

SequencePublisher 2006

- Automate, Integrate, Accelerate
- Scripted batch conversion
- Multiple format support



The Missing Link in Postproduction

Now on Mac OS X, Windows, and LINUX

Integrate Your Infrastructure

SequencePublisher fills key gaps in the postproduction pipeline by automating file conversion and a variety of other functions.

The command-line based application works behind the scenes to complete complex tasks unattended – just enter your parameters and *SequencePublisher* does the work.

Among other things, it is an ideal tool for simplifying and streamlining the creation and distribution of digital dailies.

Command Line Driven

A clear command line syntax allows technical directors to actually direct their postproduction infrastructure! What used to be isolated tasks are now connected via *SequencePublisher's* scripted batch processing. Users simply specify frame sequences; choose an output format; and then set a profile (such as frame rate, 2:3 pull-down, codec etc.).

SequencePublisher never quits! If it encounters an error during a batch operation, the problem is recorded - and *SequencePublisher* goes on with the rest of the job.

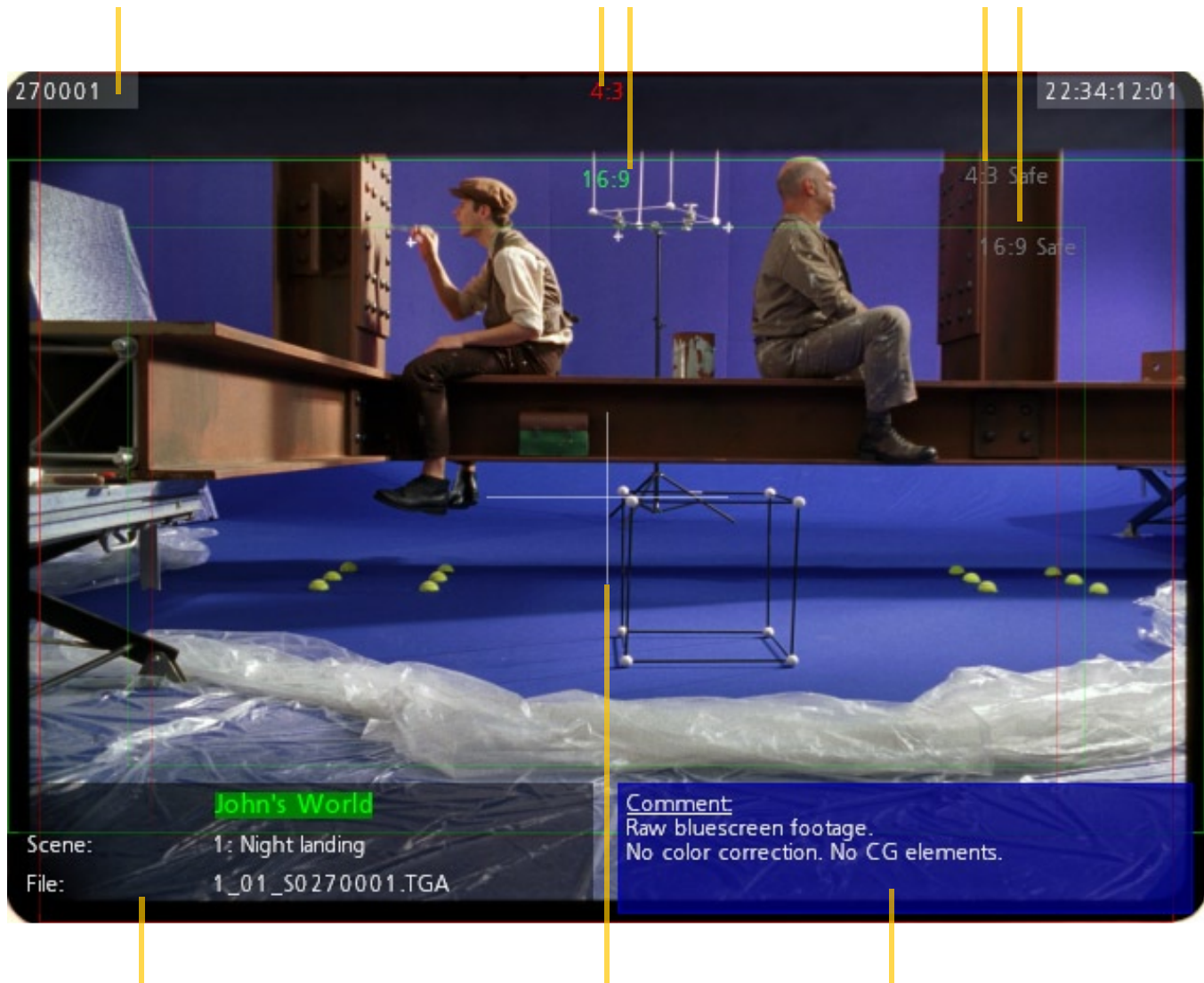
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sequencepublisher.com

SequencePublisher accesses per-frame metadata such as time code, frame numbers and file names. These fields can be inserted anywhere in in your output frames in a variety of text sizes and styles.

TextBoxes allow you to place text anywhere in the frame. TextBoxes can have a border and background color (which can be transparent). TextBoxes can be positioned relative or absolute to the frame size.

TextBoxes can also **dynamically scale** to the size of the text. Here TextBoxes were used to show different framing (4:3). Within the 4:3 TextBox another 10% box was inserted to provide safe action information.

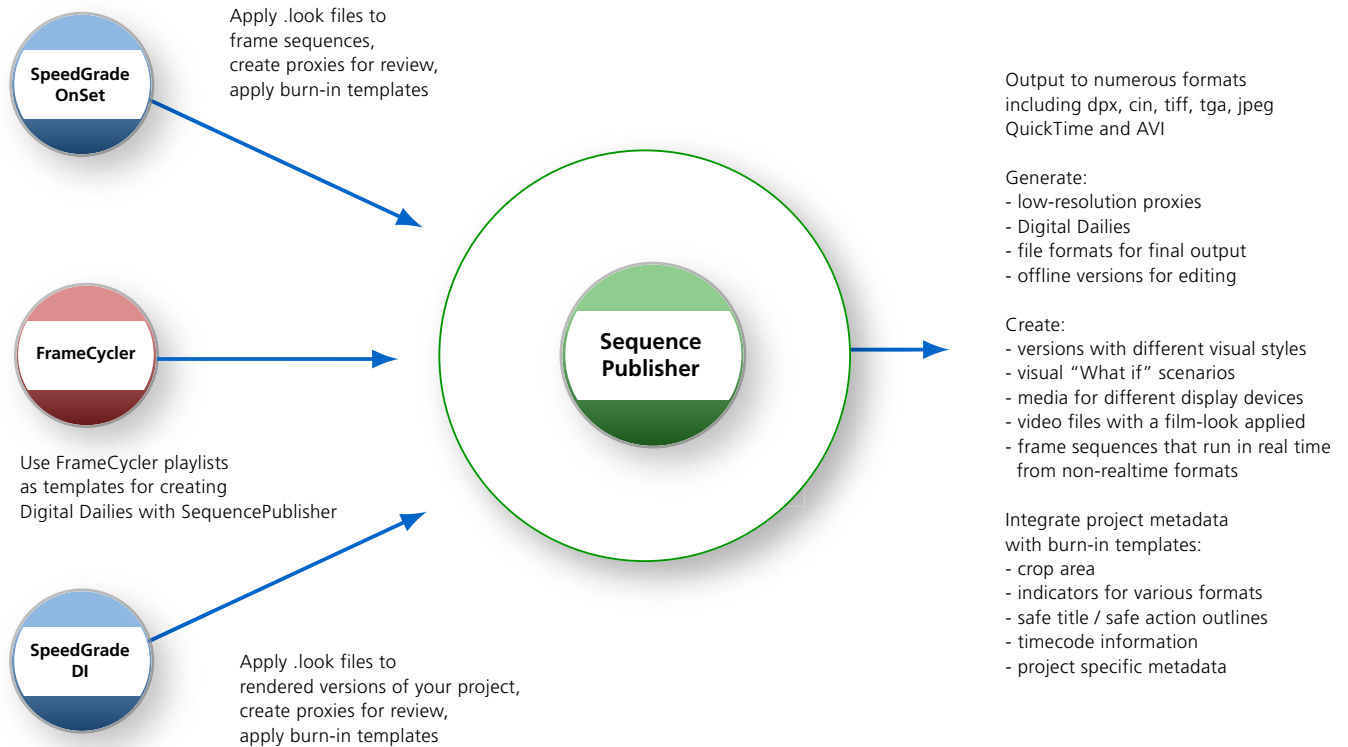


Burn-In templates can record a variety of metadata information, including sequence name, DPX header information, timecode and file paths. Formatting options include color, transparency, and different text sizes.

Drawing functions like Line and Rectangle allow you to draw freely on the frame. In this illustration, the center cross was drawn relative to the frame size.

Write your own plug-ins to access external metadata from databases or production planning systems. Notes and other real-time information can be burned into the frame for review.

Integrate Review and Color in the Pipeline



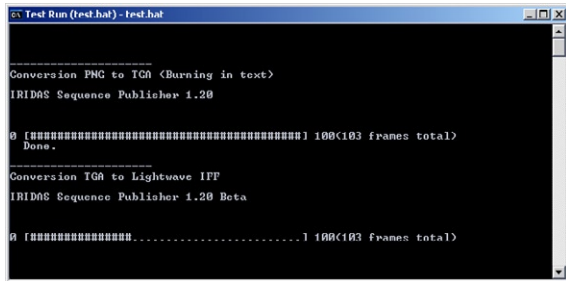
Apply Looks from SpeedGrade

SequencePublisher supports look-up tables (LUTs) and SpeedGrade .look files. So you can apply color decisions that you made on set or in the DI suite.

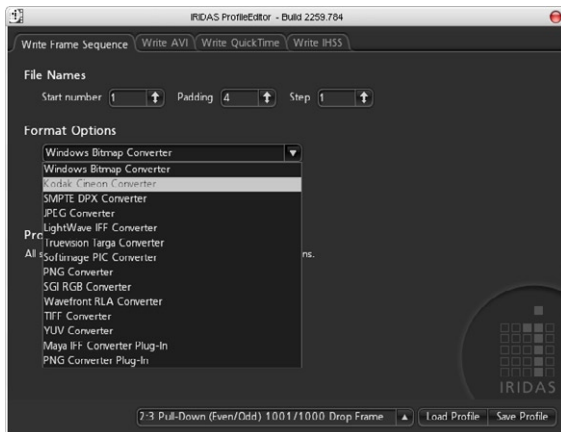


Get it together!

SequencePublisher works behind-the-scenes to automate, integrate and accelerate your postproduction work.



SequencePublisher works from the command line, enabling you to automate complex file conversion tasks through batch processing.



An easy-to-use profile editor allows you to specify output options such as format and 2:3 pull-down and saves out to an XML profile file to be used by SequencePublisher.

More Information

IRIDAS International
+ 49 89 330 35 142
info@iridas.com

IRIDAS USA
818 951 8927
usa@iridas.com

Key Features

- **Create Digital Dailies... Automatically**
Automate the collection of frame sequences from render farms and generate low-resolution proxy files for distribution.
- **Look! Color Grading Included**
SequencePublisher supports look-up-tables and SpeedGrade .look files. So you can apply color decisions that you made on set or in the DI suite.
- **Set Playlists and Do Quick Composites**
Playlists allow you to queue several sequences. Use layer support to superimpose multiple layers with the alpha channel.
- **Output to Videotape**
Set 2:3 pull-down, crop and resample to prepare video files with custom codecs for output to videotape.
- **Use Burn-in Templates**
Use burn-in templates to include information such as time code, frame number and complex meta-data supplied by custom plug-ins with each frame sequence.
- **Comprehensive File Format Support**
SequencePublisher supports virtually any file format used in the film and postproduction industry, including DPX, Cineon, OpenEXR, QuickTime, AVI, and more.
- **Sound Support**
Using command-line and XML commands, you can easily add sound to your image sequences — on a per clip basis, or globally.