



System Requirements

Mac OS X

- Power Mac G5, Power Mac G4 or PowerBook G4 with 1GHz or faster PowerPC G4 processor
- Mac OS X v10.3.9 or Mac OS X v10.4
- QuickTime 7.0 or later
- 512MB of RAM or more
- 1GB of available disk space for caching and for temporary files
- AGP graphics card with at least 32MB of video memory and OpenGL hardware acceleration
- Display with 1280-by-1024-pixel resolution and 24-bit colour
- Three-button mouse
- Optional: AJA Kona or Blackmagic DeckLink card required to preview composites on a broadcast video monitor

Compositing

- Process tree-based compositing
- Control over bit depth at a local node level
- Mix image resolutions within a composition
- 3D Multi-Plane node with camera controls
- Import Maya compatible camera tracking data
- Customisable quad split viewer
- Multi-input layer node with blend modes
- Boolean and Image Math layer operations
- Import Photoshop layers with blend modes
- Fully editable node grouping/ungrouping
- Channel swapping and copying
- Constraint of any operation to channel, field, tolerance or region
- External masking capabilities for every operator
- Audio scratch track support on Mac OS X
- Support for third-party plug-ins including The Foundry, GenArts and RE:Vision Effects

Filters

- Film grain simulation
- Extremely fast, high-quality Gaussian blurs
- User-definable Convolves

Linux

- 1GHz Pentium III, Pentium 4 or AMD Athlon processor or faster
- Red Hat Linux 9
- 512MB of RAM or more
- 1GB of disk space for caching and temporary files
- Workstation-class graphics card, such as NVIDIA Quadro2 or Quadro4 with NVIDIA 7664 drivers or higher
- Display with 1280-by-1024-pixel resolution and 24-bit colour
- Three-button mouse

Licensing

- Shake for Mac OS X is available as a single workstation licence or a floating network licence.
- Shake for Linux is available as a floating network licence.
- Shake is available as a render-only licence on Linux and for free on Mac OS X.

Paint

- Procedural, pressure-sensitive vector-based paint
- Insert Paint nodes anywhere in the process tree
- Clone, reveal and smudge paint modes
- Apply tracking data to paint strokes
- View Paint strokes in context of transforms
- Switch interpolation modes at any time: single frame, persistent and frame to frame interpolation

Animation

- Animate virtually any slider or toggle
- Flexible split window animation curve editing
- Automatic or manual key framing
- Copy/Paste Key frames
- View audio wave forms against animation curves
- Drive parameter animation based on audio
- Overlapping Key controls for moving, interpolating and replacing control vertices
- Curve controls for maintaining keyframe slopes and values over a range of frames
- Resample function
- Linking of any parameter to any other parameter
- Expressions on any parameter

Engine



Ordering Information

- Full Version [M9935](#)
- Upgrade Version [M9937](#)

[Product Overview](#)

Support

Contact an Apple Authorised Reseller or visit the Shake [Support Information](#) page to find out how to get help.

Transformations

- Infinite workspace, so elements and filters are never cropped when moved out of frame
- Pan, Rotate, Scale, Shear and Corner Pin
- Tracker, stabiliser and Matchmove nodes
- New Smoothcam optical flow based stabilisation
- Tracker pre-processing reduces inaccuracies
- New Auto-align
- Optical flow-based resizing
- Concatenation of adjacent transformations into a single move, for speed and quality
- Per-transformation or global Motion Blur control
- Motion blur with shutter and quality control
- Apply Motion blur initial frame setting
- Ability to control transformation order
- Inverse transformations
- In-context direct manipulation controls

Interface

- Preview composites on broadcast monitors using third-party supported Mac OS X hardware
- On-screen manipulators for transformations
Multiple resolution or channel

- Grain, Median, Sharpening, Embossing, Edge Detection, Radial Blur and Z-Depth-based Blur
- Optical Defocus
- Dilation/Erosion
- Image-driven Blurring, Sharpening or Dilation
- Keying
- Included 32-bit Photron Primatte chroma keyer
- Included 32-bit CFC Keylight chroma keyer
- Chroma, Luma, Difference or Z-Depth keying
- Spill suppression

Colour Correction and Channel Manipulation

- Pixel Analyser gathers image analysis data over multiple frames for use on colour correction
- Curve-based colour correction
- Colour correction super node
- Lookup table colour correction
- Extensive set of RGB, matte, Z-depth and HSV-based colour correction tools
- Logarithmic/Linear colour space conversion with per-channel roll-off controls
- Support for multiple colour spaces including RGB, HSV, HLS, CMY and YUV
- Video-legal colour correction
- Concatenation of adjacent colour-corrections into one lookup table

Warps

- Shape-based warper and morpher nodes
- New Lens warp node
- Randomisation and turbulence
- Twirl and Pincushion
- Image- and expression-based warping

- Optical flow-based retiming
- Open EXR, Cineon and DPX support
- 10-bit and 16-bit QuickTime support
- Apple Uncompressed 8- and 10-bit 4:2:2 support
- 15 other image file formats supported
- Support for custom file header metadata
- Hybrid tile-based, scan line renderer
- True per-node control of bit-depth, at 8, 16 or 32 bits per channel (float)
- Domain of Definition processing optimisation
- Disk-based or on-the-fly proxy system
- Anamorphic image support
- Macro creation for frequently used operations
- Automatic persistent node caching
- C-like scripting language can make calls to any locally available shared programming library
- Built-in runtime compiler
- Built-in software-based GL-like renderer
- Software Developer Kit for software extensibility
- Command-line scripting access to all commands
- 100% software-based rendering for visually identical results cross platform
- Generation of anti-aliased text using TrueType and Adobe Type 1 fonts

Rotoscoping

- Multiple Bezier style Rotoshapes per node
- Independent animation control
- Non-uniform edge blurring
- Apply tracking data to Rotoshapes and points
- Non-uniform, velocity-based motion blur
- Shape parenting

multiple resolution of channel viewers

- Integrated Truelight Monitor calibration
- RAM flipbook for viewing of compositing tree at any stage; flipbook playback while rendering
- RAM Flipbook playback while rendering
- QuickTime disk-based flipbook on Mac OS X
- Viewer-specific lookup tables
- In-viewer region of interest
- In-viewer image compare buffer

Apple Qmaster

- Network render management for Mac OS X
- Integrated UI for job creation and monitoring
- Integrated Maya rendering support
- Offloading processor intensive tasks to other computers
- Create multiple clusters of Mac or Xserve systems for specific jobs, artists or applications
- Fault-tolerant architecture ensures successful job completion and accurate results, even in the event of resource deallocation
- Optimised usage of network resources through load-balancing algorithms
- Compatible with third-party command line rendering applications running on Mac OS X