

CODEX

NLE COLOR GRADING TOOLS



CODEX **keys** CONTROL THE VISUAL



[color**synth**.codex.online](http://colorsynth.codex.online)



NLE COLOR GRADING TOOLS



An innovative color grading toolset for leading desktop non-linear editing systems. Core to ColorSynth is the speed and accuracy of control using Codex Keys. Simple and easy to use and presented in a pre-wired stack with multiple sub-layers and modifiers, ColorSynth is an elegantly designed collection of unique color grading tools.

Technical

General

- Highly optimized floating point architecture running on GPU & CPU.
- Constant rendering speed.
- Proprietary user interface tailored for efficient grading.
- Tight integration within hosts (no floating windows or roundtrip to external app). Supports Adobe Premiere Pro and After Effects plus other leading NLE applications planned.

Modifiers

- White balance by chromatic adaptation matrix (manual or from sampled pixels).
- RGB gains expressed in Printer Points.
- Exposure level.
- Saturation level.
- Contrast ratio with adjustable pivot point (Luminance & RGB).
- White balance by direct RGB gains (from sampled pixels).
- Exposure level from sampled pixels.
- Master & RGB Lifts.
- Master & RGB Gammas.
- Master & RGB Gains.
- Master & RGB Offsets.
- Cubic spline-based Tone Curve (Luminance & RGB).
- Vibrance control, with effect range.
- Clarity control, with effect range.
- Proprietary Hue vs Hue, Hue vs Lum, & Hue vs Sat remapping.
- Proprietary Lum vs Lum & Sat vs Lum & Sat vs Sat remapping.
- Proprietary 7-band Shading tools.
- Proprietary 9-band Color Mixer.
- All parameters can be locked, blended, toggled, reset, & saved to disk.

Qualifiers

- Proprietary linear chroma-keyer with color band presets.
- Shadows, Mid-tones, & Highlights qualifiers driven by user-adjustable curves with unit gain.

Grade structure

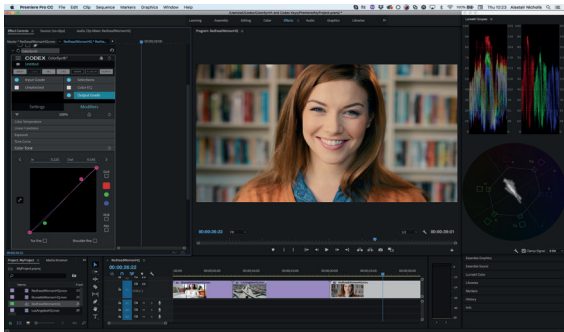
- Grade organized in six preset layers, with nine additional sub-layers.
- Twelve simultaneous & completely independent sets of all the listed modifiers.

Utilities

- Save and Load settings.
- Compare A/B grades (source or reference frames).
- Single or multi-clip grading.
- Drivable by Codex Keys control surface.
- Grade snapshots.
- Unclamped processing ranges.
- Rec2020 support.
- 30-day Trial & Full Licenses.

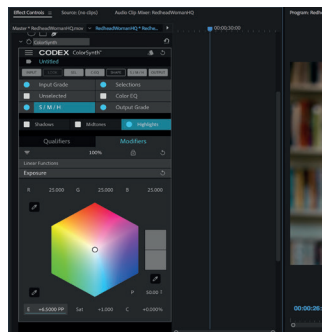
Codex Keys

- Dimensions h,w,d 54.9 x 485.8 x 183.9mm / 2.2 x 19.1 x 7.2"
- Weight 1.75 kg / 3.86 lb.
- Precision die-cast body construction.
- Quality high resolution screen.
- MacOS driver.
- 5V DC 1.6A Max.
- USB bus-powered (USB-C port - USB-C to USB-C cable supplied).



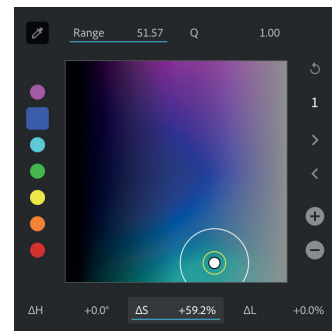
ColorSynth - Intuitive Color Grading

An elaborate pre-wired network of color processing nodes totaling more than forty items arranged in a six-layer stack with several sub-layers.



Innovative Color Remapping

Core to ColorSynth's toolset is an elegantly designed collection of innovative color remapping tools called Color EQ.



Color EQ nodes

Main EQ, Color Mixer, and Shading EQ. All designed for H, L, S remapping and modification of complex color qualities.



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