Phocus 3.0.4 Mac read-me

September 15th 2016

Compatibility

Mac OS X 10.10 or later is required and only 64 bit Mac's are supported. In case you need to run Phocus on older versions of OS X please visit our software archive.

Phocus requires at least 2 GB of memory, where 8 GB or more is recommended.

System Requirements

Graphics adapters
You should be aware that the Phocus viewer utilizes the processing power of the GPU - therefore using a Mac with a high performance GPU is definitely an advantage. All current Mac's using discrete GPU's should give good performance, we do not recommend using a Mac that only incorporates an integrated Intel GPU.

Supported products
Image files from all Hasselblad FireWire and USB based digital camera products are supported. Tethered operation will work with the same range of cameras except for the first generation Ixpress series.
Capture of micro-step images is not supported.
Scanner 3F files are not supported.
3F files generated by Phocus are not backward compatible with FlexColor!

New features in 3.0

Local adjustments

It's now possible to have image adjustments only affect selected parts of an image. For this purpose the Adjustment Layers tool has been added. Using this you can add a number of adjustment layers. For each layer you can control which parts of the image are affected using a combination of these tools:

a) Brush

Keyboard shortcut: b

This will let you paint brush strokes - holding down alt will make it erase from existing strokes. Brush options will show up at the bottom of the tool when the brush is selected. Note that the brush size can also be changed via the mouse scroll wheel (or equivalent).

b) Gradient

Keyboard shortcut: g

Lets you construct a simple gradient on one side of which the layer will be 100% active and on the other 100% inactive. The track handle with the dark ring indicates the active side of the gradient.

c) Radial gradient

Keyboard shortcut: e

With this tool you can draw an ellipsis. By default it will add an active part to the layer inside the shape but note the controls at the bottom where you can select to invert the effect and also control feathering.

The best way to get an idea how these tools work is to enable the Show mask check box next to the color picker control - this will illustrate the coverage of the layer (keyboard short cut: y).

The adjustments that can be affected by a layer are EV, Sharpness, Saturation, Moiré, Temp and Tint. Each of these are represented by a slider controlling the offset compared to the global setting of the corresponding tool. So if for instance you have a global EV setting of 1.5 and set an adjustment layer EV offset to -1.0 the areas covered by this layer will have an effective EV adjustment of 0.5. Do note that several layers can affect the same adjustment - it's still simple arithmetic adding combined offsets to the global adjustment value.

Using the action menu at the bottom of the tool you can easily clear all brush strokes, duplicate a layer or automatically generate a brush layer that is suited to use for moiré removal. You can experiment with 3 different levels of sensitivity for this moiré layer generation, and of course once generated you can edit this layer using the usual tools in order to get a perfect match.

H6D support

This release adds support for the new H6D-50c camera including support for tethered operation via USB. Also support has been added for the mp4 video files that can be generated with the H6D, they can be browsed and played back and editing of metadata is possible. Metadata will be placed in sidecar files.

It should be noted that live video and browsing of an inserted card are features that will be added in an upcoming update of Phocus combined with a corresponding firmware update.

Enhanced Eizo monitor support

All current models of self calibrating Eizo monitors are now supported by Phocus. Also as a new feature scheduling can be configured to ensure that the monitor gets calibrated within regular intervals.

CinemaDNG export from raw video files

This has been added in V 3.0.3. It allows you to convert raw video files from the H6D cameras (3FV files) into the CinemaDNG format. Simply select the 3FV file and select export. You will see that the only Output preset option is CinemaDNG. The export will generate a folder containing the individual CinemaDNG frames plus a file named audio.mp4. While the audio.mp4 file is actually a low quality preview of the video clip it is also meant to be the source of the audio. Note that when you have selected a 3FV file the viewer can playback this low quality preview track.

CinemaDNG is a standard raw video format which can be handled by for instance Adobe Premiere for further editing and conversion to non-raw formats.

Change log

<u>V 3.0.4:</u>

- adds support for Hasselblad True Zoom files. These DNG raw files can now be imported to 3F files and thereby gain access to the full set of adjustment tools

- fixes a possible tethered capture issue with H3D cameras

<u>V 3.0.3:</u>

- adds support for the H6D-100c and X1D cameras

- adds Cinema DNG export from 3FV raw video files. See further details above

- fixes issues related to scene calibration intensity regulation

<u>V 3.0.2:</u>

- fixes issues related to multi-shot and 6-shot capture on some camera models

- fixes a potential crash issue related to loading an image using adjustment layers

- also contains a number of further stability improvements

<u>V 3.0.1:</u>

- adds live video support for H6D (note that the camera will need to run firmware 1.3 or later)

- the [and] keys can now be used to adjust the adjustment layer brush size

- fixes stability issues related to editing of adjustment layers

- fixes an issue related to local adjustments of saturation that could lead to highlight artifacts

- fixes a crash issue related to DNG export

- fixes parameter synchronization issues with FireWire based cameras

- also fixes issues with execution of multi-shots

- an issue with incorrect thumbnail display on 10.10.5 has been fixed