

# Xstoner™ 3

## Media management software

With Xstoner 3, users of Macintosh® and Windows® workstations can transfer images and clips from one location to another, while applying a wide variety of image editing and transcoding operations.

- Supported locations include Autodesk® Editing/Finishing & Effects systems, Sledgehammer® systems, local hard drives, and shared network folders.
- Visual, intuitive clip browsing with smart grouping, sorting and filtering options helps users find the clips they need quickly, on any source.
- Powerful editing operations include cropping, resizing, letterboxing, and color space conversion.
- Xstoner supports all industry standard image, video and audio file formats for both input and output.

**Free** your high-end Autodesk systems for billable creative work by offloading house-keeping operations and simple image manipulation tasks.

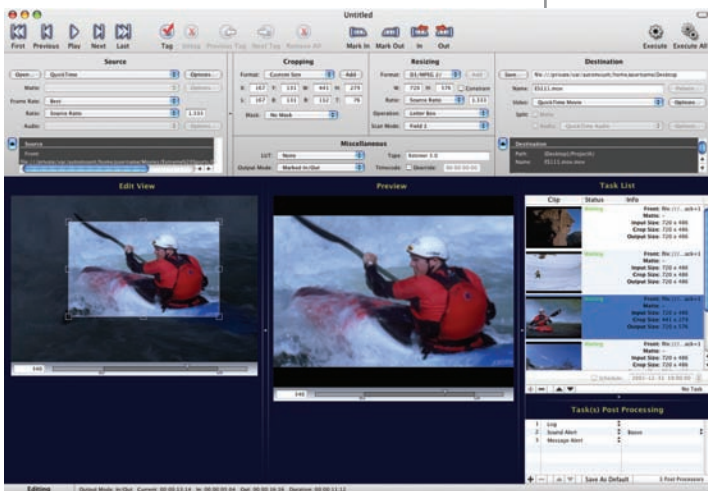
**Improve** your delivery and review process by quickly generating dailies in standard file formats such as QuickTime® or MPEG-2, and making them available to your clients directly over the Internet.

**Create** a flexible, end-to-end solution for media management across your facility, encompassing all your Sledgehammer HDIO, SDIO and NAS systems, Autodesk suites, and employee workstations.

**Save** your organization time and money, with Xstoner.

### Xstoner Features

- Proxy-based clip browsing with resizable thumbnails, conforming to the structure of libraries, reels and clips within Autodesk framestores, or the structure of folders on local and remote file systems
- Full suite of spatial conversion tools for 8-bit, 10-bit, 12-bit and 16-bit images
- Color conversion using extensible list of LUTs
- Timecode manipulation, including support for embedded timecode tracks in QuickTime videos
- Synchronized, dynamically resizable source and output clip viewers with full playback controls
- Ability to add matte and audio tracks to a source clip, or to split matte and audio tracks from a source clip into separate output files
- Ability to quickly create a batch of transfer jobs using the same settings



Xstoner client workspace

- Support for Final Cut Pro XML sequences, transferring referenced clips at the specified timecodes to Autodesk systems for final editing
- Support for high-resolution audio files with up to eight channels
- Ability to export the contents of framestores and folders to multiple formats (HTML, Microsoft® Excel® XML, CSV, TSV and OPML)
- Performance optimization through configurable server-side JPEG compression and bit depth controls
- User-defined naming and numbering schemas for transferred image sequences
- Ability to transfer individual tagged frames or selections within clips defined by in/out markers
- Full-screen clip playback for source and output clip on Mac OS X
- Support for playback control on Mac OS X using Apple Remote
- Configurable post-processing actions that send notification messages and run scripts
- Webstoner module provides secure clip browsing over the open Internet directly from Autodesk framestores and Sledgehammer systems
- Multi-threaded architecture leverages multi-core processors for outstanding performance on recent systems

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- Fully compatible with current versions of Autodesk Effects and Editing systems using Wiretap

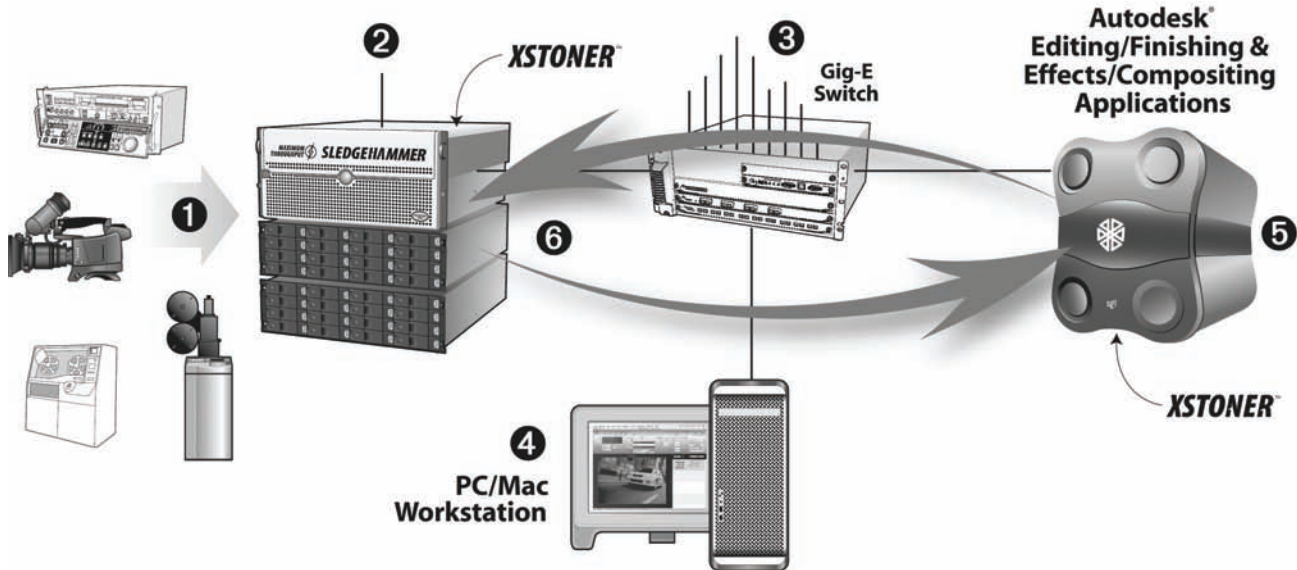
### Xstoner supports more than 30 file formats, including:

**Movie formats:** QuickTime, AVI, DV Stream, iPod, MPEG1, MPEG2, MPEG4/H264, 3GPP, WMV (Windows only) etc.

**Image formats:** BMP, GIF, DPX, JPEG, JPEG2000, Kodak Cineon, OpenEXR, Photoshop, PDF, PNG, SGI, TGA, TIFF, etc.

**Audio formats:** AIFF, WAVE, MP3, Sound Designer II, etc.

## Xstoner Workflow in Post-Production



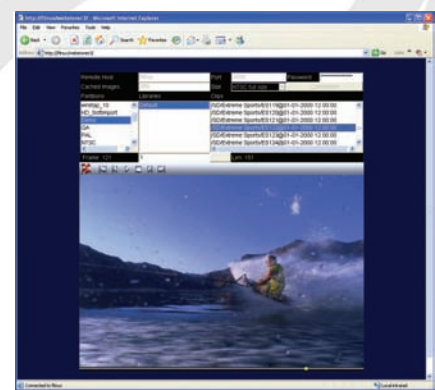
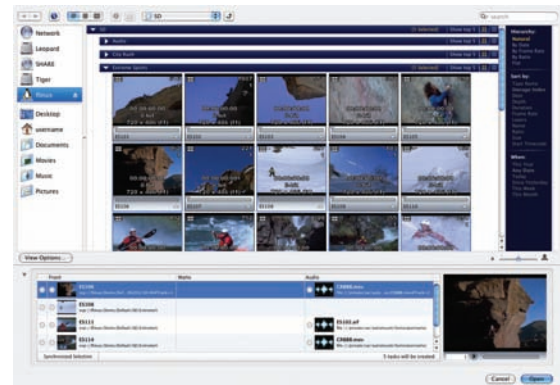
All data on Sledgehammer™ is available as either real-time video (via DDR Emulation) in SD, HD, or as uncompressed data

Uncompressed video and audio material can be transferred to (or captured by) Sledgehammer from a variety of sources **1**, such as telecine, tape, or film scanner. The material is available to all network users (including Autodesk systems) as either real-time video (via DDR emulation) in SD or HD **2**, or as uncompressed data (.sgi, .tga, .cin, etc.) over an Ethernet network **3**.

Mac and Windows users with the Xstoner client **4** can browse clips on the Sledgehammer, as well as on any Autodesk system running the Xstoner server **5**. The client can transfer clips locally for processing and editing, and push rendered material back onto the Autodesk system or Sledgehammer.

Mac users can also create rough edits in Final Cut Pro, save their sequences in XML, and use the Xstoner client to transfer all referenced clips, pre-cut to their marked in and out points, directly to an Autodesk system for polishing and finalizing.

Xstoner can also off-load intermediate or final shots from Autodesk systems onto Sledgehammer **6**, making them instantly available for further processing in Mac and Windows applications. While the artist continues work on the next project, Sledgehammer can lay the shot out to tape for a customer, or make it available over the Internet for review using Webstoner.



TOP: Xstoner Media Sequencer for export tasks

BOTTOM: Webstoner

### Xstoner is a client/server application that consists of the following components:

**Xstoner server** runs silently in the background on Autodesk Effects and Editing systems and Sledgehammer systems, providing multiple Xstoner clients with simultaneous real-time access to framestores and folders. The Xstoner server also includes the Webstoner module, with which remote users can browse clips over the Internet using a simple Java-based interface. Administrators can also define access rights profiles that prevent unauthorized users from viewing selected folders and framestores.

**Xstoner client** runs on Macintosh and Windows platforms, accessing content stored in Autodesk clip libraries, Sledgehammer systems, local folders and remote network shares. The client allows users to browse clips stored in any location, and to transfer selected clips to other locations while applying image manipulation and transcoding operations.

*\* Xstoner version 3 is backward-compatible with previous versions. Clients of version 3 can connect to servers of previous versions, and servers of version 3 can support clients of previous versions.*

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