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FilmLight

Program: Baselight Colourist Fast-Track - 3 Day Intensive

This three day course introduces colourists, assistants and post production professionals to the workflow and creative toolset of FilmLight Baselight. Participants will learn the fundamentals of working in Baselight - from project setup and conform through to creative grading techniques and final delivery. The course highlights the tools that Baselight colourists talk about the most and love using in real grading environments.

- Baselight interface and workspaces - fully customisable
- Base Grade, -Grade, Curves and other core Baselight grading tools
- Cursors - one of the features users love with Baselight
- Layer based grading with operators, strips and stacks
- Keyers and the Baselight Matte Tool with precise shaping
- Texture Tools and Chromogen
- Shots View for advanced metadata handling and exporting LUTs and stills
- Compositing and blending inside the grade
- Render workflows including Dolby deliverables

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Course Syllabus

Day 1 - System Overview, Interface and Colour Management

Morning - System Fundamentals and First Grades

- FilmLight history and Baselight product overview. Founded in London with offices globally including Mumbai, LA and Mexico City.
- Baselight platforms and system architecture - Linux and Mac OS.
- Jobs, Job Manager and project setup - applicable to Baselight and Daylight (the FilmLight dailies software).
- Baselight interface and workspaces - fully customisable.
- Importing media.
- Timeline navigation and Cuts View.
- Image Viewer, Cursor View and scopes.
- Throwing on some grades via layers.
- Quick look at basic grading operators: Base Grade - probably the most talked-about Baselight feature; Hue Shift; Curves; X-Grade - check out the deep power of this much loved Baselight tool.

Afternoon - Colour Pipeline and Deliverables

- Introduction to Truelight colour spaces - input, working, viewing and render colour spaces.
- The colour space journey - one of the things people love in Baselight.
- Scene referred grading and the Display Rendering Transform (DRT).
- Mastering colour spaces.
- Render View and render options. You can render any type of deliverable from the timeline you are working on.
- Single vs per-shot renders - and stills! Its easy in Baselight.
- Checking renders against the graded timeline.
- Day review and Q&A.;

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Day 2 - Conform, Media and Metadata Workflows

Morning - Conform and Media Handling

- The Container - how you can view projects on a different machine.
- Practical conform exercise.
- Conform reference, track management and reconforming.
- Transform operators and transform matching.
- Custom formats and format mapping.
- FLUX Manage overview and previewing media.
- The Sequence operator - where you find basic information about a shot.
- Legal vs full range.
- Input colour space, DRT and LUTs.
- RAW formats.
- Frame rate handling and the Retime operator.

Afternoon - Metadata and Grading Foundations

- File and shot metadata.
- Operators, strips and stacks.
- Grade layers.
- Cursors - one of the features users love with Baselight.
- Video Grade, Film Grade and CDL grade.
- Default grading stack strategies.
- Shots View - advanced and customisable metadata handling also useful for dailies. Also where you export LUTs and stills.
- Categories, tags and marks.
- Source media management.
- Shot organisation techniques.
- Day review and Q&A.;

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Day 3 - Creative Grading and Workflow

Morning - Grading Techniques

- Galleries and Quickslots and Views - how to store apply and compare grades quickly.
- Copying grades in Cuts View and Layer View.
- Creating and managing shot groups.

Afternoon - Advanced Grading and Deliverables

- Secondary grading techniques.
- Shapes and tracking.
- Keyers and the Baselight Matte Tool - add shaping to your mattes. Baselight artists love this precision when working with keys.
- Reference operators.
- ML matte creation.
- Baselight Texture Tools and Chromogen - loved by Baselight colourists.
- Grain, denoise and sharpening tools.
- Basic compositing and blending modes - a fan favourite. Its not just about layering text. Its about reaching back to stages in the grade you need to blend through. Another reason colourists love Baselight.
- LUTs, CDL, BLG and AMF interchange.
- Deliverables and render workflows.
- Creating a Dolby deliverable.
- Course review and Q&A.;