Baselight Editions
BLG for Flame 6

FilmLight

Baselight BLG for Flame

Streamlining the Baselight to Flame workflow for in-context, high quality, complex colour correction.

Available for Linux and Mac

In the demanding world of commercials post-production, time spent synchronising the latest look from the grading suite to Flame not only disrupts the creative process - it eats up time, money and online storage capacity. BLG for Flame allows Baselight grades to be rendered identically within Flame - with no back and forth to the colour suite to render out new versions of shots.

A Fully Integrated Colour Pipeline

With BLG for Flame, the Flame suite can tap into Baselight scenes directly; this allows the raw plates to be processed with a Baselight renderer that runs directly on Flame's own GPU for maximum efficiency.

This workflow goes much further than just exporting a look LUT for a shot. The raw source material is automatically matched up to the Baselight grade for that frame via source metadata, so that keyframed grades can be carried across seamlessly. And these grades are not limited to simple colour changes: with a fully-capable Baselight renderer within Flame, BLG for Flame also supports spatial effects like Boost Contrast and Texture Equaliser (note Temporal effects like Denoise cannot be processed within the Flame Pybox implementation).

Key Features

» Access live grades from a Baselight scene in a remote database.

» Access latest grades from a directory of BLG files.

» Complete control over which GPU to use for BLG rendering, and how much memory to use on that GPU.

» Match shots automatically by Source Timecode+Tape Name, Record Timecode or Record Timecode+Tape Name.

» Part of a fully integrated end-to-end FilmLight workflow.

» Truelight Colour Spaces for the most accurate colour space conversions.

The Next Step in BLG Automation: Introducing BLG Live

BLG for Flame takes the next leap forward in integrating the very best post-production applications into the Baselight colour workflow using a BLG Live direct database connection.

The first step, introduced with Baselight for Avid and Baselight for NUKE, allowed the grade to be encapsulated for editorial and VFX in a special EXR file called the BLG (Baselight Linked Grade) file. The small and portable BLG EXR contains before and after images of the grade, as well as the detailed Baselight render information that describes how to get from the former to the latter.

BLG for Flame can still be used with BLG EXR files, but it advances efficiency even further by giving Flame direct access to the Baselight database for grade information. Harnessing the same BLG metadata this approach - which previously saved colourists from rendering out shots - now removes the need to publish BLG files at all. Once the Flame artist knows the name of the scene that contains the Baselight looks being developed for a show, they can access the latest grades in-context whenever they need to.
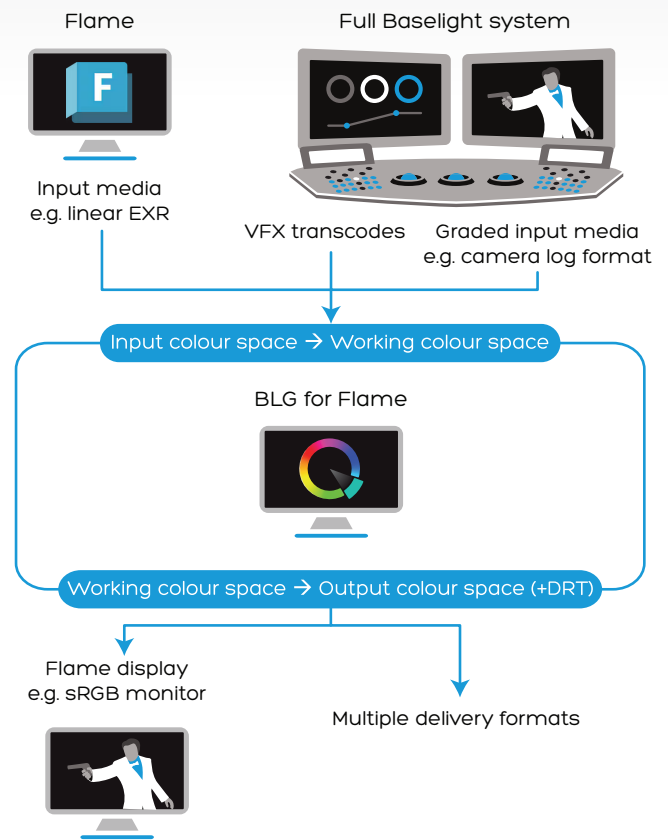
Colour-Space Aware

Passing creative looks through the post-production pipeline has, historically, been fraught with disappointment. LUTs or CDLs are commonly discarded as 'not working' because they have no references to indicate where they are coming from or going to.

BLG for Flame removes this issue entirely as the BLG essence automatically tracks the source and destination colour spaces. If, for example, the grade in Baselight is applied to one of the camera manufacturers' log data formats but Flame is using linear EXRs, the colour transforms that are needed to allow the creative grade to be applied correctly in Flame occur back in the correct referenced colour space automatically.

Scalable and Easily Deployed

BLG for Flame is available as a low-priced annual subscription that is typically added to the normal Baselight support contract, though there is also an option for Flame houses that work in partnership with Baselight facilities.

It can be supplied as a floating licence so that facilities can start with just one licence across multiple Flame systems and judge the benefits before making further investment. No additional hardware is required as any system that is qualified and capable of running the requisite Flame version will inherently support BLG for Flame.

Flame

Full Baselight system

Input media
e.g. linear EXR

VFX transcodes   Graded input media
e.g. camera log format

Input colour space → Working colour space

BLG for Flame

Working colour space → Output colour space (+DRT)

Flame display
e.g. sRGB monitor

Multiple delivery formats

BLG for Flame colour workflow

Recommended Configuration

» Standard Flame workstation (Linux or macOS), running Flame 2025 or earlier.
» BLG for Flame can also be used in Flare.

Floating Licence Server

If you are using BLG for Flame with a floating licence server, you must also have one of the following:

» Mac server running macOS 10 - 12, or
» Linux server running RHEL/CentOS 7 or later

Restrictions

BLG for Flame is a complete version of the Baselight GPU renderer running inside Flame available for, and compatible with, each major Baselight release going forward. It is only available as an annual subscription.

Note that to load BLG files created in Baselight 6.0, you must be using BLG for Flame 6.0 or later. As the product is designed to streamline how the Baselight grade arrives in Flame, there is no grading user interface or control surface support.

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