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Shake 2.5

The industry standard for high-end compositing and visual effects.

Key Features

- Fastest software-based rendering engine available
- Simultaneous support for 8-, 16-, and 32-bit images
- Image resolution independence
- Extensive and mature toolset that offers layering, tracking, keying, rotoscoping, painting, color correction, and more
- Powerful macros, scripting language, and software developer kit
- Superior image quality through concatenation of color or transform operations
- Floating license scheme, allowing you to use Shake when and where you need it
- Extensive support for third-party plug-ins

Shake has set the standard for high-end compositing and visual effects. It offers an extensive and mature toolset specifically designed to tackle the most complex tasks. Used in the last five Academy Award–winning films cited for “Best Visual Effects,” Shake has become a compositing standard with major motion picture studios and high-end post production houses.

Powerful compositing technology

Shake 2.5 uses an intuitive, tree-based compositing paradigm that gives you access to any part of any composite, at any time. This flexible, nonlinear workflow allows you to make critical creative and technical decisions at any point in the production process—saving both time and money.



Shake gives you access to any part of your composite at any point in the process. Using Time View, you can temporarily modify any elements in your composition.

Lightning-fast rendering

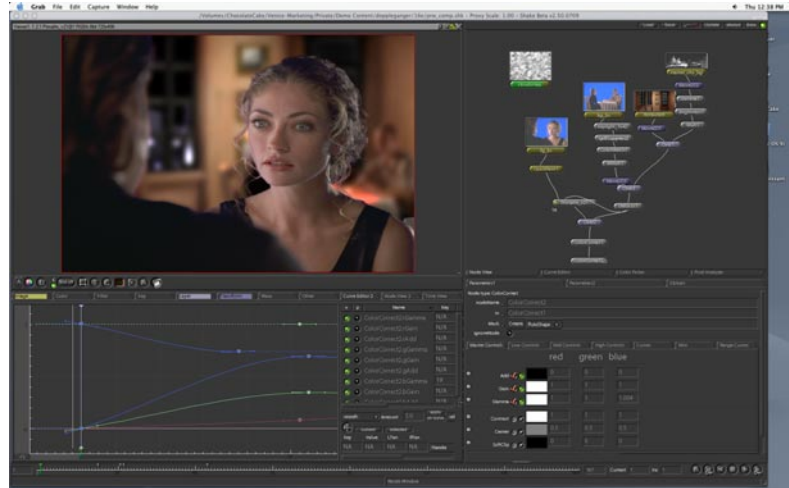
Using a tile-based and scanline renderer, Shake can process large volumes of data more efficiently. This highly optimized renderer allows you to create more iterations of a composite, producing a richer variety of options in the time allotted.



Specification Sheet

Shake 2.5

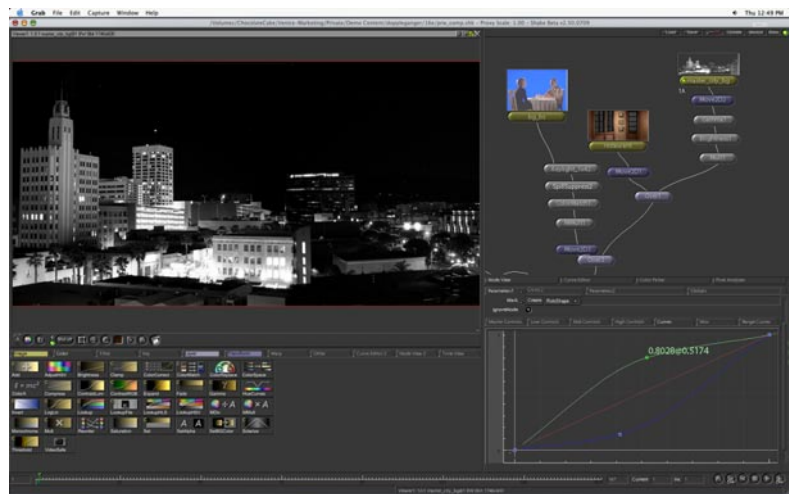
2



Almost every parameter can be animated in Shake. Use the curve editor to refine your work to achieve more precise results.

Superior rendering quality

Through local and global support of 8, 16, and 32 bits per channel (float), artists can work at the bit depth that best suits their project. Quality is not compromised at any point of the composite. Using concatenation, Shake minimizes the number of color or transform operations done on a composite, resulting in less filtering and better image quality.



Shake can handle multiple resolutions and bit depths in the same composite. Using the powerful suite of color correction tools, you can achieve the creative effects that you desire.



Specification Sheet

Shake 2.5

Shake to the power of X

Shake 2.5 is the first version of the application to support Mac OS X. Running on the Power Mac G4, it delivers superior performance at a competitive price. And you are assured of seamless integration between software and hardware—resulting in a compositing workstation with unmatched features and exceptional ease of use.



Shake uses a very logical and simple UI paradigm. There are no modules to go in and out of; everything is always accessible at the same level—making Shake easy to learn and use.

Written by industry professionals for industry professionals

Shake was developed by seasoned industry professionals with extensive production and development experience. They understand the business challenges you face, the desire to excel creatively, and the tools required to achieve those goals. The result is well-designed, finely tuned compositing software that will address your most demanding production needs.



Specification Sheet

Shake 2.5

Product Details

Color correction and channel manipulation

- Concatenation of adjacent color corrections into one lookup table
- Curve-based color correction
- Lookup table color correction
- Extensive set of RGB, matte, Z-depth, and HSV-based color correction tools
- Logarithmic/linear color space conversion with per-channel roll-off controls
- Support for multiple color spaces including RGB, HSV, HLS, CMY, and YUV
- Video-legal color correction
- Expression-based color correction
- Color correction super node

Transformations

- Infinite workspace, so elements are never cropped when moved out of frame
- Tracker, stabilizer and matchmove nodes for data gathering and processing position, rotation, scaling, and corner-pinning information
- Adaptive filtering
- Concatenation of adjacent transformations into a single move for speed and quality
- 3D Move, Scroll, Rotate, Scale, Shear, and Corner-Pin with Motion Blur
- Per-transformation or global control of Motion Blur parameters
- Motion Blur with camera duration, shutter start, and quality control
- Motion Blur on first frame without previous motion
- Ability to control transformation order
- Inverse transformations
- Onscreen controls for transformations
- In-context direct-manipulation controls

Filters

- Extremely fast, high-quality Gaussian blurs
- User-definable convolves
- Grain, Median, Sharpening, Embossing, Edge Detection, and Radial Blur
- Optical Defocus
- Dilation/Erosion
- Image-driven Blurring, Sharpening, and Dilation
- Depth-based Blurring

Warps

- Randomization and turbulence
- Image-driven warping
- Expression-based warping for an infinite variety of warps
- Twirl and Pincushion

Compositing

- Unlimited number of layers
- Unlimited resolution
- Multiple image resolutions within the same composition
- Boolean and Image Math layer operations
- Keyframable shape-based masks
- Expression-based layer operations
- Channel swapping and copying, including Z channel
- Constraint of any operation to channel, field, tolerance, or region
- Screen and Z-based compositing
- External masking capabilities for every operator

Keying

- Chroma, Luma, Difference, or Depth keying
- Included Primatte plug-in
- Included Keylight plug-in
- Spill suppression

Paint

- Procedural, vector-based paint node
- Paint node insertable anywhere in the process tree
- Paint strokes applicable in the context of transform operations

Rotoscoping

- Multiple shapes per node
- Nonuniform edge blurring
- Nonuniform, velocity-based Motion Blur
- Shape parenting

Interface

- Onscreen manipulators for image transformations
- Multiple viewers at variable resolution or channel display
- RAM flipbook for viewing of compositing tree at any stage; flipbook playback while rendering
- Simultaneous node view with option to modify
- Viewer-specific lookup tables
- Curve editing with multiple spline types and automatic keyframing
- Identical interface on all supported platforms
- In-viewer region of interest
- In-viewer image compare buffer
- Reconfigurable user interface



Specification Sheet

Shake 2.5

Product Details (continued)

Engine

- Hybrid tile-based, scanline renderer
- Unlimited nodes in an editing tree
- Linking of any parameter to any other parameter
- Animation of virtually every parameter, including toggle switches
- Expressions on any parameter
- True per-node control of bit depth, at 8, 16, or 32 bits per channel (float)
- Disk-based proxies and low- to high-resolution image substitution
- Disk-based proxy generator
- Anamorphic image support
- Macro creation for frequently used operations
- Automatic persistent node caching
- C-like scripting language that can make a call to any programming library on the system
- Built-in runtime compiler
- Built-in software-based GL-like renderer
- Software developer kit for software extensibility
- Command-line or scripting access to all Shake commands
- Batch rendering
- 100% software based
- Visually identical results on all supported platforms
- Support for all major image formats
- Generation of anti-aliased text using TrueType and Adobe Type 1 fonts
- Support for a wide variety of third-party plug-in developers, including GenArts, The Foundry, Ultimatte, Revision FX, and others

Ordering Information

Shake 2.5

- Shake 2.5 software via electronic download
- User and tutorial online guides via electronic download
- Keylight and Primatte keyer plug-ins

To order Shake 2.5, contact your authorized Apple Pro Film reseller.

Minimum Recommended System Requirements

Macintosh system configuration

- 800MHz PowerPC G4 processor
- Mac OS X v10.2 or later
- QuickTime 5.0.4 or later
- 256MB of RAM
- 1GB of disk space for caching and temporary files
- Graphics card with 32MB of video memory and OpenGL hardware acceleration, such as the NVIDIA GeForce2 MX or GeForce4 MX or the ATI Radeon 7500
- Display with 1280-by-1024-pixel resolution and 24-bit color
- Three-button mouse

Windows and Linux system configuration

- 550MHz Pentium III, Pentium 4, or AMD Athlon processor
- Windows NT 4.0 (with Service Pack 5 or later), Windows 2000 (with Service Pack 1 or later), or Linux (with glibc 2.1 or later; for example, Red Hat 7.1 or 7.2)
- 1GB of disk space for caching and temporary files
- 256MB of RAM
- Workstation-class graphics card, such as NVIDIA Quadro2 or Quadro4; ATI FireGL 8700 or 8800, FireGL2, or FireGL4; or 3D Labs Wildcat II (Windows only)
- Display with 1280-by-1024-pixel resolution and 24-bit color

Irix system configuration

- 195MHz Octane R10000
- Irix 6.5.12m or later
- 1GB of disk space for caching and temporary files
- 256MB of RAM
- SSI, SSE, MXI graphics

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For More Information

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