

Using Baselight Editions with a free licence

The free licence for Baselight Editions allow you to pass grades to other facilities where they can be accurately read and rendered - without purchasing a licence.

This means everyone can now access the fastest, most flexible, and most complete round-tripping solution between edit, VFX and colour, all at no additional expense.

What can I do with the free licence?

The free licence allows you to read the Baselight grade into Avid or NUKE so that it can be previewed accurately and/or rendered into deliverables.

If you want to view or adjust the grading layers, you will need to purchase a full licence. Note, however, that as the application is the same for free and full licences, no further download is required. You can also combine free with floating licences for a low-cost solution: just grab a licence when you need complete creative control.

System requirements

Baselight for Avid:

- » Media Composer/Symphony 6.0.3 or above
- » Mac OS X 10.7.5 (Lion) onwards or Windows 7 SP1

Baselight for NUKE:

- » NUKE 8.0 or NUKE 9.0
- » Mac OS X 10.7.5 (Lion) onwards, or Linux CentOS/RHEL 5 or CentOS/RHEL 6, or Windows 7 (64-bit)

If you are using Baselight Editions with floating licences, you must also have one of the following to act as the licence server:

- » Mac system running Mac OS X 10.8 or later
- » Linux system running RHEL/CentOS 5 or later

Installing Baselight Editions

To install the application:

1. Download the installation file from the [FilmLight web store](#) - use the 'Free Reader' option.
2. Make sure that the host application (Avid or NUKE) is not running and double-click the installation file.
3. Mac only:
The Baselight disk image is mounted on the Desktop. Double-click the Baselight .pkg installer file.
4. Follow the installation wizard to install the software.
5. Click 'Finish' or 'Close' when it has finished installing.

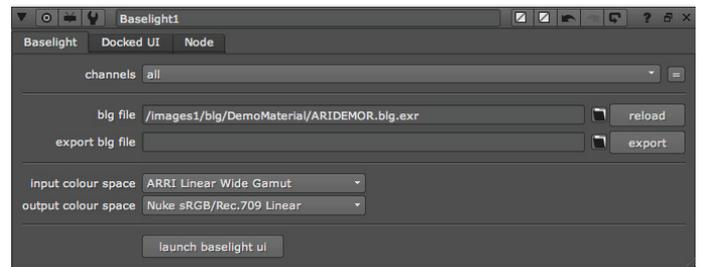
You do not need to activate the free licence. Just run the host application and you will be able to read Baselight grades.

How do I view graded images?

Baselight for NUKE

In Baselight for NUKE, you can easily load a Baselight Linked Grade (BLG) file to apply a grade to the shot:

1. Right-click the shot you want to apply the grade to and select 'FilmLight' > 'Baselight'.
The Baselight node properties are displayed in the Properties pane.



Baselight node properties

2. Click the folder icon to the right of the 'blg file' field and browse to the BLG file that you want to load. Select it and click 'Open'.
The grading stack used in the BLG file is then applied to the shot, which you can see automatically in the NUKE Viewer.
3. Generally, before the image looks as you would expect it to, you may need to select the correct input colour space and output colour space. You can find more information on this in the section *Setting up your colour pipeline* in the [Baselight for NUKE User Guide](#).

Baselight for Avid

In Baselight for Avid you simply need to load an AAF that has been exported from a full Baselight system with the BLG metadata embedded.

The Baselight effect is automatically added to the relevant shots in the Avid sequence, based on the grade information stored within the AAF.

Instructions for exporting an updated AAF from a full Baselight system can be found in the section *Transferring grades via AAF* in the [Baselight for Avid User Guide](#).

What if I want to examine the grade?

If you need to analyse or adjust the grade, you will need a full licence for Baselight Editions. The full licence lets you open the Baselight user interface inside the host application.

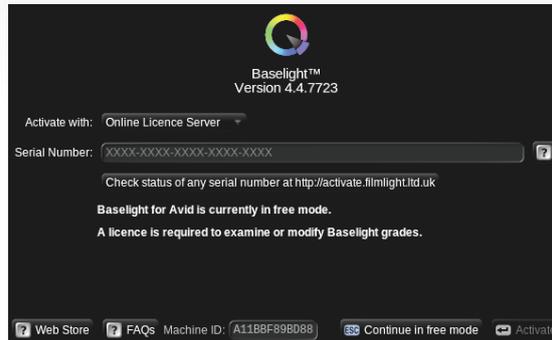
You can buy a node-locked licence that is tied to the system you are working on, or a floating licence that can be allocated to specific users as needed - note that floating licences also require a system to act as a licence server.

If you try to open the user interface without a full licence, the Baselight licence window is displayed. From here, you can go straight to the FilmLight web store or enter a previously purchased serial number.

In Baselight for NUKE, this process is triggered when you click 'launch baselight ui' in the Baselight node properties pane.

In Baselight for Avid, the licence window is displayed when you try to open the Baselight effect, for example, by clicking the Baselight instance in the Effect Editor.

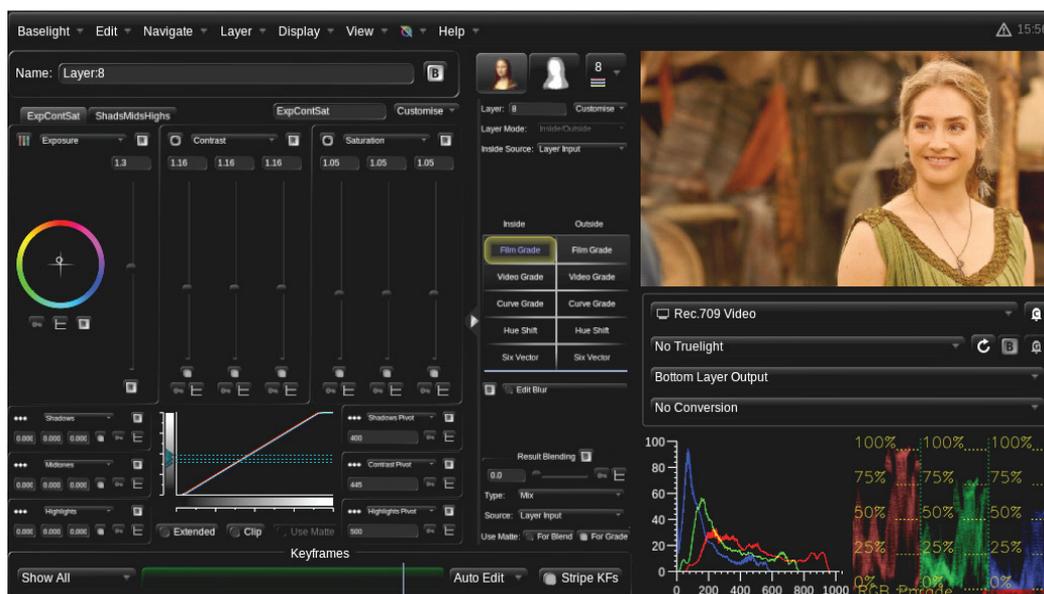
When the full licence has been installed and activated, you can then access the Baselight Editions user interface.



Baselight Editions Licence window

Using free with floating licences

If you are using free licences alongside a pool of floating licences, a full licence will be checked out from the licence server as soon as you open the Baselight user interface inside Avid or NUKE. This decrements the number of available floating licences for the rest of the facility by 1 (one) until the licence is returned. Note, however, that the licence is only returned when you exit the host application itself, and not just the Baselight UI.



Baselight Editions user interface

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