Glue Tools
ASC–CDL Toolkit
for Final Cut
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System Requirements

**Minimum Hardware and Software Configuration**
- Intel Macintosh
- Final Cut Pro X compatible Graphics Card
- Mac OS X 10.6.8
- Final Cut Pro X and Motion 5
  or
- Final Cut Studio 3

**Recommended Hardware and Software Configuration**
- 8-Core Mac Pro
- Mac OS X 10.6.8 (or later)
- Final Cut Pro X compatible Graphics Card
- Final Cut Pro X and Motion 5
  or
- Final Cut Studio 3

**Demo Limitations**
This software installer will provide you with an unrestricted demo for a period of 7 days.
Overview

This package includes a 32-bit FxPlug Filter for Final Cut Pro 7 and Motion 4. Also included is a new Final Cut Pro X and Motion 5 “Beta” filter as well. The Beta filter is missing a few features that the FCS 3 version contains. We expect that in the future, we should be able to complete these missing features and offer a “full” version of a Final Cut Pro X package.

The ASC CDL: What is it?

To Paraphrase the ASC-CDL v1.2 documentation for developers:

The American Society of Cinematographers Color Decision List (ASC CDL) is intended to help share and maintain the cinematographer’s look through the production process - the communication part of a very basic form of look management. The ASC CDL allows basic primary color corrections to be interchanged between equipment and software from different manufacturers at different facilities.

The ASC CDL is not a “magic bullet” - it does not handle everything necessary to communicate a look. A project must manage and communicate basic and critical information like color space, data representation format, display device, and viewing environment. To communicate a look between on-set and post or between post facilities absolutely requires that information be shared and used intelligently.

In a nutshell, this is a “Short-hand” to allow DPs to communicate what they want the specific shot to look like, color-wise. This Short-Hand only works, if everyone has agreed as to how to use these ASC CDL files.
Installation and Demo Mode

**Installation**
Installation is as simple as double-clicking on the installer package, then selecting the hard disk that you want to install the software onto. Once installed, you should reboot your machine. While this is not absolutely necessary, it can insure that the installation is properly complete.

**IMPORTANT – Demo Mode**

By default, the software needs to be placed into “Demo Mode.” If the demo mode has not been activated, the software will not work. In order to activate the “Demo Mode”, you will need to run the **ASC CDL Toolkit License Tool**. This tool is provided in your ASC CDL Toolkit DMG file. Double click on the tool’s icon to start the process.

When the software is not in demo mode, the ASC CDL Toolkit will draw a large Blue Colored bar through the center of the image. To use the software properly, a license has to be purchased and applied. With a license, the time limit will be removed and all of the imagery will be rendered properly.
Licensing

License Activation

Licensing must be done while connected to the Internet. If you do not have an internet connection, you will not be able to activate the license. In many cases any type of network connection will get you up and running. Once activated, you will not be required to have a network connection, unless you want to move the license to another Macintosh.

To activate the license, you will need the Registration Code that was emailed to you. Run the ASC CDL Toolkit License Tool by double-clicking on the tool included with the ASC CDL Toolkit installer. Click on the “Activate” button which will then open the panel for the Registration Code. You can then cut and paste the encryption string from the email, into the “Activation Code” field. Once you click on the “Activate” button, the software will verify the license with our server and create a permanent license for you. Until you decide to move the license, this will be the only time that the internet is used for licensing.

Revoking/De-authorizing a License

If you need to move a license to another machine, you can use the same license code to “Revoke” the license from the machine that you are on.

Just as you had done with the license activation, run the ASC CDL Toolkit License Tool. Instead of an “Authorize” button, you will now see a “Revoke” button. Click on this button to open the panel for the Registration Code. You can now cut and paste the same activation code into the “License Code” field. Then click on the “Revoke” button. Once deactivated, the license will be free so that another machine can be used.

License Troubleshooting

If you encounter a problem with your licensing because of network issues, consult with your IT Department. The most common cause of problems is a blocked internet port or a Firewall Proxy system. The licensing can be modified to use one of 2 internet ports: Port 80, which is the default port or Port 44333 (an alternate port). Select either of these ports to try to perform a license authorization.

If the problem persists, please go to http://support.gluetools.com further assistance.
Final Cut Studio 3
This plugin works with both Final Cut Pro 7 and Motion 4. When using this filter on a clip, you will be able to function in either package as you normally would.

The use of Filters from within Final Cut Pro and Motion are covered in the User Guides that come with Final Cut Studio. Please refer to these guides to learn how to apply a filter.

The “GT ASC CDL Color” filter can be found inside the “Glue Tools” menu item, in the filters menu.

Final Cut Pro X & Motion 5 – BETA
Final Cut Pro X and Motion 5 are the next generation of Apple’s Post Production suite of tools. In order for you to use the ASC CDL Toolkit, you will need both Final Cut Pro X and Motion 5 to be installed. Without Motion 5, you will not be able to use these plugins with Final Cut Pro X. We hope that in a future update to Final Cut Pro X, the requirement of Motion 5 will be lifted.

Future Final Cut Pro X compatibility
In the future, we hope to work with Apple to provide full support for all of the controls that are available within the Motion 5 User Interface. Once that happens, we will automatically publish these controls for you. For the Time being, you will need to publish these, yourselves. Stay Tuned!

Publishing Controls from Motion 5 to Final Cut Pro X
In order to use this filter within Final Cut Pro X, you will first need to create a “Final Cut Effect” project in Motion 5. You can create this type of project from the “Project Browser” panel in Motion 5.

Once created, apply the “GT ASC CDL Color” filter to the project. The “GT ASC CDL Color” filter can be found inside the “Glue Tools” menu item, in the filters menu. Next, you will need to “Publish” the different “GT ASC CDL Color” sliders that you wish to see in Final Cut Pro X. We suggest that you publish all of them.

**NOTE:** The only control that you can’t use, at this time, is the “Values from ASC CDL File” Panel. Due to a design limitation within Motion 5 and Final Cut Pro X, you cannot publish this control. Once you save this project, you can use the filter inside your Final Cut Pro X project.

For more information, please refer to your Motion 5 and Final Cut Pro X User Guides. They cover a lot of these steps in greater detail.
ASC CDL Filter Controls
Once you add the filter to a clip in your chosen software package, you can adjust the “Slope, Offset, Gain and Saturation” manually as you need. Or, you can select a ASC CDL file and choose from one of the file’s color corrections stored inside of it.

With this filter, you have the ability to apply unique color corrections and manual adjustments on a Clip by Clip basis. Color corrections are not applied globally.

The filter is divided into two parts. User Adjustable controls and ASC CDL File Import controls. These controls are available in Final Cut Pro 7, Motion 4 and Motion 5. Final Cut Pro X will only work with the User Adjustable controls at this time.

ASC CDL User Adjustable Controls
The user adjustable controls in the filter allows you to change the Slope, Offset and Power of each of the Red, Green and Blue channels individually. A saturation control is also provided to adjust the overall saturation of the image. These controls use the mathematics specified by the American Society of Cinematographers (ASC) Technology Committee.

When the filter is first applied to the clip, a set of default values are used. The default values, when applied to the image, should look the same as the original image. As soon as the sliders are adjusted, the image will start to change.

Each color channel consists of a “Slope, Offset, Power” group. Adjusting the Red channel, will not affect the Green or Blue channel data (likewise for each of the other channels, too).

Saturation is applied to all three color channels. As a result, there is only one slider for this color operation.

ASC CDL File Import Controls
One of the features of the ASC CDL, is that the settings can be stored into an XML file. This file can be loaded into the filter. You can use this as a starting point for additional adjustments, or as you can leave it as is.

To load a file, change the “Import Source” pop-up menu from “User Values” to “Values from ASC CDL File.” This changes the menu to allow you to choose a ASC CDL file from your computer. Once loaded, you can then choose from a list of Color Corrections that are stored inside the ASC CDL file.

Should you wish to use the selected color correction as a starting point, you can switch back to the “User Values.” The values loaded from the ASC CDL file will be used as a default. Note: Any values you previously had, will be overridden.
Supported ASC CDL file types
The ASC CDL specification allows for several different types of ways to describe ASC CDL values. We support only one of these types, for the time being. Here is a quick description of each type:

ASC CDL “XML” file. This file ends with the extension “.ccc”
This file can contain one or more “Color Corrections” within the file. Any one of these color corrections can be used on any clip. This is the preferred file format that this package reads.

ALE file. This file ends with the extension “.ale”
This file contains a great deal of information about a project. Included in this file are the ASC CDL values for a given clip. This file is generally specific to an AVID project. As a result, we do not support this file type.

CMX EDL file. This file has several extensions. Some include “.txt”, “.edl”, etc. The ASC Technology Committee provides a description as to how to include a set of ASC CDL values for a given edit. Like the ALE file, this is somewhat difficult to work with, in the confines of the FCS environment. Perhaps in a future product, we will allow the ability to apply the contents of an EDL to these filters.

FLEx file. This file uses the extension “.flx”
Like an EDL, this file is used to document an edit. It also contains new fields to accommodate ASC CDL values. This format is also not supported.

Once again, this filter can only import a “.ccc” file.
Technical Support
Support for these tools can be obtained by posting support question at http://support.gluetools.com.

Online support also includes an Knowledgebase section. The Knowledgebase is a great place to find commonly asked questions.

Telephone Support is available Monday to Friday, 9AM to 5PM PST/PDT.