

<i>DIAMANT-Film V11 Feature Matrix</i>		<i>DustBuster+ LT</i>	<i>DustBuster+</i>	<i>DIAMANT- Film LT</i>	<i>DIAMANT- Film Suite</i>
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Interactive Tools (Tool Track)						
Paint Tools	Clone	X	X	X	X	
	HistoryBrush (UNDO)	X	X	X	X	
	Paint	X	X	X	X	
Repair Tools	Dust (single image dirt, scratches)	X	X	X	X	
	Interpolate (frame repair)	X	X	X	X	
	ExInPaint (auto healing for camera hairs and static defects)		X*	X*	X*	
	Scratch (vertical/horizontal line)		X	X	X	
	SpliceRepair		X**	X	X	
	InPaint		X	X	X	
	Repair		X	X	X	
	Distortion (image deformation by manual grid)		X	X	X	
Enhance Tools	Enhance (general image improvements)	X	X	X	X	
	PrimaryCC		X	X	X	
	SyntheticGrain		X	X	X	
	Grain Sample (creation of grain patterns)		X	X	X	

Automatic Filters (Filter Track)						
Paint	HistoryFilter (temporal UNDO)		X	X	X	
	TimeClone		X	X	X	
	TimePaint		X	X	X	
Repair	DFlicker / DFlickerFlow (luminance and color)				X	
	Dust (single image dirt, scratches)		X	X	X	
	IRCleaner (infrared channel repair)				X	
	Repair		X	X	X	
	Scratch (vertical/horizontal line)				X	
	ExInPaint (static hair removal) / Inpaint		X*	X*	X*	
	InterpolateSequence		X**	X	X	
	Stain (automatic color stains)				X	
Stabilisation	Stabilize (automatic content based)				X	
	StabAuto (automatic content based)				X	
	StabROI (based on selected regions)		X**	X	X	
	StabPerfo (perforation based stabilization)				X	
	StabBorder (image frame line based)				X	
	StabTracking (based on tracker points)				X	
	SpliceBump				X	
	DWarp (user controlled deformations)				X	
	Transform (manual shift)		X	X	X	
	Distortion (image deformation by manual grid)				X	
Noise/Grain	ReShake (camera movement re-introduction)				X	
	Noise				X	
	DE Noise (Dark Energy from Cinnafilm)				O	
	Neat Video OFX Plugin		O	O	O	
	NoiseTV		X	X	X	
	OmniClean (multi image denoiser)				X	
	Regrain (based on image grain pattern)				X	
	Grain Overlay (uses external grain samples)				X	
	Synthetic Grain (mathematic grain model)				X	

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Color	Brightness/Contrast		X	X	X
	Primary CC				X
	AlignColorChannel				X
	AutoContrast				X
	ColorRegistration				X
Video	General Dropout				X
	Line Dropout				X
	DInterlace				
	DeadPixel				X
Tracking	TrackPoints				X
	ImportPoints				X
Misc	Zoom				X
	Blanking				X
	Enhance		X	X	X
	Flip		X	X	X
	Invert				X
	AffineTransform		X	X	X

Annotation Track						
	Pre-Defined Annotations	X	X	X	X	
	User Definable Annotations	X	X	X	X	

Project Manager (Repository management)						
	Multi clip import			X	X	
	Multi clip export			X	X	
	Project backup/restore as ZIP archive			X	X	
	Multi generation handling			X	X	
	Restoration report generator in HTML and XLSX	X	X	X	X	
	Custom comments for clips			X	X	
	Repository sharing between several workstations			X	X	
	Crop, Pan & Scan, Zoom (for finishing)			X	X	
	Batch (re-) rendering				X	
	Rename, Copy, Move & Remove (clip management)			X	X	
	Flatten (disk space optimisation)			X	X	

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

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

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

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

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

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