EDL, FCP XML, OMF)
  - Support for Transitions and effects
  - Layer opacity & blending modes
  - Export of EDL and ALE log formats
    - Automatic scene detection

## ADVANCED SECONDARY GRADING

- 3D-LUT management (display & GVO)
  - SDI output
- Scopes & Color Picker for color analysis
- Original TimeCode, EdgeCode, and FPS information display
  - TimeCode, EdgeCode and custom metadata burn in
    - Blanking tools for aspect ratio output
  - Advanced Editing Tools (Trim, Slip, Slide, Razor etc.)
  - Per clip Zoom and Pan&Scan (flip, mirror, angle etc.)
- Per clip primary color correction in real time (YRGB, Curves, HSL, Printer Lights etc.)
- Per clip 12 secondary layers available for YRGB or HSL animated corrections
  - Highlights, Midtones, Shadows keyers
  - Simple shapes and complex geometries
    - Real Time versions and shot comparisons (dissolves & wipes)
- Advanced animation and Key framing per object (per shape, Pan&Scan, keyers)
  - Grade Library for grade storing and recalling
- Support of Dual Link and Single Link Stereoscopy in 4:4:4
- Advanced Stereoscopy Management (convergence, per eye color grading etc.)

## I/O FEATURES AND FILE SUPPORT

- Video Capture (batch, crash) and Record
- Video format conversion (automatic up/down scaling)
  - Slave mode (RS422 protocol)
  - Master mode (RS422 protocol)
    - 3:2 pull-down management
- Support for multiple RedRockets
  - Audio sync capabilities
- Audio support of WAV, AIFF and QT
- Native play back of DPX, TIFF, TARGA, BMP, PNG ETC.
- Native play back of ARRI RAW, RED R3D, SI, Phantom, Cineon
  - Native play back of QT codecs, ProRes, DNxHD, MXF\*, AVI, DV-25, Open EXR, SGI, MPG2, MPG4
- Render to DPX, TIFF, TARGA, QuickTime codecs and MXF\* codecs
  - Support for Tangent CP100 & CP 200

\* options

- Support for MXF (Avid DNxHD, IMX & MPEG2, IMX & MPEG2HD, DVCPRO (DV50) & DVCPROHD (DV100), AVC Intra)

## VIDEOMODES

720 x 486i	59.94Hz
720 x 576i	50.00Hz
1280 x 720p	23.98/24/25/29.97/30/50/59.94/60
1920 x 1035i	59.94/60
1920 x 1080p	23.98/24/25/29.97/30/47.96/48/50/59.94/60
1920 x 1080psf	23.98/24/25/29.97/30
1920 x 1080i	47.96/48/50/59.94/60
2048 x 1080p	23.98/24/25/29.97/30/47.96/48/50/59.94/60
2048 x 1080i	47.96/48/50/59.94/60
2048 x 1556psf	14.98/15/18.98/19
2048 x 1556psf	14.98/15
2048 x 1080p	23.98/24

## VIDEO I/O

- ▶ 10/12bit input
- ▶ 3G-SDI capable
- ▶ 2K/HD/SD 4:4:4(RGB/YCrCb)
- ▶ HD/SD 4:2:2 Video(YCrCb)
- ▶ HSDL
- ▶ RGB 4:4:4
- ▶ YCrCb 4:2:2 or 4:4:4

## AUDIO I/O

- |                         |                         |
|-------------------------|-------------------------|
| <b>INPUT</b>            | <b>OUTPUT</b>           |
| ▶ 24bits 48KHz sampling | ▶ 24bits 48KHz sampling |
| ▶ 16 channels SDI(A/B)  | ▶ 16 channels SDI(A/B)  |
| ▶ 8 channels AES/EBU    |                         |

## HARDWARE SPECS

	LIGHT RAIN	HEAVY RAIN
4U 19" rackable high-end chassis	✓	✓
Redundant 1200W AC power supply w/PFC	✓	✓
Dual Six-core 3.33 GHz Processors	✓	✓
16 GB RAM	✓	✓
High-Performance GPU processing with SDI Output	✓	✓
High-Performance GPU processing with SDI Input & Output dual link 4:4:4	✗	✓
Video I/O 2K dual link	✓	✗
Internal Disk Capacity 7 TB RAID 5 protected	✓	✓
Integrated RedRocket board	✓	✗
Integrated imageMill 2 board	✗	✓