CODEX

NLE COLOR GRADING TOOLS

Color**Synth**

CODEX **keys** CONTROL THE VISUAL

colorsynth.codex.online

An innovative color grading toolset for leading desktop non-linear editing systems. Core to ColorSynth is the speed and accuracy of control using Codex Keys. Simple and easy to use and presented in a pre-wired stack with multiple sub-layers and modifiers, ColorSynth is an elegantly designed collection of unique color grading tools.

Technical

System Requirements
- Apple Final Cut Pro X 10.4 or later / Adobe Premiere Pro 2018.
- macOS 10.13.6 or later (official macOS versions only)
- 4GB RAM
- OpenCL-capable graphics card
- 1GB VRAM

General
- Highly optimized floating point architecture running on GPU & CPU.
- Constant rendering speed.
- Proprietary user interface tailored for efficient grading.
- Tight integration within hosts (no floating windows or roundtrip to external app). Supports Apple FCPX, Adobe Premiere Pro & other leading NLE applications planned.

Modifiers
- White balance by chromatic adaptation matrix (manual or from sampled pixels).
- RGB gains expressed in Printer Points.
- Exposure & Saturation levels.
- Contrast ratio with adjustable pivot point (Luminance & RGB).
- White balance by direct RGB gains (from sampled pixels).
- Exposure level from sampled pixels.
- Master & RGB Lifts, Gammas, Gains, Offsets.
- Cubic spline-based Tone Curve (Luminance & RGB).
- Vibrance & Clarity controls, with effect range.
- Proprietary Hue vs Hue, Hue vs Lum, & Hue vs Sat remapping.
- Proprietary Lum vs Lum & Sat vs Lum & Sat vs Sat remapping.
- Proprietary 7-band Shading tools.
- Proprietary 9-band Color Mixer.
- All parameters can be locked, blended, toggled, reset, & saved to disk.

Qualifiers
- Proprietary linear chroma-keyer with color band presets.
- Shadows, Mid-tones, & Highlights qualifiers driven by user-adjustable curves with unit gain.
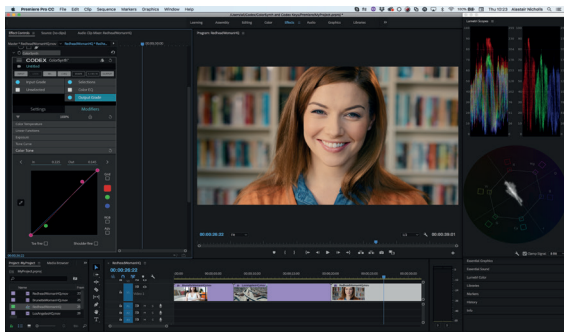
Grade structure
- Grade organized in six preset layers, with nine additional sub-layers.
- Twelve simultaneous & completely independent sets of all the listed modifiers.

Utilities
- Save and Load settings.
- Compare A/B grades (source or reference frames).
- Single or multi-clip grading.
- Drivable by Codex Keys control surface.
- Grade snapshots.
- Unclamped processing ranges.
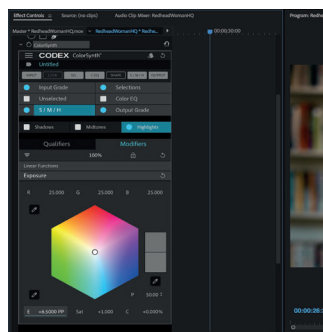- Rec2020 support.
- 30-day Trial & Full Licenses.

Codex Keys
- Dimensions h,w,d 54.9 x 485.8 x 183.9mm / 2.2 x 19.1 x 7.2"
- Weight 1.75 kg / 3.86 lb.
- Precision die-cast body construction.
- Quality high resolution screen.
- MacOS driver.
- 5V DC 1.6A Max.
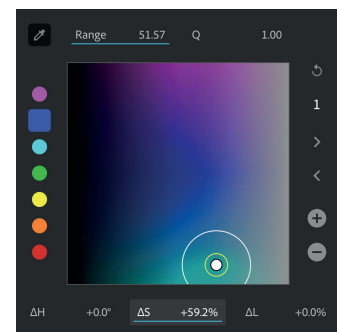- USB bus-powered (USB-C port - USB-C to USB-C cable supplied).

ColorSynth - Intuitive Color Grading
An elaborate pre-wired network of color processing nodes totaling more than forty items arranged in a six-layer stack with several sub-layers.

Innovative Color Remapping
Core to ColorSynth's toolset is an elegantly designed collection of innovative color remapping tools called Color EQ.

Color EQ nodes
Main EQ, Color Mixer, and **Shading EQ**.
All designed for H, L, S remapping and modification of complex color qualities.

online colorsynth.codex.online   contact sales@codex.online

CODEX®
60 Poland Street | London | W1F 7NT | UK