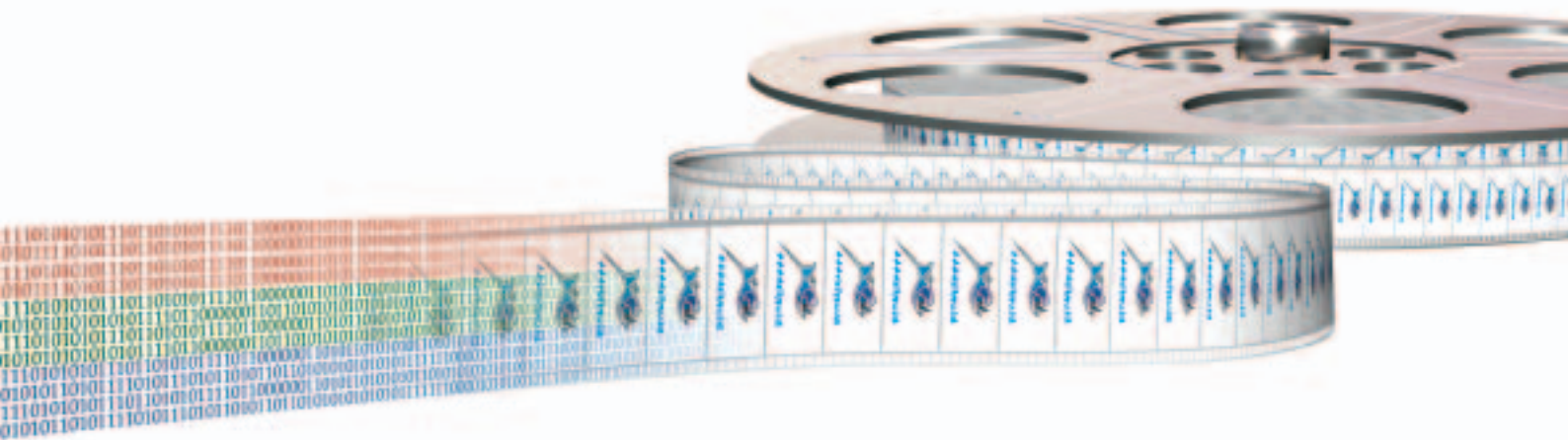


Symmetry™



“Symmetry - beauty as a result of balance or harmonious arrangement”

Bluefish444

International Phone: +61 (3) 9682 9136

Fax: +61 (3) 9682 9466

Web: <http://www.bluefish444.com>

Email: info@bluefish444.com

17B Market Street South Melbourne

Victoria Australia 3205

Operational Manual
Version 1.1

User Manual – October 2003

Contents

1. **Install**
2. **Interface Control**
3. **Interface Control Descriptions**
4. **Getting Started**
 - Play Mode**
 - Capture Mode**
5. **Mastering To Tape**
6. **Feedback And Support**
7. **Credits**



Welcome!

Simplicity is the key to Symmetry. It was designed for digital artists who do not want the complications of setting up a non linear editing application and who simply want to get their media in and out of their workstation with the least amount of fuss.

Key Features

Capture And Playback Various 10 bit Industry Formats.

- QuickTime BV 10 (Digital Voodoo format)

- QuickTime V210 YUV 4:2:2

- Cineon RGB 4:4:4 Single Link

- Cineon RGB 4:4:4 Dual Link

Capture And Log Clips.

Batch Capture Clips.

Control Your Real World Tape Deck With a Virtual Tape Deck On The Desktop.

Master To Tape

Loop Playback

Bin Window For Clip Management.



1. Install

Symmetry is now included in the Bluefish444 Installer v3.X

Included in this Installer is the following:

**Drivers and firmware updates for Wildblue|AV™, HD|Fury™, HD|Lust™ and HD|Iridium™
Symmetry Application
Adobe After Effects® Video Output plug in
Adobe After Effects® Bluefish444 V210 QuickTime™ plug in
Bluefish444 Feature Control (for enabling letterbox, key output and other hardware features)**

The installer will automatically copy the After Effects plug ins to the correct path if After Effects has been previously installed. For applications such as Discreet Combustion 3.0 or Eyeon Digital Fusion it is required. You can always manually copy the After Effects plug in to the plug-ins folder at your convenience.

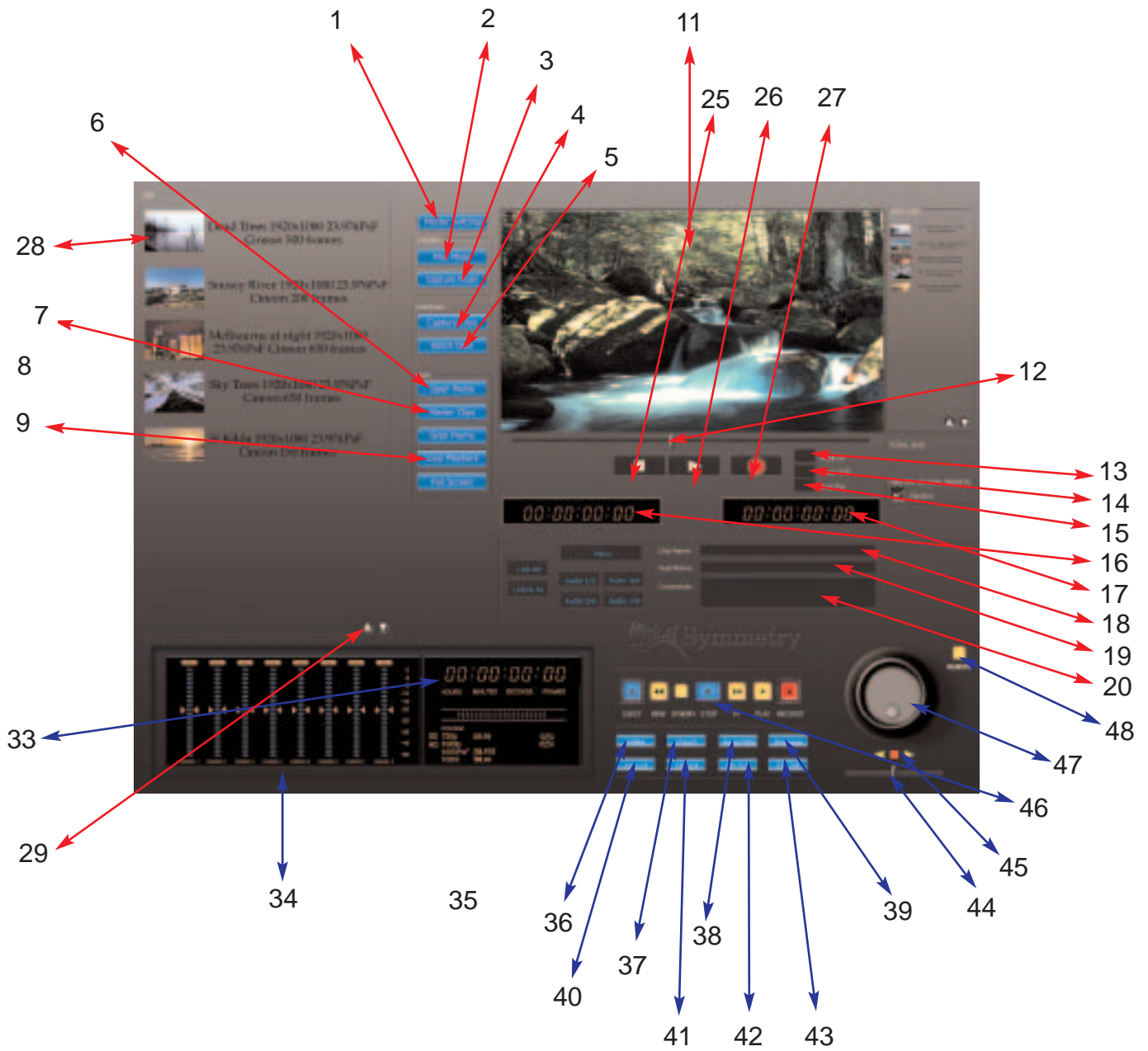
Run the installer and follow all the prompts. When run with SD products, the installer may update the firmware on the card. This process may take a couple of minutes.

DO NOT TURN OFF YOU MACHINE WHEN THE FLASH IS UPDATING.

DOING SO WILL DAMAGE YOUR CARD.

When the flash is complete, follow the prompts as you will have to power down your machine for the new flash to activate.

2. Interface Control



3. Interface Control Descriptions

- | | |
|---------------------------|---|
| 1) Master Settings | Sets capture, playback and master to tape preferences |
| 2) Play Mode | Select to enable playback mode. This is used for clip playback and master to tape. |
| 3) Capture Mode | Select to enable capture mode. This is used for capturing media files. A dialog box will appear and ask you to set your master settings. |
| 4) Capture Clips | After setting an in and out point (13&14) click the capture clips button. Your tape deck will spool to the in point and capture the desired in and out point. This is used for singular clip capture only. |
| 5) Batch Clips | Captures multiple clips in one session. |
| 6) Open Media | Select to open media clips stored on your system for import. |
| 7) Master Clips | Records clip or clips to tape. |
| 8) | |
| 9) Loop Playback | Loops playback of clip or clips indefinitely. |
| 10) | |
| 11) Preview Window | Displays any video signal coming in or out of the application. |
| 12) Slider Bar | Scrolls though the clip. Microsoft Wheel Button can also be used for this purpose. |
| 13) Mark In Point | Marks the in-point of the capture or master. |
| 14) Mark Out Point | Marks the out-point of the capture or master. |

- 15) **Log Clip** Select to log a desired clip to capture and a later point. The empty clip will go into the bin window.
- 16) **In-Point Display**
- 17) **Out-Point Display**
- 18) **Clip Name Insert** Type in the desired clip name in this location.
- 19) **Reel Name Insert** Type in the desired reel name in this location.
- 20) **Comments Insert** Type in the desired comments on the clip in this location.
- 21) **Video Capture** Selects Video to be captured
- 22)
- 23)
- 24)
- 25) **Stop Button** Stops clips being played.
- 26) **Play Button** Enables playback of clips.
- 27) **Capture Now** Captures clip immediately (no in or out point required)
- 28) **Thumb-nail** Thumbnail of the clip in the bin.
- 29) **Scroll Arrows** Scrolls though the clips in the bin. Microsoft Wheel Button can also be used for this purpose.
- 30) **Minimize** Minimizes the application.
- 31) **Close** Closes the application.
- 32)
- 33)

- | | |
|--------------------------|---|
| 34) Audio Display | Displays level of audio samples. |
| 35) | |
| 36) Video | Insert Video to tape. |
| 37) Insert | Insert edit mode. |
| 38) Assemble | Assemble edit mode. |
| 39) Preview | Previews either edit mode to tape without actually recoding. |
| 40) CH 1/2 | Insert CH 1/2 to tape. |
| 41) CH 3/4 | Insert CH 3/4 to tape. |
| 42) CH 5/6 | Insert CH 5/6 to tape. |
| 43) CH 7/8 | Insert CH 7/8 to tape. (HD modes only) |
| 44) Shuttle | Shuttle the tape forward or reverse. |
| 45) | |
| 46) Deck Buttons | Duplicate what the deck is currently doing. Use these to control the mode of your deck. |
| 47) Jog Wheel | Jog tape frame by frame. |
| 48) Remote | Indicates whether the deck is in remote or local mode. |

4. Getting Started

The first step in getting started is to open the application.

Opening the application brings up the user interface. Symmetry's user interface is a single window, by designing the application this way all the tools you need are right in front of you all the time. No more searching through menus!



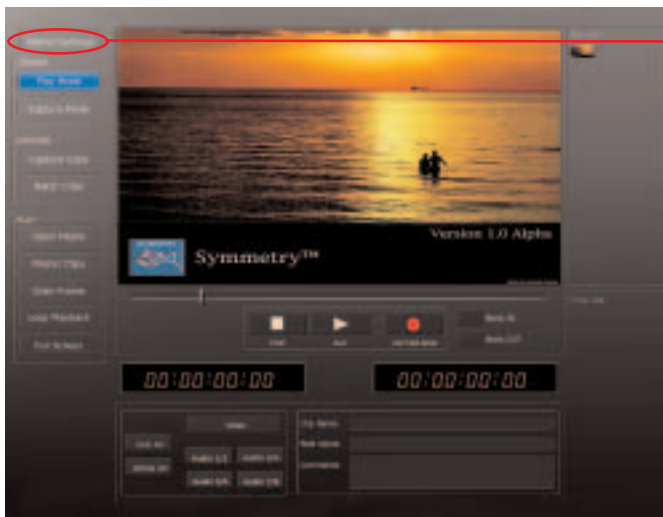
After opening the application follow the below instructions.

Play Mode

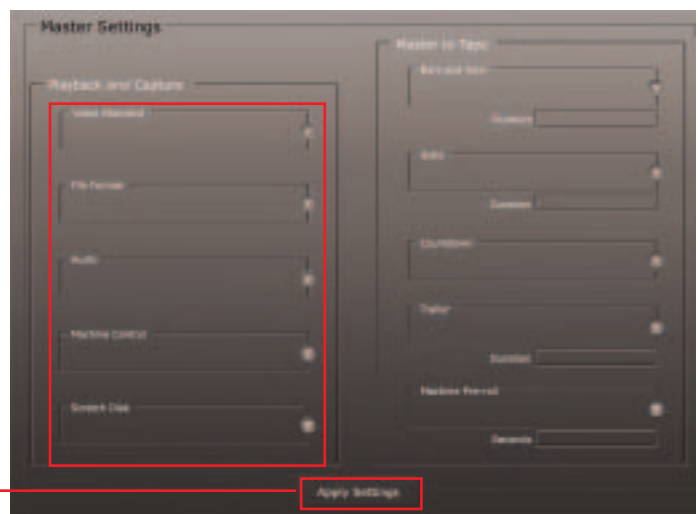
By default, the application will open in "Play Mode."

- 1) Click on Master Settings and the Master Settings window will appear.
- 2) Select the video standard you wish to work with.
- 3) Click Apply Settings

Your system is now set for playback.



Click on Master Settings

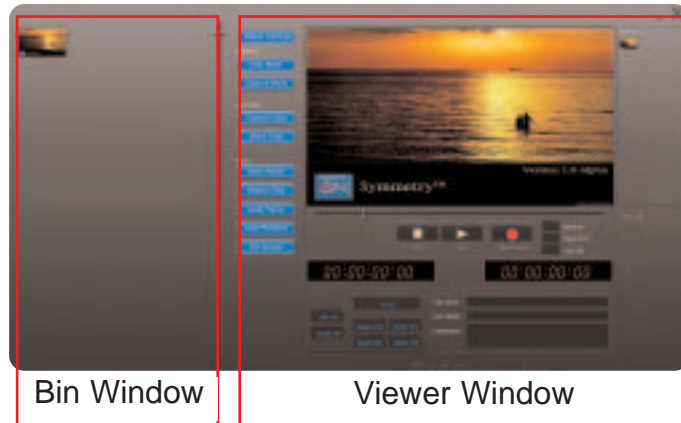
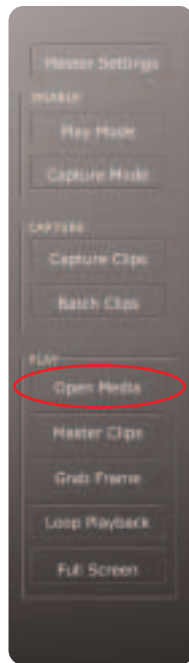


Click Apply Settings

To open a clip or clips, simply click on the “Open Media” button and select the location of the media.

Select the desired clip.

The clip will load into the bin and viewer window.



Use the slider and play/stop buttons to control the clip



When opening Cineon/DPX files the application will open the image sequence as one clip and is linked to the master settings that have been applied i.e. 1080/24 PsF. Simply select the first frame of the sequence and the clip will be opened.

Capture Mode



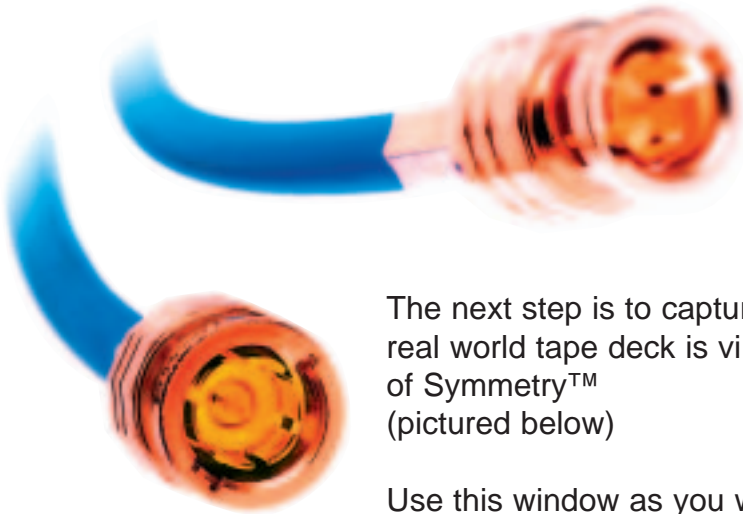
Enable Capture Mode by selecting the Capture Mode button. (shown left)

The next step is to make sure the system is set to the video standard you require. To check this click on the Master Settings Button. Once clicked the Master Settings window will appear (shown below)

Select the settings you require and click "Apply Settings". The Master settings window will close and return you to the main console.

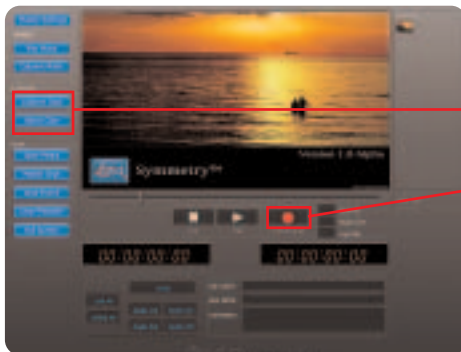
NOTE: DONT FORGET TO SET YOUR SCRATCH DISK!





The next step is to capture your media. Everything related to your real world tape deck is virtually simulated in the deck control window of Symmetry™ (pictured below)

Use this window as you would with a real tape deck. The functions and features are very similar.

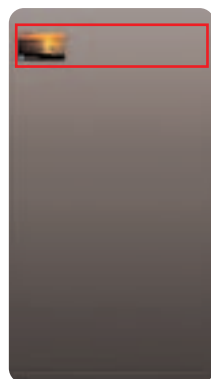


There are 3 capture modes. Shown left.

- 1) Capture Clip
- 2) Batch Clips
- 3) Capture Now

Capture Clip

This mode requires an in point and out point. Singular clip captures only can be executed with this mode.



Batch Clips

This mode is for multiple clip capture in one session. After clips have been logged using the in an out points then "log clip" button, the empty clip will show up in the bin window. Select the desired clips for capture by holding "shift" and click the clips. Click "Batch Clips" and your clips will be captured.



Capture Now

This mode does not require in and out points. Singular clip captures can only be done with this mode. This is used for quick capture of clips.

Enter clip information here before the capture. Type the desired information and hit "enter"

A folder will be created with the entered name on your scratch disk.

IF IN YUV QUICKTIME MODE:

In the folder you will find

fileX.MOV
fileX.WAV
fileX.sym

The .sym is the link file for your video and audio clip. If you wish to play back audio and video simply select the .sym file to playback in Symmetry.



IF IN CINEON/DPX RGB MODE:

In the folder you will find

Singular .cin files
fileX.WAV
fileX.sym

The .sym is the link file for your video and audio clip. If you wish to play back audio and video simply select the .sym file to playback in Symmetry.

When rendering in another application, be sure you do not change the file names. If you do the link to the .sym file will be broken and you will only be able to play the video file out of Symmetry. This will change in the next update to Symmetry - an easy way to link the files through the "link AV" button.

5. Mastering To Tape



Mastering to tape is currently limited to one clip at a time. Select the desired clip to be mastered from the bin by double clicking the clip This will automatically put the application into “play mode”.

Enter the desired in point in the viewer window. The application will calculate the length of the clip and set the appropriate outpoint.

Click “master” and your clip will go to tape.





6. Feedback And Support

We strongly value feedback on our products. If we did not get feedback we could not make products such as Symmetry™

If you have any comments on the application or suggestions for improvements for future versions, please do not hesitate to drop us a line at

support@bluefish444.com

For customer support please contact

support@bluefish444.com or via phone on

xxx xxx xxxx

We would also love to see any showreels of your work. We often display customers show reels at trade shows all over the world. If you would like to send us any examples of your work, please send them to:

Bluefish444
17 B Market Street
South Melbourne
Victoria, Australia 3205



7. Credits

Software Engineering Team

Dmitri Illarionov and Satchit Puthenveetil

User Interface Design

Matt Dowling
Paul Cameron
Simon Hollingworth

Application Concept and Features

Matt Dowling

Hardware Design Team

Andrew Stone
Stuart Tyler

Special Thanks

Henny Van Teylingen and Tony Porazis of Digital Pictures Melbourne
Scott Bryant of Steam
Pete Fausone of 24pTV
Mike Skibra of Bluefish Inc
Our beta testers
And the families, friends and pets neglected during the development of Symmetry