

AUTODESK®  
TOXIK™ ✖  
2007

No movie was ever made alone.



Autodesk®

# Collaborative, efficient digital compositing like you've never seen before.



## **High Dynamic Range Imagery (HDRI)**

Take full advantage of working with HDRI – a format that captures a wide range of light and combines multiple, simultaneous exposures spanning a range of f-stops.



## **Master Keyer**

The Keyer Super Tool's sophisticated keying technology makes complex keying simple - while producing precise results.

Autodesk® Toxik™ software is our revolutionary collaborative digital compositing solution that allows you to create amazing visual effects and deliver high-quality film content within tight deadlines. Take your film effects pipeline to the next level of efficiency.

## **Create Rich, Vivid Imagery**

Interact in real time with High Dynamic Range Imagery (HDRI) in an entirely 32-bit floating-point workflow. Balance lighting across layers and light your CGI elements for an accurate, realistic composition. Retouch shots, remove dust from images, and paint effects directly onto your composition. The gestural Touch UI makes it easy for artists to maintain creative momentum. It's there when you need it; out of the way when you don't.

## Composite Interactively

Easily manipulate image layers with resolutions of 9K and higher in real-time. Toxik offers Ultra-High Resolution Interaction features such as dynamic tiling, a proxy system, Region of Interest (ROI) image redraw, and a new Intelligent Redraw that automatically stops the redraw process when you interact with your composition. Don't wait for your system to catch up with your ideas—work at the speed of mind with Toxik.

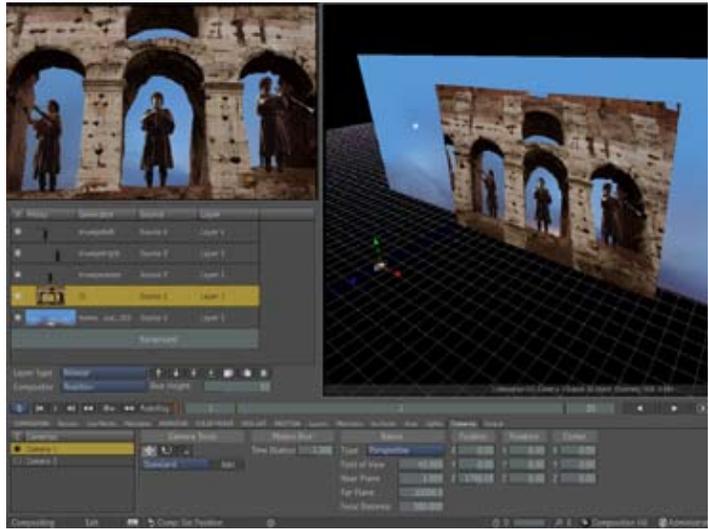
## Enjoy More Creative Time – Less Administrative Effort

Nail that complex composite, send it out to render, throw your hands up in victory, and keep right on going. Not only was that a killer shot, you met—no you aced—your deadline. With automatic versioning and centralized data management, Toxik helps you spend less time trying to find the media you need for your composition and more time working on what you really want to do—create amazing visual effects.



### **Toxik Touch UI**

*Provides fast, easy gestural interaction and fluid application workflow, providing a highly interactive and visual means to carry out tasks quickly and easily.*



### **Reaction**

*This next-generation 3D compositing environment offers you a new level of digital VFX cinematography.*

## Take a walk on the collaborative side

Break down complex tasks so specialized digital artists can easily work together on the same shot at the same time. Automate and accelerate procedural compositing with Python scripting and easy access to published results. Track every action and task seamlessly, taking the headache out of managing advanced visual-effects creation across multiple artists, shots, and systems. With open standards architecture and non-proprietary hardware, Toxik provides the framework for improved creative collaboration and faster project completion—resulting in a more efficient film pipeline.

## Streamline Workflow Across Your Facility

Work seamlessly with CG artists using Autodesk® Maya® and Autodesk® 3ds Max® software applications and avoid the need to re-render shots because changes are necessary. Exchange video clips and metadata with Autodesk® Discreet® advanced systems via Wiretap™ functionality. Share 3D LUTs with Discreet® Lustre® color grading software so that the color and lighting of your shots match up and reduce the need to reapply color correction. With Toxik, 2D and 3D artists across your facility always have access to most up-to-date compositions.

## Toxik Key Features

### Paint

Retouch images and mattes. Work with unlimited layers, reveals, clones, blend modes, and custom brushes. See your painted results immediately in-context with your composition and get your effects work finished faster. Painted frames are automatically shared and useable by all Toxik collaborators, even on remote workstations.

### 3D Control

Enhancements to Reaction—the 3D compositing super tool—and the animation editors make it easier than ever to create your compositions with speed and precision. Expanded gestural control in Reaction makes it a breeze to manipulate elements within the 3D environment. In the redesigned curve and track editors, relevant information and common commands are quickly accessible, streamlining your animation efforts.

### Wiretap support

Wiretap technology provides Toxik with integrated file exchange with Discreet® Inferno®, Discreet® Flame®, Discreet® Flint®, Discreet® Fire®, and Discreet® Smoke® advanced systems applications. Read and write frames from and to Discreet framestores and benefit from the ultimate content creation pipeline.

### AMD support

Toxik is optimized for today's leading multiprocessor graphics workstations. The open architecture of Toxik allows facilities the flexibility of powering Toxik on a wide array of AMD® and Intel® workstations.

### Floating Point OpenEXR support

Great results start with quality source imagery. 32-bit OpenEXR images can be created in Autodesk 3ds Max, Autodesk Maya, and other applications, and then be easily manipulated within Toxik to provide realistic color and lighting details.

### Media Dependency Tracking

Effectively manage your project data with scripts to list compositions and media used for finals or intermediate results. Toxik features efficient archiving of media and composition files for backup, offline, and near-line storage. Intelligent dependency tracking allows for compositions to be restored with alternative paths, providing facilities flexibility in managing storage and workstation resources. UNC path support enables access to files and directories across your entire network.



### Paint

Work with unlimited layers, reveals, clones, blend modes, and custom brushes to retouch images and mattes.

### Master Keyer

Makes complex keying task simpler while producing precise results. The Keyer Super Tool combines sophisticated keying technology with an intuitive, easy-to-use interface.

### Photo Lab

The Photo Lab interactive HDR color corrector makes it possible to work with HDR images more efficiently, giving you to better control exposure settings as well as shadow and highlight details. This allows you to better light background plates and CGI elements to accurately match the overall tonality of the composition.

### Advanced 2D Tracking

High-speed, interactive tracking technology for fast, smooth image stabilization and seamless matching of elements to moving objects.

### Enterprise Collaboration

An Oracle® relational database enables all Toxik systems in the facility to remain completely synchronized with immediate, up-to-date access to all data.

### Extensions

Autodesk Toxik extensions are modular enhancements that deliver innovative new features to subscription customers between major software releases.

### Subscription and Technical Support

Increase your competitive advantage and protect your investment with Autodesk technical support and subscription programs. Let us help you get up and running quickly.

### A Digital Future You Can Build Upon

Inspired by our customers' passion for their work, Autodesk is focused on leading innovation in digital media technology and providing the most advanced creative tools on the market today. We provide collaborative, productive tools that allow artists more time to focus on what they do best—create.

**For more information about Autodesk Toxik, visit [www.autodesk.com/toxik](http://www.autodesk.com/toxik).**

Autodesk Toxik is available on Windows® XP and Linux® Red Hat® platforms..

*Toxik is a completely new way of thinking about compositing. It has the potential to improve film compositing beyond recognition. The recent addition of Paint and the Master Keyer features make all the difference. Now I have the compositing tools I need—I can focus on my creative work and spend less time worrying about the manual housekeeping normally associated with collaborative environments. It's painless productivity."*

*Phil Brennan  
Lead Compositing Artist. Asylum*