

General

Version 9.3 requires a re-activation of your license. If you have a valid v9.2 license, then the license is automatically updated to include the new 9.3 version and the re-activation is as simple as clicking the Activate button. Contact licensing@assimilateinc.com if you have any question on licensing for version 9.3. Also note that this version is not fully backward compatible. You should not downgrade from this version and open a project in a lower version after it has been opened in v9.3. Always create a **backup** of your projects before upgrading and we advise not to upgrade in the middle of a project.

Live Looks / Live Assist

- Update of the Channel Controller panel which now has controls and quick keys to start/stop recording, setting in/out points and markers while recording.
- Added a Router control interface to manage the AJA Kumo or Black Magic Video Hub hardware. Create and manage presets to easily switch between routings. The Router control is available from the Production Central dropdown.
- Added framing controls to manage positioning and scaling of live channels.
- Added options to display standard or custom Guide overlays.
- Set a Record type metadata tag with each recording: Rehearsal, Pick-up, Part.
- Auto-synchronization of clips with the Replay function. If the live sources are time-synced then the replay function will automatically sync the clips based on timecode – even if the channels did not start recording at the same moment.
- Notes are now automatically stored (per scene/take) rather than only being maintained when explicitly saving a grade / look.

Assimilate Dailies / Formats

- Media defaults. You can now set default decode / debayer settings per media type to speed up the loading of media.
- Update on ProRes RAW color spaces processing where for log spaces a normalized to reflection scaling has been added. This scaling factor has also been implemented for conversions from/to Canon Log 2 and Log3. **Note that this affects existing setups.**
- Added a Highlight Recovery option with DNG media format.
- CineForm RAW updates: added Exposure/Saturation, added Kelvin/Tint options which were not yet available with CPU debayer, highlight recovery with GPU debayer.
- Update R3D SDK 7.3.5 with various GPU decoder fixes.

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- Native support for Panasonic Op1b MXF media, including audio.
- The FFmpeg reader now also processes multiple mono tracks of audio (rather than a single mono or stereo track).
- All QuickTime renders now include an explicit gamma metadata value (rather than a reference to a standard eotf, which is not interpreted the same by other software such as the QuickTime Player). In prior versions you had to explicitly enable this option in the advanced settings. In this version you can disable the behavior through the advanced settings.
- Added support for Network Device Interface (NDI) output. To enable NDI output you have to enable the (virtual) NDI device in the VideoIO settings, similar to enabling an SDI device.
- Rendering EXR could crash if the (EXR) source and destination were both ACES.

Color

- In the Luminance waveform the Video scale was not entirely correctly rendered.
- Added a project setting to set the default state of the colorspace Apply mode in a project. This Color Management setting is switched off by default.
- Added a CIE plot display with the scopes
- You can now associate a panel-group with a specific ColorFX menu. The application switches automatically to the menu if a panel mapping in the group is used.
- Added a system setting to include layers with a qualifier in the creation of a LUT. By default grades on a qualifier layers are not included in a LUT as they span only part of an image.

Misc

- Added an advanced system setting to specify a specific Frame Heap memory size used by the application for its image cache.
- Added new render date metadata code '#rdate' for filename mask. The date is fixed at the start of the render and does not change when the render runs into the next day (like the #date code does).
- New user settings to toggle on/off the quick keys for adding/removing/resetting keyframes to avoid unintentional adjustments of keyframes.
- When a layer was selected you could not change the source LUT (which is tied to the primary layer).
- The Note editor did not always insert a new note on the correct position. Also, the note markers on the timeline in the player now show all colors of notes at the same frame

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position.

- Fixed an issue where effects (like re-timer) were applied in a reverse assembling.
- The Validate Media was not always working correctly for items in the Render Queue.
- Added a user preference setting to enable/disable using the spacebar for start/stop playback. Some users want to use the spacebar exclusively for panning the image in the Viewport.
- Added the Light Illusion plug-in for generating color patches which are used for calibrating a monitor / projector. The plug-in can be instantiated from the Tools menu / default Construct menu in Play Pro.

Assimilate Support

<http://www.assimilatesupport.com/akb/Download51034.aspx>