



HS-ART Digital Service GmbH

Walter Plaschzug
Dietrichsteinplatz 3
A-8010 Graz
Austria

Tel: +43 316 915 998-0

Fax: +43 316 915 998-20

Email: plaschzug@hs-art.com

Internet: <http://www.hs-art.com/DustBuster>

Graz-Austria, 15.12.2008

DIAMANT DustBuster & Assimilate Scratch: Going Together

Almost any Scratch operator is occasionally confronted with slightly damaged images (camera hairs, dirt, etc.), that need to be corrected before finishing the movie project.

The integration of Diamant DustBuster straight into the CONSTRUCT and PLAYER of Scratch, provides an easy and comfortable solution for the operator. Quick-fixes can be applied immediately, without complicated import/export and file access.

Everyone is welcome to work and evaluate on basis of our demo-software, that is available as free download from: <http://www.hs-art.com/DustBuster>

As this demo-version does not permit to save back the corrected images, we can issue full licenses (strictly temporal limited) to any seriously interested customer. In order to do so we need full contact details and the customers IP address.

About HS-ART Digital Service GmbH: HS-ART is a technology company based in Graz, Austria. HS-ART provides software solutions for the professional market in the fields of digital film restoration and media monitoring. The main product is the DIAMANT digital film restoration software which is one of the leading solutions in the fields and used by over 100 customer's world wide. Please contact support@hs-art.com for further details.

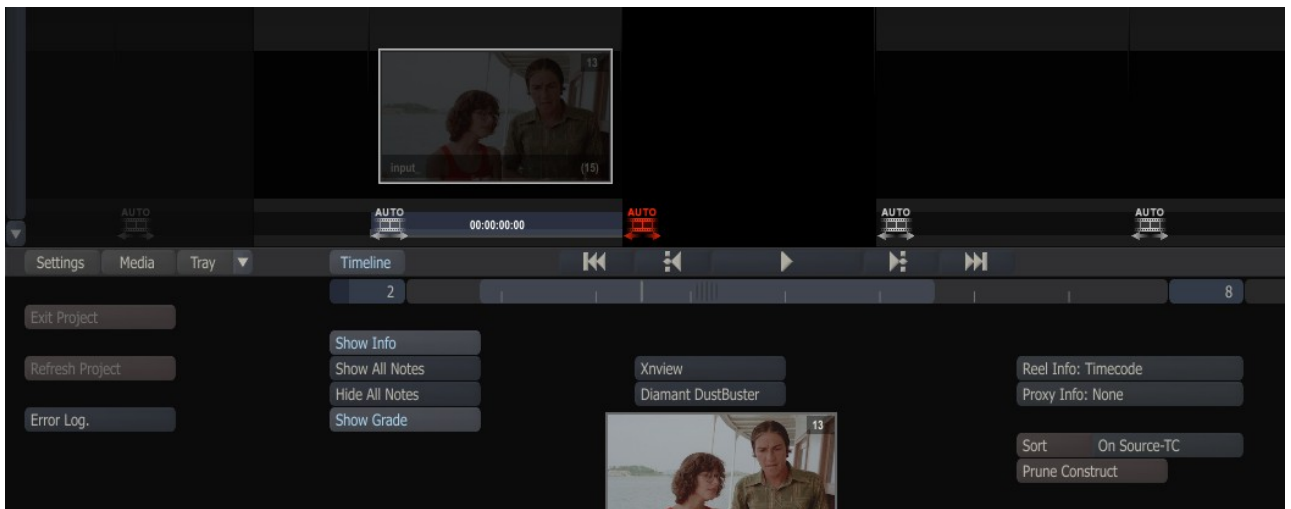
Technical Fact Sheet

Installation

- Download the demo-version from <http://www.hs-art.com/DustBuster>
Be aware that this is a demo-version, that does not permit you to get the cleaned files back to Scratch (in order to get a full license you need to contact: support@hs-art.com).
- Run the "Setup_Diamant_DustBuster.exe"
- The program automatically installs the tools and creates a button into the CONSTRUCT and PLAYER of Scratch.
This is done by creation of an environment variable CONSTRUCT_CMD<x>, wherein x is a value between 0 and 8, depending on the current setting.

Usage

- Start Scratch; open a project and you are ready to go:



- Drag the sequence upon the "Diamant DustBuster" button, wait a second and the application will open. Make your corrections and exit DustBuster.
DustBuster does always works in non-destructive mode and preserves original files in a back-up directory called MIR.mmd, thus DustBuster guarantees that the sequence on the disk is always in a solid consolidated state, with access to return to the back-up original files.
- Closing the DustBuster brings you back to Scratch.

About DustBuster

DustBuster is a very intuitive tool. The default mode is called "AutoFix", wherein the operator simply creates rectangle regions to mark the defects. Consequently the defects will be automatically corrected.

For difficult cases DustBuster offers an option "Retouch", where the operator can apply spatial and temporal cloning.

- Consult the on-line manual for more detailed information
- As DustBuster works in non-destructive mode you can revert any change inside DustBuster.
- In order to play real-time on the workstation you need to Configure parallel threads inside the DustBuster. Please access "Configure" inside DustBuster and set the number of I/O threads to a value that matches your hardware (e.g.: 6).

