

## Phocus 3.2.2 Windows read-me

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### Installation

To install Phocus, run the installation bundle. This bundle contains Phocus, Hasselblad Device Drivers and a Microsoft Direct X SDK subset. The Microsoft .NET Framework 4.6 is required and will be downloaded and installed if needed.

If an offline install is required, please manually check that the .NET framework is present and if needed use the link <http://go.microsoft.com/fwlink/?LinkId=560369> to download it.

### Compatibility

Phocus is supported on Windows 7 Service Pack 1 64-bit, Windows 8 64-bit, Windows 8.1 64-bit and Windows 10 64-bit.

### System Requirements

#### Graphics adapters

You should be aware that the Phocus viewer utilizes the processing power of the GPU - therefore using a PC with a high performance GPU is definitely an advantage.

#### Memory

We recommend at least 8GB of memory

#### Supported products

Image files from all Hasselblad FireWire 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!

### Functionality Level

The Windows version only supports tiff and jpg as 3rd party files.

### 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 ctrl-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 select the range of frames to be exported using the arrows on the time slider. Just like all other adjustments this is nondestructive, meaning that it's just a part of the adjustment setting.

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 on Mac 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.

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
- also contains a number of stability and usability improvement

## **Change log**

### V 3.2.2

- fixes a possible file truncation issue when editing 3FV raw video files
- fixes a problem printing full images after successfully printing full images
- fixes an issue causing monitor profiles to not be applied with some viewer arrangements

### V 3.2.1

- adds factory references for ColorChecker 24 and ColorChecker SG targets produced Nov 2014 or later
- fixes an issue leading to scrambled low resolution previews when capturing tethered at ISO 6400 or above with a USB based camera
- fixes a problem with creating scene calibrations from images that were not in landscape orientation
- adds support for icc v4 color profiles
- fixes a number of stability issues related to monitor sleep and certain image dimensions