

# Features and Benefits

Autodesk® Smoke® software delivers a powerful, nonlinear effects workflow designed to help editors take their work to the next level. The latest release, Smoke 2016 offers improved performance, new Media Panel views and organizational tools, dual monitor support and numerous stability enhancements throughout the application.

## Top Features and Benefits

### Dual Monitor Support

Editors can now take advantage of multiple monitor support in Smoke to work in a more traditional editorial configuration. When using multiple monitors, Smoke will display a full-screen Media Panel on a secondary monitor while showing Timeline and compositing views on the main monitor.

### Improvements in Action

All effects performed on media layers inside of the Action 3D compositing environment now use the same fast rendering pipeline as Connect FX nodes. This can lead to significant performance improvements when using multiple Media FX modules within composites. Action also features a redesigned Priority Editor with collapsible Priority Groups and new ability to simultaneously apply Colour Corrector and Colour Warper FX to a single media layer within Action.

### New Media Panel Viewing Options

The Media Panel in Smoke has been significantly improved with the ability to resize and scrub media as a thumbnail within the Media Panel. Now editors can visually review clips right from the Media Panel to assess shots and judge takes. Smoke 2016 also offers a new full screen Media Panel view when working with a single monitor and a new dual view within the Media Panel to more easily organize media between Projects and Libraries.

### Conform and Interoperability

Smoke 2016 now supports conform of Apple Final Cut Pro 10.1.10 sequences. There are also numerous enhancements to the conform workflow in Smoke that improve accuracy of timeline assembly and provide more information during the conform process. When exporting from Smoke, editors can now preserve more editorial information for round tripping with other software applications via XML and AAF.

### New Export Options

Smoke 2016 gives editors more control when exporting media with new support for foreground export which provides the ability to export non rendered segments during the export process, and new options to selectively export between In and Out marks within a sequence.

# Autodesk Smoke 2016 Features and Benefits

## Improved Proxy Workflow

Smoke 2016 improves and simplifies proxy workflows allowing editors to work more interactively with high-resolution formats and composites. Proxy switching can now be set to automatically switch when scrubbing in both the timeline and the time bar within Connect FX. When setting up projects, proxy size selection is now represented as a fraction of full resolution media.

## Enhanced Codec Support

Smoke 2016 offers enhanced support for a number of codecs, helping editors work more efficiently with native media in a variety of formats. Smoke 2016 adds support for: AVC Intra 100 (OpAtom MXF), AVC Intra 2K 422 and AVC Intra 4K 422 (Op1b MXF) from Panasonic Varicam 35; Support for Sony XAVC-Long format (Op 1a MXF LongGOP files recorded by Sony camcorders like the PXW-Z100); Support for Canon C-series spanned MXF (Mpeg2); Support for DNxHD and Apple ProRes files generated by Sony PMW-F5/F55 cameras; Support for DNxHD and Apple ProRes files generated by Sony PMW-F5/F55 cameras; Support for Avid DNxHD 444 codec (import & export) for 1080p timings; Support for QuickTime ProRes 4444 XQ decoding & encoding; Support for import and export of Avid DNxHD 100 for QuickTime and MXF. Smoke 2016 also supports the RED camera SDK up to 5.3 and updates to the ARRIRAW SDK.