

## Phocus 3.2 Mac read-me

May 31st 2017

### Compatibility

macOS 10.11 or later is required and only 64 bit Mac's are supported.

In case you need to run Phocus on older versions of macOS please visit our software archive.

Phocus requires at least 4 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 3.2

#### ProRes export

In addition to CinemaDNG it is now possible to export raw video as ProRes. Unlike CinemaDNG which is a raw format - ProRes exports will actually reflect adjustments made in Phocus and also take advantage of lens corrections and the HNCS color handling. In other words - the image processing of each frame of a ProRes export is basically the same that you would get when exporting still images.

When viewing 3FV files you will now find an **Adjustment mode** check box in the upper left corner. In order to view the effect of adjustments on raw video you will need to enable this adjustment mode. When not in adjustment mode you will just see the preview video that the camera has embedded in the 3FV. This non-adjustment mode can still be useful as it will provide faster navigation and playback and specifically if you only intent to export CinemaDNG there will be no reason to enable adjustment mode. Note that the mode can also be switched via the command in the View menu and its associated keyboard short cut cmd-alt-A.

It should be noted that adjustment settings are global for the full clip no matter which frame was shown when the adjustment was edited.

In both modes it's possible to trim the extent of the video sequence. Just like all other adjustments this is non destructive, meaning that it's just a part of the adjustment setting. The UI is slightly different based on the mode - in adjustment mode there's a button labeled trim, in non adjustment mode you will find the Trim command in an action menu.

When exporting you will find factory output presets for both CinemaDNG and the 6 different ProRes variants. It should be noted that the factory ProRes presets all convert to the Hasselblad Rec.709 color space. Technically this will ensure a perfect match when playing back in applications like QuickTime Player or Final Cut Pro. In reality this output profile does not follow the exact standard when it comes to the transfer curve, but for legacy reasons it's what is expected in these applications. If you need to generate Rec.709 output that matches the standard exactly you can create your own output presets and select to use the Rec. ITU-R BT.709-5 profile that is part of a default macOS installation.

Finally it should be noted that for now dust removal will not have effect on ProRes exports.

### Wacom tablet support

When using a Wacom tablet or a similar pressure sensitive device, the pressure will now be used to scale the flow of the adjustment layer brush. The maximum flow used will be determined by the setting of the flow slider.

### Various improvements

- Eizo calibration has been updated to support all current Eizo monitors with swing sensor or built-in sensor
- a warning will be shown in the camera tool when a USB based camera is connected via USB-2
- includes a workaround for a macOS 10.12.x bug that lead to 3rd party images being shown incorrectly when zoomed below 25%
- when zoomed into an image and switching to another, the zoom level will now be kept even though the 2 images may have different full dimensions
- also contains a number of stability and usability improvement