

<i>DIAMANT-Film V10 Feature Matrix</i>		<i>DustBuster+ LT</i>	<i>DustBuster+</i>	<i>DIAMANT- Film Suite LT</i>	<i>DIAMANT- Film Suite</i>	<i>DIAMANT- Video Suite</i>
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<b>Interactive Tools (Tool Track)</b>						
<b>Paint Tools</b>	Clone	X	X	X	X	X
	HistoryBrush (UNDO)	X	X	X	X	X
	Paint	X	X	X	X	X
<b>Repair Tools</b>	Dust (single image dirt, scratches)	X	X	X	X	X
	Interpolate (frame repair)	X	X	X	X	X
	ExInPaint (auto healing for camera hairs and static defects)		X*	X*	X*	X*
	Scratch (vertical/horizontal line)		X	X	X	X
	SpliceRepair		X**	X	X	
	InPaint		X	X	X	X
	Repair		X	X	X	X
<b>Enhance Tools</b>	Distortion (image deformation by manual grid)		X	X	X	
	Enhance (general image improvements)	X	X	X	X	X
	Primary CC		X	X	X	X
	Grain Sample (creation of grain patterns)		X	X	X	

<b>Automatic Filters (Filter Track)</b>						
<b>Paint</b>	HistoryFilter (temporal UNDO)		X	X	X	X
	TimeClone		X	X	X	X
	TimePaint		X	X	X	X
<b>Repair</b>	DFlicker / DFlickerFlow (luminance and color stability)				X	
	Dust (single image dirt, scratches)		X	X	X	X
	IRCleaner (infrared channel repair)				X	
	Repair		X	X	X	X
	Scratch (vertical/horizontal line)				X	
	ExInPaint (static hair removal) / Inpaint		X*	X*	X*	X*
	DeadPixel		X	X	X	X
	InterpolateSequence		X**	X	X	X
	DStain (color stains)				X	
<b>Stabilisation</b>	Stabilize (automatic content based)				X	X
	StabROI (based on selected regions)		X**	X	X	X
	StabTracking (based on tracker points)				X	
	Transform (manual shift)		X	X	X	X
	DWarp (automatic and user controlled deformation repair)				X	
	StabBorder (based on image frame lines)				X	
	StabPinhole (based on perforation)				X	
	SpliceBump				X	
<b>Noise/Grain</b>	Distortion (image deformation by manual grid)				X	
	Noise				X	X
	DE Noise (Dark Energy from Cinnafilm)				O	O
	NoiseTV		X	X	X	X
	OmniClean (multi image denoiser)				X	
	Regrain (based on image grain pattern)				X	
	Grain Overlay (based on external grain samples)				X	

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<b>Color</b>	Brightness/Contrast		X	X	X	X
	Primary CC				X	X
	AlignColorChannel				X	
	AutoContrast				X	X
	ColorRegistration				X	
<b>DropOut</b>	General Dropout					X
	Line Dropout				X	X
	Digibeta Dropout					X
	Block Dropout					X
<b>Tracking</b>	TrackPoints				X	
	ImportPoints				X	
<b>Misc</b>	Zoom				X	X
	Blanking				X	X
	Enhance		X	X	X	X
	Flip		X	X	X	X
	Invert				X	

<b>Annotation Track</b>						
	Pre-Defined Annotations	X	X	X	X	X
	User Definable Annotations	X	X	X	X	X

<b>MovieManager (Repository management)</b>						
	Multi clip import			X	X	X
	Multi clip export			X	X	X
	Project backup/restore as ZIP archive			X	X	X
	Multi generation handling			X	X	X
	Restoration report generator in HTML and XLSX	X	X	X	X	X
	Custom comments for clips			X	X	X
	Repository sharing between several workstations			X	X	X
	Crop, Pan & Scan, Zooming			X	X	X
	Batch (re-) rendering				X	
	Advanced Field Processor / Field Correction Tool					X

<b>Video Converter powered by Tachyon®</b>						
	Predefined video profiles					X
	DeInterlacer					X
	Pulldown Removal					X
	Resize / Scaling					X
	Re-Timing					X
	Color Conversion					X

<b>RenderManager</b>						
	Batch rendering				X	
	Background rendering				X	
	Distributed rendering / render farm support (OPTIONAL)				O	

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<b>Quality control features</b>					
Split Screen for dynamic comparison of two sequences	X	X	X	X	X
Side by Side; horizontally	X	X	X	X	X
Difference mask	X	X	X	X	X
Onion skin	X	X	X	X	X
Before & After toggle	X	X	X	X	X
Compare with additional sequences	X	X	X	X	X
Interlaced & Field View	X	X	X	X	X
Individual channel inspection including alpha channel	X	X	X	X	X

<b>General</b>					
Windows 10/8/7 (64 bit)	X	X	X	X	X
MAC OSX 10.8 or higher	X	X			
Multi thread support	X	X	X	X	X
Render farm support				X	
GPU support	X*	X*	X*	X*	X*
Multi GPU support		X*	X*	X*	X*
Full metadata mode for all functions	X	X	X	X	X
Non destructive working mode	X	X	X	X	X
Destructive working mode	X	X			
High quality GPU based optical flow motion analysis	X*	X*	X*	X*	X*
Animated ROIs, brushes, rectangles, polygons, freehand		X	X	X	X
Support of dust & scratch clean mattes or infrared masks from DFT SCANITY, ARRIScan, Lasergraphics, Cintel and NorthLight Scanners				X	
Undo support for all actions	X	X	X	X	X
LUT & 3D LUT support	X	X	X	X	X
Title & action safe area display	X	X	X	X	X
Anamorphic view display	X	X	X	X	X
View guides	X	X	X	X	X
Timeline concept	X	X	X	X	X
EDL support for cuts and markers	X	X	X	X	X
Single and dual monitor support with full screen mode	X	X	X	X	X
Video output via BlackMagic and AJA boards		X	X	X	X
Bookmarks	X	X	X	X	X
Histogram view	X	X	X	X	X
RGBA value view	X	X	X	X	X
Waveform view	X	X	X	X	X
Magnifier view	X	X	X	X	X
Individual color channel views, grey view, alpha view	X	X	X	X	X
Automatic cut detection	X	X	X	X	X
Installation on ASSIMILATE Scratch and R&S CLIPSTER	X	X	X	X	X
R&S CLIPSTER Plugin mode (OPTIONAL)	O	O	O	O	O
ASSIMILATE Scratch Plugin mode	X	X	X	X	X
Baselight integration				X	
Open API and SDK (OpenFX)		X	X	X	X
Proxy support for faster playback			X	X	X
Grain template manager			X	X	

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	<b>LT</b>				

<b>Image format support</b>					
Resolution independent: Anything from SD - 8K	X	X	X	X	X
DPX, CIN, TIFF, TGA, OpenEXR, DCI JPEG 2000, JPEG, BMP, PNG and many more	X	X	X	X	X
8bit, 10bit, 16bit, LIN/LOG, monochrome	X	X	X	X	X
Support for QuickTime, AVI and MXF	X	X	X	X	X
Codecs: ProRes, DNxHD, XDCAM, IMX, DVCPRO, ..	X	X	X	X	X
Infrared dust/dirt map support		X	X	X	X
Timecode handling	X	X	X	X	X

(\* ) Needs CUDA enabled GPU from NVIDIA – limited on MAC! (\*\* ) Not on MAC (O) Option only