

ACADEMY COLOR ENCODING SYSTEM \

ACES Update IMAGO 2017

Alexander Forsythe Imaging Engineering Manager – ACES Technical Lead Academy Science and Technology Council



\ ACEScentral.com \



ACES news

- Released ACES 1.0 in Fall of 2014
- 2017 New Leadership
 - Chair
 - Annie Chang VP Technology, Marvel Studios
 - Vice-Chairs
 - Rod Bogart Director of Production R&D, HBO
 - Joachim Zell VP Technology, Deluxe EFilm
- New working model
 - Adopting a more open source organizational structure
 - Virtual Working Groups
- Planning the Roadmap for future versions of ACES

• Focus on outreach ... global organizations, educational institutions, international film makers



ACES in Production

- Guardians of the Galaxy Vol 2.
- The Lego Batman Movie
- Steve Jobs
- Bahubali
- The Wedding Ringer
- Cafe Society
- Deliverance Creek



"I would never have been nominated for this award without ACES."

-Theo van de Sande, ASC

2014 Nominee – A.S.C. Outstanding Achievement in Cinematography in Television Movie, Miniseries, or Pilot "Deliverance Creek"



Why ACES?

- The global standard for feature film and television production
- Protecting the creative vision
- Enabling new technologies (HDR, wide gamut, VR, gaming, etc.)
- Vendor agnostic
- Leverages commonalities Avoiding "Snowflake" workflows



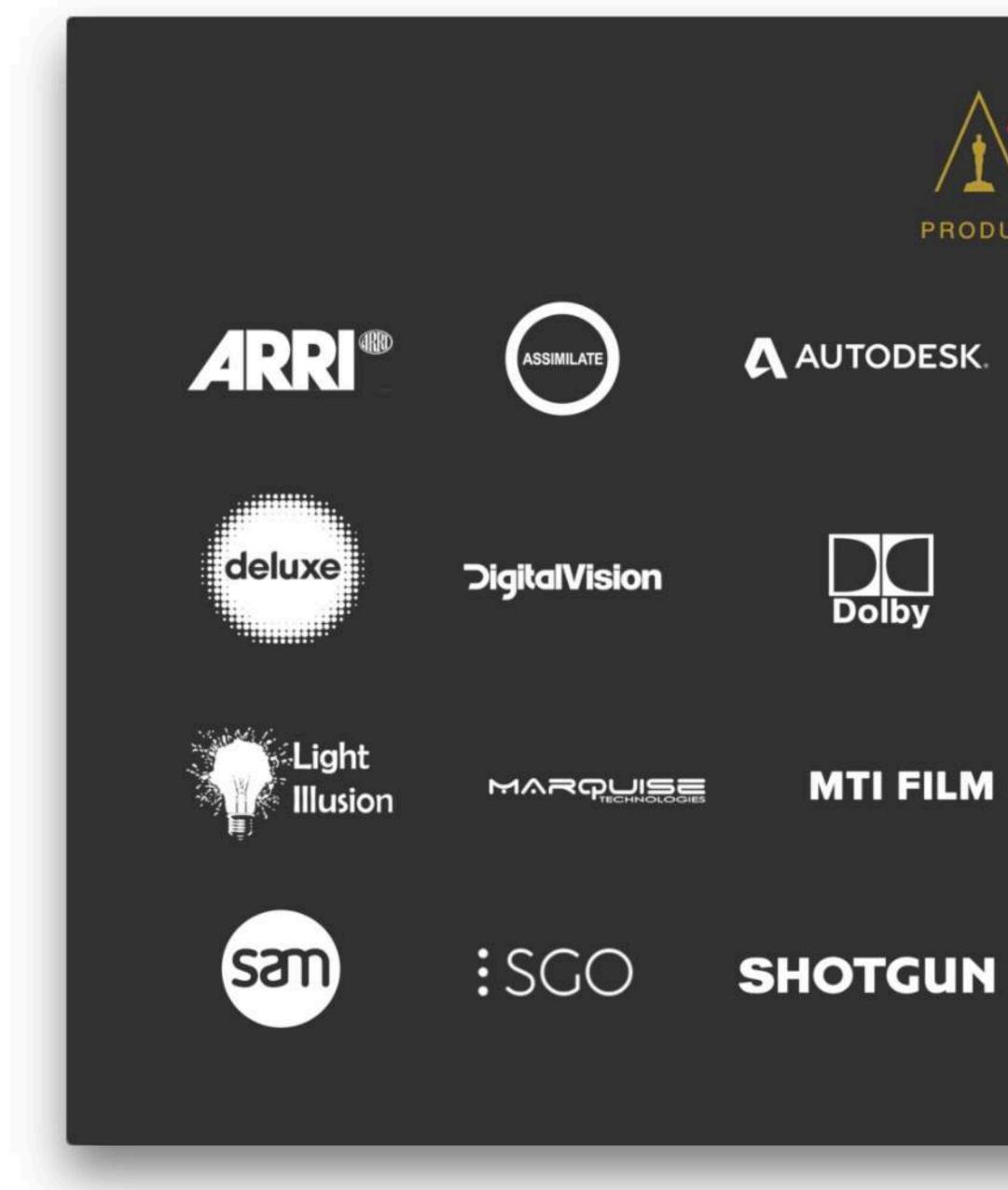
What is ACES?

- Not a single piece of software
- image pipelines.
- dailies, in VFX, in DI and in the archive)
- A potential cost- and time-saver (but it won't cost you any more)
- Free

A set of digital production standards, best-practices, and specifications for building

• A system for end-to-end color consistency (what you see is what you get on set, in





PRODUCT PARTNERS

Canon

cødex

colorrront

FilmLight

Firefly



Panasonic

POMFORT^{fn}



SONY

technicolor

THE FOUNDRY.



What ACES does for you

- Eliminates "secret sauce"
- Provides a common image interchange file format between all departments
- Simplifies communication between everyone handling and viewing images
- Enables non-proprietary high dynamic range (HDR) workflows
- Provides a standardized archival master file





Normal Exposure





-2 Stops using Rec.709

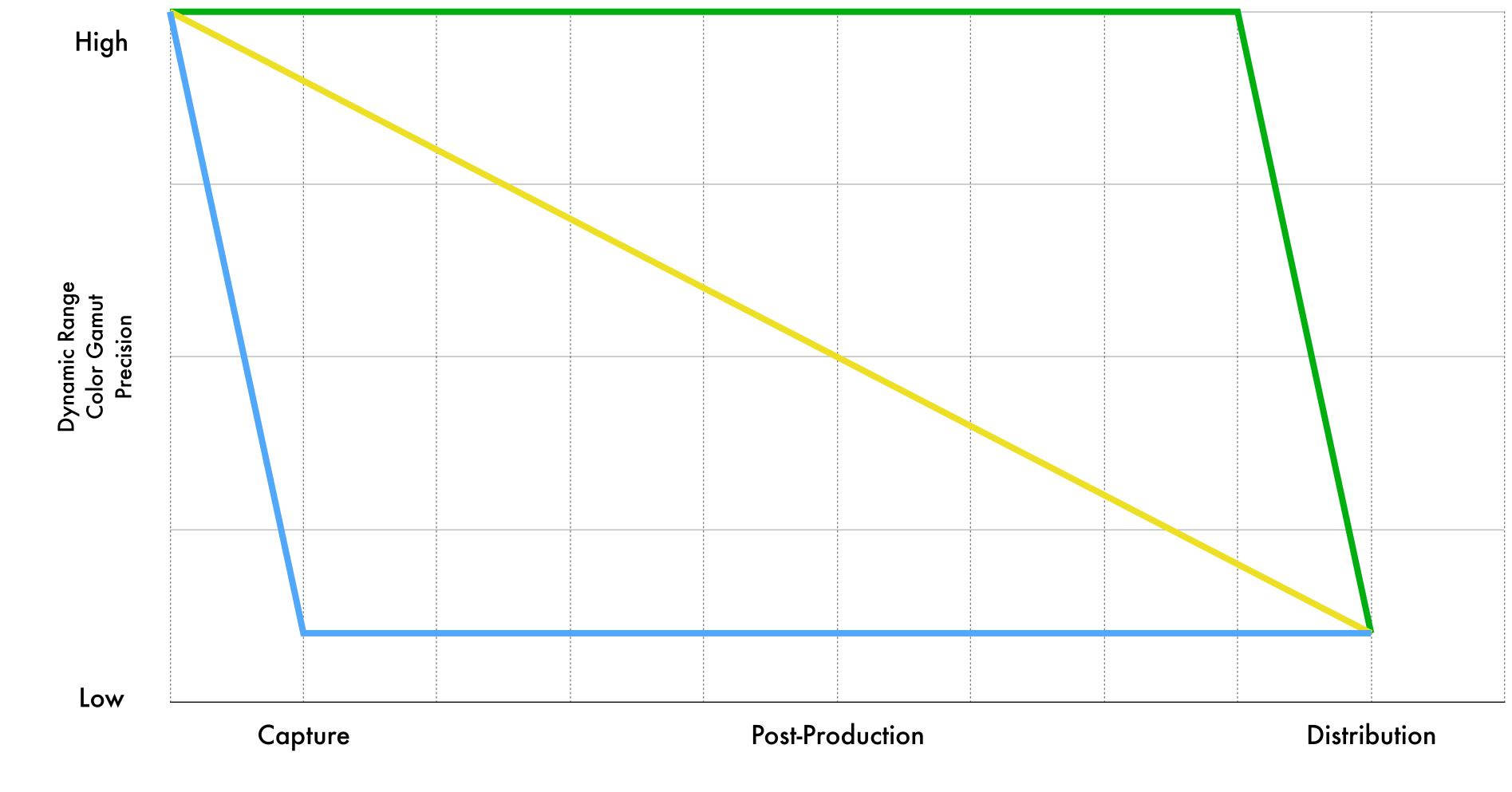




-2 Stops using ACES



Image quality throughout the workflow



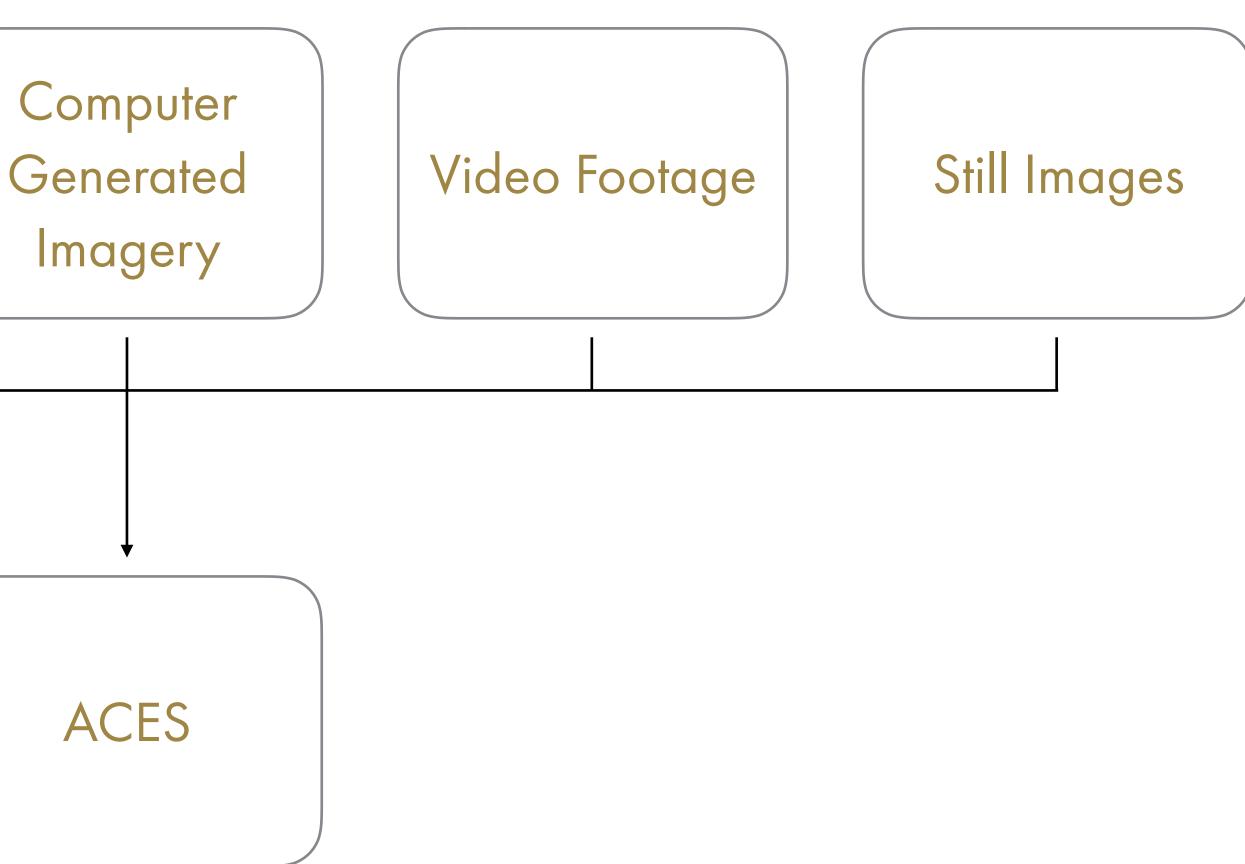
- Video Workflows - Traditional Motion Picture Worflows - ACES



Maintaining image quality in ACES

Film Scans

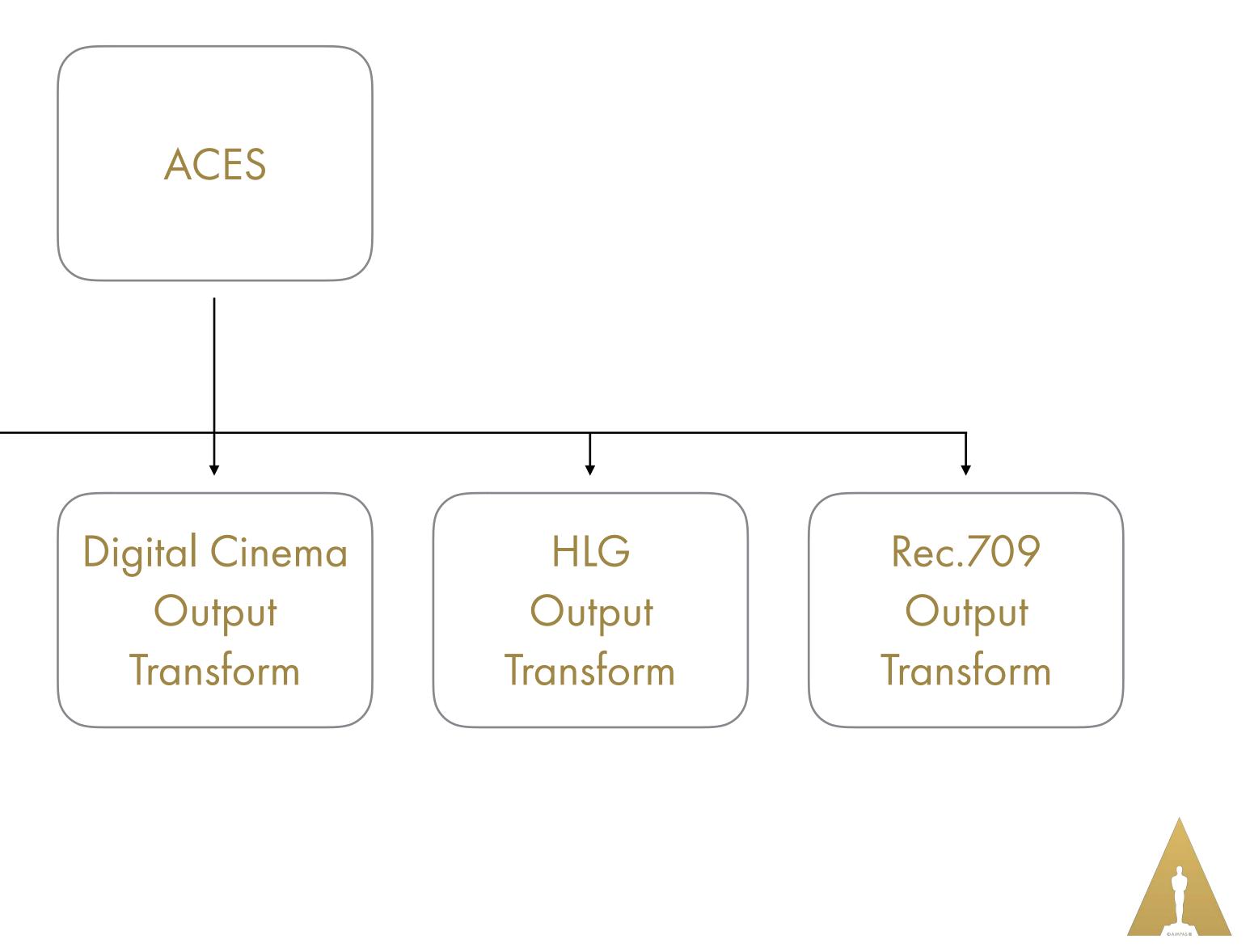
Digital Motion Picture Camera Footage



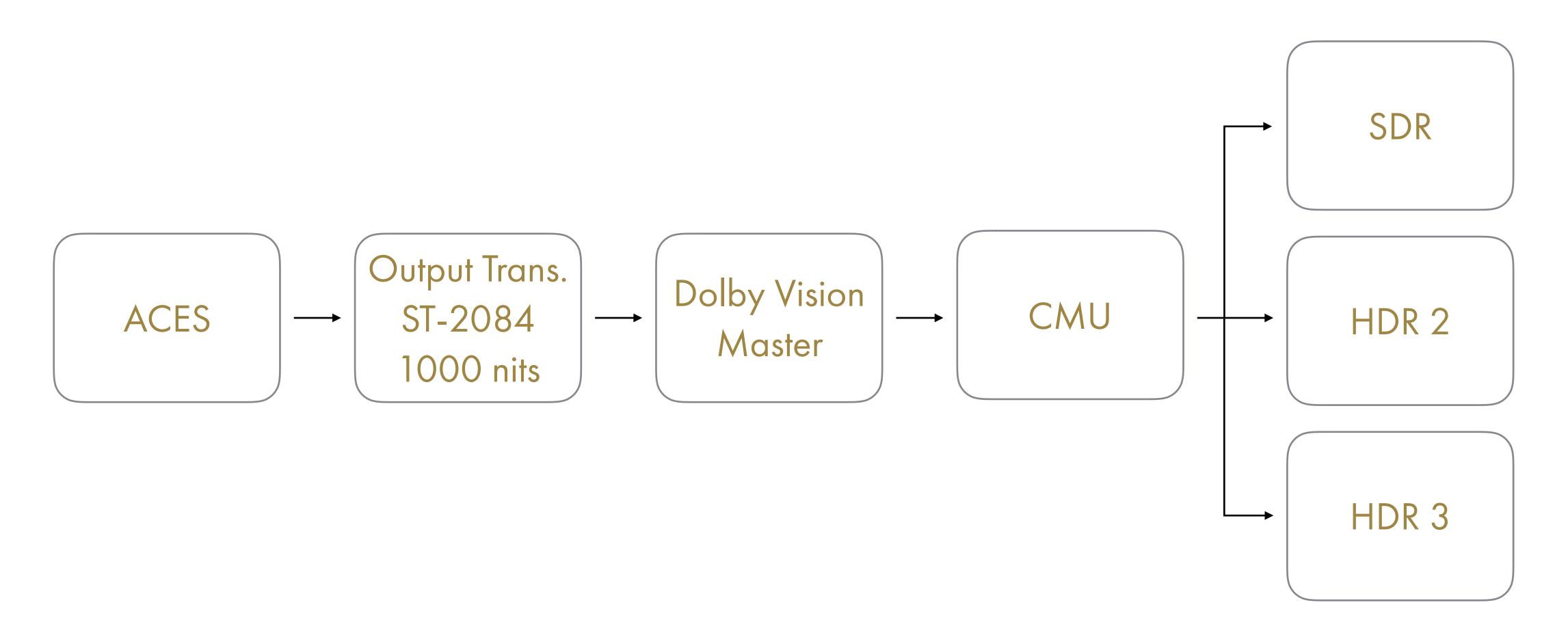


Viewing ACES images

RGB Monitor Output Transform 4000 nit PQ Output Transform

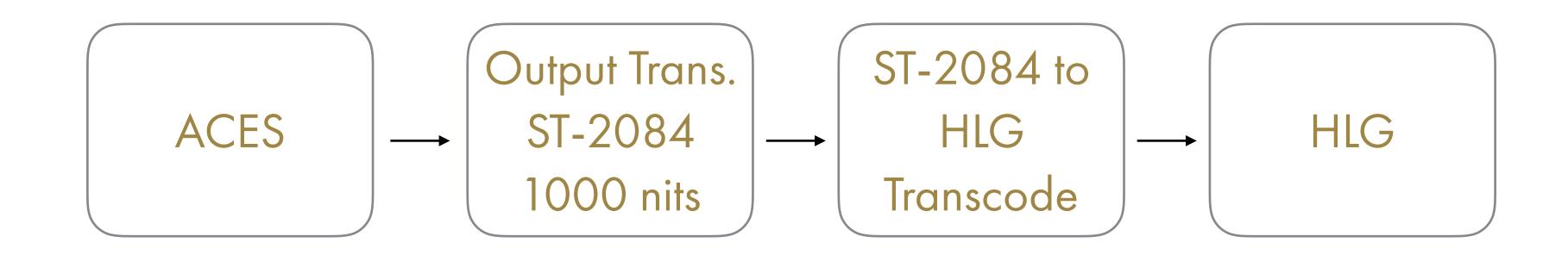


Working with HDR systems – Dolby Vision





Working with HDR systems – Hybrid Log-Gamma





Working with HDR systems – Future HDR workflows





ACES Digital Archiving Standard

- The digital equivalent of the finished film negative for the archive
- Uncompressed, full dynamic range, color gamut and precision
- Fully specified encoding and intended display conditions
- All 6 Major Studios are investing in ACES archiving standards work at SMPTE
- Look for "ACES/IMF" coming soon...



Standards update

- SMPTE Standards
 - ST 2065-1 Academy Color Encoding Specification
 - ST 2065-2 Academy Printing Density
 - ST 2065-3 Academy Density Exchange Encoding
 - ST 2065-4 ACES Image Container File Layout
 - ST 268:2014 File Format for Digital Moving Picture Exchange (DPX)
 - ST 2065-5 MXF Mapping ACES Image Sequences into the MXF Generic Container
 - ST 2067-50 Interoperable Master Format Application #5 ACES (DRAFT)
- SMPTE Standards will be elevated to ISO standards via TC36



On-going Work

- Metadata via ACESclip
- Standardization of Academy Common LUT Format (CLF)

 $\bigcirc \bigcirc \bigcirc$

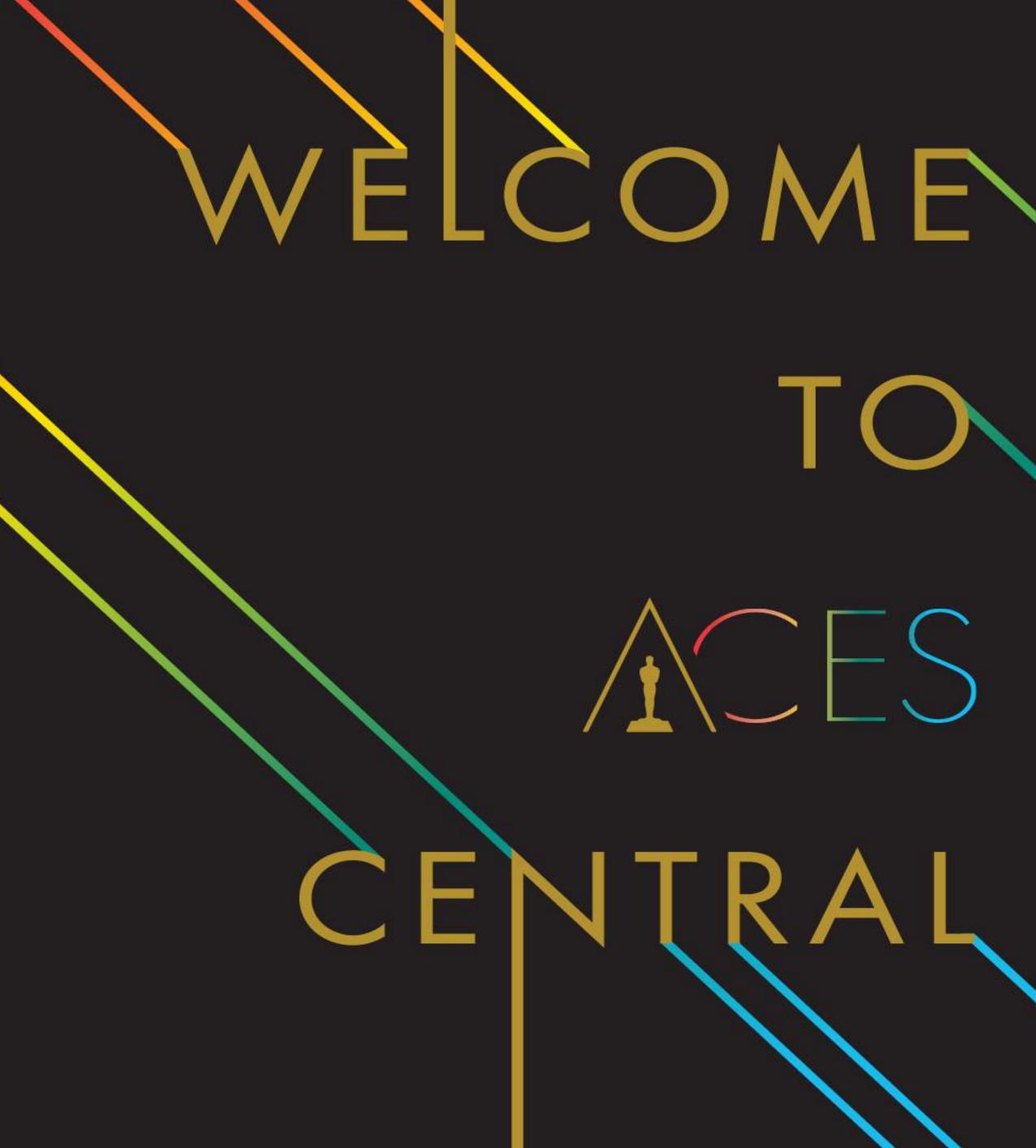
- Refined HDR ODTs
- Unified / Parametric Output Transform Model

)	ACES Settings			
ACES System Version 1.0.3	\$			
Default Input Transform	None	\$		
Look Transform	None	٢		
Output Transform	ACES 1.0 Output - P3-D60	\$	Advanced Settings	
	Output	Transform Adv	anced Settings	
Output Transform	n Presets			
ACES 1.0 Output	it - P3D60	Load Setting	s Export Settings	Save
Dianlay Drimaria	~			
Display Primaries			Surround	D60 Simulation
P3		\$	ODark	OOff
Display White Point			Dim	On
D60		\Diamond	Encoding Range	
Gamut Restriction			©Full	
None		\$	Legal	
Display EOTF				
Gamma 2.6 (g=2	2.6, scale=48)	\$		
Output Transform	n Tone Scale			
Standard Cinema		\Diamond		Help



THIS IS IT!

THE FILMMAKER'S PORTAL TO EVERYTHING YOU NEED TO KNOW ABOUT THE ACADEMY COLOR ENCODING SYSTEM.





We need your help ...

- Sign up for ACEScentral
- Follow ACES on Twitter @AcademyACES
- Let the ACES community know who they should be talking to
- Give ACES a try
- Send us your feedback : ACEScentral or aces@oscars.org
- Let us know about ACES productions
- Wear your ACES hat!



