



ASSIMILATE WHITE PAPER

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SCRATCH AND RED RAW: THE RED COLOR WORKFLOW v2.0

The RED camera represents a new approach to motion image capture that relies on post processing, rather than in-camera processing, to deliver images that are appropriate for use in both video and film finishing formats. The files that are written directly by the camera represent - in compressed form - the actual data captured by the Mysterium sensor, without any manipulation for specific display systems. Because of this, when working with RED images it is necessary to understand some of the basic principles of working with digital images in order to determine the proper path for an intended delivery format.

Without going into unnecessary details, the Mysterium sensor in the RED cameras is a single sensor that captures color images by means of a color filter array that is superimposed on the individual pixel sites on the sensor. The particular pattern that is used is called a Bayer pattern, and consists of alternating rows, each of which has a combination of either RED and green pixels (i.e., GRGRGR etc.), or blue and green pixels (i.e., BGBGBG etc.). In order to create a "normal" RGB image, a process called Debayering is invoked, which uses some rather complex math to predict what each of the individual pixel sites would contain in all three color components by combining the values of the surrounding pixels for each of the colors not directly represented by each individual pixel. A good debayering algorithm can be very accurate, and the algorithm used by RED is very good indeed. Since the RED, green, and blue filters used on the sensor are not absolutely "pure," and the tiny lenses that focus each filter's light on the image element itself are not perfect, there is a certain amount of "crosstalk" that occurs between the values of each pixel - in other words, the red pixels also contain a certain amount of blue and green, the blue pixels contain a certain amount of red and green, and the green pixels contain a certain amount of red and blue. In order to achieve a more "pure" - and thus accurate to the actual scene - image, a color matrix is used for each pixel that alters each component by adding or subtracting a bit of the other two components, based on the characteristics of the intended display. In the world of RED, this color matrix is usually identified using the term Color Space.

>> Color Space

Color space, put simply, is a mathematical description of color. It is used to represent color in ways that are appropriate to the display device being used, and to account for the range of colors that the particular device is capable of achieving (the "color gamut"). When working with RED images, RED has predefined a few color spaces for use when converting RAW images to RGB images. These color space models are basically intended to provide color values in the converted image that are appropriate for various display methods, based on the general characteristics of those displays and their specific color gamut. Essentially, the values that are the result of the debayering process are further altered by each of the color space settings (in both value and saturation) to achieve more accuracy to the "real world" colors that were present when the images were captured by the sensor, based on the characteristics of the intended display system. At this point, the color space choices (they are actually color matrixes, and can be described by either term), and their effects on the image, that are currently offered by RED are:

Camera RGB: This matrix "purifies" the RGB values as described above and does not modify them based on any particular display technology.

Rec709: This matrix alters the resulting RGB values to, in theory, properly display an accurate representation on an HD video display. It also seems to add quite a bit of saturation, and because of that, is rarely used.

Redspace: This matrix appears to be similar to Camera RGB, but with a mild saturation boost.

Redcolor: This matrix was released by RED as part of their FLUT based color science, developed for the newer Mysterium-X sensor, but also usable with the earlier Mysterium sensor. It brings the saturation up to a "normal" level and yields much more accurate color reproduction than the earlier Redspace matrix, which is still available.

At this point, the best choices for most projects seem to be Camera RGB and Redcolor, with Redcolor being preferred for most film projects, for reasons we will discuss shortly

>> Gamma

Like most electronic sensors, the Mysterium sensor represents the world in what we would call Linear Light. In a linear light representation, absolute values are obtained based on the brightness of the elements of the image. The following gray chart offers a simple illustration of what this achieves:



Each chip is twice as bright as the previous one. The bar graph superimposed on the chart illustrates this. However, human eyes do not perceive this accurately. For instance, in theory, the brightest grey chip is actually 64 times as bright as the darkest chip - yet it doesn't "look" that way. If a linear light image is observed directly on an electronic display, it will look much too dark. Our eyes respond to light not in a linear fashion, but in a logarithmic way. In order to make the image more "perceptually linear," the values are usually multiplied by a luminance curve that effectively boosts the lower values in a nonlinear way to better separate the dark areas of the image and provide a closer match to the way our human eyes perceive light. The value of this curve is the gamma, and in most cases, it is designed to match the gamma characteristic of the display system. It should be remembered, however, that since a gamma curve is primarily boosting the lower end values, the sensor noise in those areas is also being boosted, and since the noise is appreciably higher in the lower end of the sensor response, this can lead to noisy images. One oft-cited solution to this is to "expose to the right" with the RED camera, meaning that the values that best represent the scene are exposed higher up on the response curve, minimizing the noise-boosting effect of a gamma curve on the lowest end values.

Another option is to encode the linear light values to logarithmic values, which has the effect of providing more available values at the lower and middle end of the scale, and fewer at the high end - much the way human eyes perceive light. It also has the advantage of fitting more useful information into fewer bits, allowing, for instance, the 12-bit linear light information provided by the sensor to comfortably be represented in a 10-bit file. And finally, it has the advantage of representing the scene in values that are more like negative film, which also has a logarithmic response.

RED provides different gamma settings that represent all of these possibilities. They are:

Linear Light: A direct representation of the RGB image without any gamma or log encoding applied. This requires more bits, and so is usually stored in a 12 or 16-bit file format.

Rec709: A gamma of 2.2 is applied to the linear light image.

Redspace: Contains many of the characteristics of Rec709, but with a contrast boost, particularly on the higher end, that better simulates a "final" color grade, and is often better suited for on set display.

Redgamma: A redesigned gamma curve, much like Redspace, that more accurately represents a “normal” greyscale on electronic displays. This gamma curve was released by RED as part of the “FLUT” color science that was introduced concurrently with the release of the Mysterium-X sensor upgrade.

PDLog685 and PDLog985: The image is encoded to a logarithmic curve that is designed to mimic the Cineon curve, based on film density.

Redlog: The image is encoded to a logarithmic curve that is much milder than the Cineon curve, and better represents the linear values obtained from the sensor, designed to be stored in a 10-bit file. The entire range of 10-bit values from 0 through 1023 is used, and the information is placed on the upper part of the curve, but due to the log encoding, essentially no information is lost. This setting is often used for transcodes for finishing work, as it best represents the original information with minimal loss, and can be used directly for “linear” style color grading without requiring the use of a LUT.

ASSIMILATE SCRATCH supplies methods for using all of these approaches. Depending upon the needs of the project and its delivery requirements, different methods can be used.

>> Working in “Linear” vs. Working in Log

As we’ve already noted, many people refer to gamma encoded images as “linear.” While this is not technically correct, it does serve to differentiate between values that are based on a linear representation and values based on a logarithmic representation. Even though our eyes represent light logarithmically, electronic displays do not. An image that is “linear” - i.e., gamma encoded - will appear “correct” to our eyes when seen on a display that matches that gamma. An image that is encoded logarithmically, however, will not look correct because the display is not logarithmic (it will look very light, and lack contrast). For this reason, when dealing with images intended purely for electronic displays - and that can mean anything from a CRT monitor to an LCD or plasma based monitor, or even an electronic projector - we generally want to use images that are gamma encoded. The digital intermediate process for film recording, however, often demands a different approach. Film recorders expect logarithmically encoded images - the standard Cineon curve, in most cases - as their input. For a digital intermediate project - especially one that involves film as a source - it is advantageous to work with logarithmically coded images throughout the process. In order to do that, the use of a lookup table (LUT) is required. A lookup table basically takes a set of input values and converts them, based on a precomputed table, into different output values. Simple lookup tables, often called “1D” LUTs, are often used for conversions such as linear values to logarithmic values. The differences between electronic displays and the film process, however, are more significant, involving different saturation levels and different color gamuts. To visually represent a film image on an electronic display, one needs to use a LUT that can take into consideration these differences. This requires what is usually called a “3D” LUT, which contains values that map not only the single individual levels for each red, green and blue input, but also takes into account the influence of the other two color components in the resulting output level. Creating 3D LUTs usually involves profiling both the display being used, and the characteristics of the specific film stocks, recorder, and lab processing involved. There are various vendors who supply the tools and expertise for this, including Rising Sun Research (now owned by Cinetal, their product is called Cinespace) and Filmlight (their product is called Truelight). For true accuracy in a digital intermediate process, properly derived 3D LUTs are imperative.

It is, of course, also possible to convert gamma encoded values to logarithmic values at the end of a color grading process. This requires an “inverse LUT,” which is often provided by film recording vendors using either their own approach, or through software provided by the film

recorder manufacturer. For those using an ArriLaser for film recording, Arri supplies their ArriCube system for converting gamma encoded images conforming to the HD video recommendation (Rec.709) directly to their Cineon equivalents. This allows one to work with electronic images in their "native" form without restricting the colors available during the DI process to those normally represented by a film process. Up until this point, film has been the dominant medium for theatrical feature distribution world wide. Because of this, film has been considered the "primary deliverable" product of the digital intermediate process. As digital cinema is taking hold, however, this will likely be re-thought, with digital cinema and electronic deliverables likely becoming the primary target in the future. Performing the color grading on a RED project in (gamma corrected) linear space has some very specific advantages. First, the color palette that was captured is not being altered by the needs of the film process during the creative decision making. Second, the need for a 3D LUT to simulate the film print is removed. Third, the ability to make selective changes to the image is increased. This is due to a number of factors. When working with logarithmic images, the effects of any changes are enhanced due to the additional contrast added by the 3D LUT. The ranges of the "traditional" color controls - designed to work on linear images - have less delineation, minimizing specific control of the dark areas, for instance. In addition the natural increase in saturation in the gamma encoded image allows for more control in terms of secondary color isolations and keying operations. Fortunately, SCRATCH gives the user options for working in the manner that's most appropriate, regardless of the situation.

>> SCRATCH and R3d

SCRATCH has the ability to read R3d files directly, with no transcoding necessary and no rendering necessary. Because of this, workflows are greatly streamlined. There is no need to do anything to the R3d files prior to ingest into SCRATCH other than copy them to locally visible storage - which can, of course, be internal, external, network, or SAN storage. Although it is sometimes helpful to retain the .RDM and .RDC folder structures as written by the RED camera, the only files necessary for SCRATCH are the R3d files, as the QuickTime wrappers are not used. Conforming operations are done directly from the R3d files, which can be played in real time on most modern PC hardware. This can save many hours of prep time, as well as obviate the need to pre-sort the files used in the final cut. The new Assembler module can conform using any combination of time code, reel number, and names contained in comment lines of the EDL. If duplicate sources are found for any individual shot, the user has the option of selecting the proper take at assembly time (this is done visually, and with R3d files, it is often simple due to the use of the unique file name), or loading all of the located possible matches into the CONstruct that is constructed for the conform operation. This makes for more efficient conforming and a lot less detective work. With the Dual Head extension, the user can then play the conformed time line in one window, and a copy of the offline cut in another window, side by side or superimposed, in real-time. This allows for any final frame matching, title placement, or shot massaging.

Because of SCRATCH's ability to work directly with the R3d files, the user has the option of performing final, full quality renders at any point in the process. For those on slower hardware, there is the option of rendering to DPX sequences immediately after the conform. This is normally used when sending the material to another system for color correction, but it is also an option when using SCRATCH for the color work. A perhaps more popular and more efficient option is to save all rendering operations until the color work is complete. This makes a lot of sense, for a number of reasons. For one thing, one can eliminate handles from the render, so there are fewer frames to render. In addition, the final render becomes the final product, with no additional work required. Perhaps the best reason is because this takes advantage of all SCRATCH has to offer - in particular, its ability to work with R3d files at any resolution at any point in the process, and its direct integration of the RED Rocket acceleration card. By eliminating any transcoding requirements, the colorist is assured of always having access to everything the camera captured, without alteration. There is no possibility of information loss due to transcode settings that introduce clipping or other issues, and no possibility of incorrect color space settings that aren't noticed until it's too late. The user has the option of using a RED LUT for file interpretation, or a LUT of their own creation using curve tools. With SCRATCH, any area isolations (i.e., shapes on Scaffolds) scale with any change in the R3d playback resolution. This allows those with slower hardware to color correct, with full Scaffold functionality, by setting the playback resolution to 1/4 Medium and playing in real-time. At any time, the resolution can be changed to 1/2 or Full for viewing or checking. If the system is equipped with a RED Rocket card, a full quality playback can be done in real time. Colors are identical, and any shapes scale properly in both size and position. With the Payout extension, and suitable hardware, this can then be played out at that quality level at HD resolution in real-time with no rendering at all. For projects with fast turnarounds and video deliveries - which would include both commercials and television series - this can save many hours of rendering when compared to any other system, while still retaining the ability to render to any resolution at any time in the future.

>> SCRATCH 5.1 and FLUT

Beginning with version 5.1, SCRATCH incorporates Red's FLUT color science as well as allowing the user to use the original processing for any files that are shot with RED One cameras that incorporate the original Mysterium sensor. If the S-Red settings are selected, the original color science is used, which in combination with the Source transform in the Matrix allows for real-time processing on most modern hardware without the need for a RED Rocket card. If the RED settings are selected, the material is processed using the new RED FLUT color science. Since this requires more processing power than the original system, real-time playback in these modes requires use of a RED Rocket card in the system. SCRATCH integrates the RED Rocket seamlessly, allowing use of all SCRATCH controls, with real-time output provided via the NVidia video card, over SDI if the card is so equipped.

When using the new processing, all of Red's SDK controls are accessible directly in SCRATCH, including the white balance, curve, and FLUT controls, as well as the Redcolor color matrix and the Redgamma gamma curve. In this mode, it is important to understand that all of Red's SDK settings are used as preprocessing controls, allowing the RED Rocket card to do all of the debayering and initial color matrix work, and then handing the resulting frame over to SCRATCH. While this has many advantages, including the ability to use metadata that was created either on the set or in a dailies process, it must be understood that the color pipeline in SCRATCH is directly affected by the settings in the RED color controls. In other words, anything done in the RED controls cannot be "undone" by SCRATCH. With some experience and a good understanding of the RED controls, however, this can be a powerful and effective means of creating great images. And use of the RED Rocket card allows for full quality debayering in real-time, a great time saver when compared to the software based processing used in previous versions. Of course, if one wants to work directly with the RAW data, that is still possible by using the software based pipeline, although any Mysterium-X footage will need to be processed with the new pipeline in order to be done properly.

>> The SCRATCH Advantage

Much has been said and written about the RED camera and its ability to deliver extremely high quality images at a very reasonable cost. Much has also been said and written about the allegedly complex workflows it has engendered. To be sure, there is much about RED that is unique - its 4K resolution, its use of Redcode compression and RAW data to allow high resolution imagery that can be used on commodity equipment and storage, and its overall bang for the buck. Many RED projects seem to be posted in many different ways, and in some ways that is one of its strengths - the ability to scale its workflow requirements to suit almost anything from a Mac laptop to a high end DI suite. In the world of finishing, there are many choices - but none of them bring all of the advantages for RED originated projects that SCRATCH does. From its ability to play R3d files directly, with full color correction capabilities, in real-time, to its ability to conform directly from the R3d files, to its ability to compare the conformed timeline directly to an offline while playing both in real-time, to its ability to play out the color corrected final material with no rendering, to its direct and fully integrated support for the RED Rocket card, no system currently available has a level of support for RED projects that can match ASSIMILATE SCRATCH.