

Catch Frame

The Catch Frame window captures a frame from the current player, essentially like a freeze frame. You can then compare that frame with another frame in the subsampler.

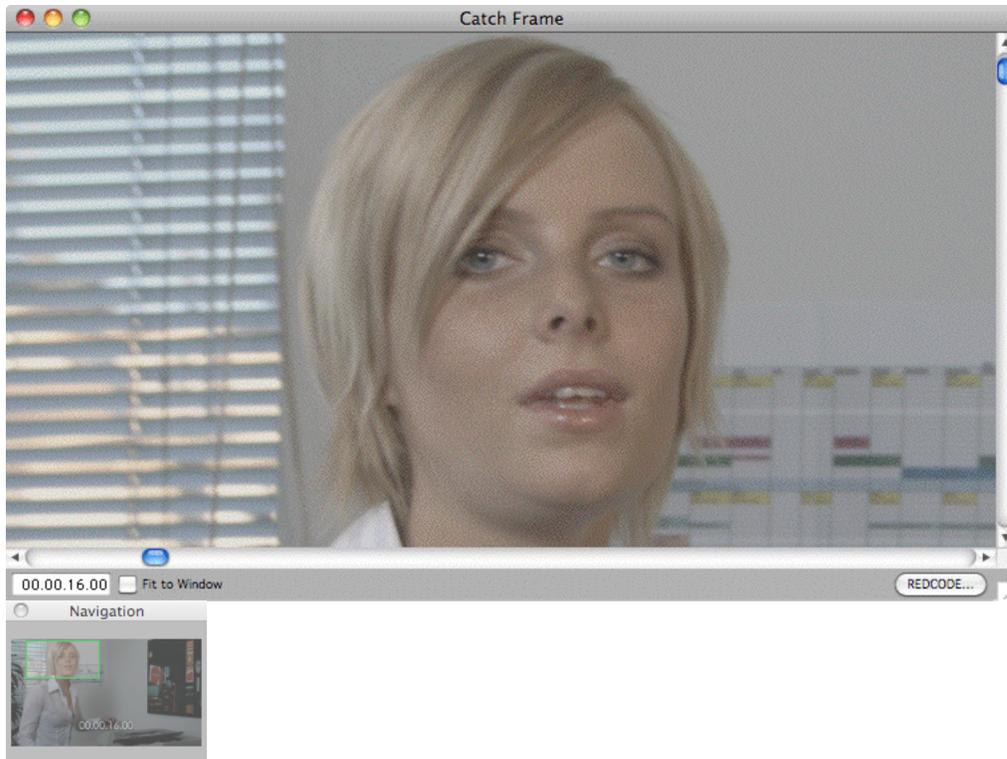


The Catch Frame window

At the bottom of the Catch Frame window are two controls.

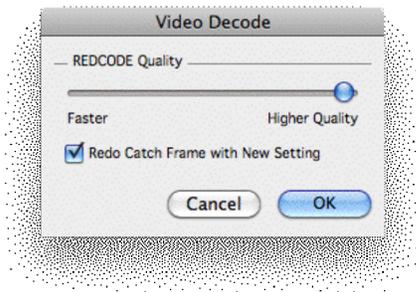
Fit to Window

This checkbox is initially checked. When checked, the current frame is resized to fit the window, and the window size is constrained to match the current video frame aspect ratio. If you turn off the checkbox, the current frame is captured again, but this time the captured image is displayed full size in the window. There is a thumbnail navigation window and scrollbars in the Catch Frame window to enable you to view every pixel of even a 4096x2048 frame on a smaller computer monitor. In this mode, the frame is played back with your preferred REDCODE decoding and full-quality image remapping. See “Realtime Playback” below.



The pixel-accurate Catch Frame window and Navigation window

REDCODE



The Video Decode window

When Fit to Window is turned off, the REDCODE button gives you quick access to the REDCODE Quality slider, also located in the Titles & Effects preferences panel. That slider adjusts the way REDCODE clips are decoded when rendering. You should choose the fastest setting that gives you acceptable quality. If you don't want to accept any quality tradeoff, leave the setting at highest quality. If you have a RED Rocket card, the REDCODE quality slider is disabled and REDCODE clips are always decoded at highest quality. This control does not affect playback quality or render speed for any other codec.

Realtime Playback

Current computer technology is not able to play multiple streams of full quality 4K video at a reasonable cost. Also, the high quality image manipulation algorithms used in the

Motion Editor window exceed the computer's ability to process video in realtime. Fortunately, editing decisions do not usually require full quality realtime 4K playback. To play REDCODE media and Motion Editor effects in realtime, Media 100 Suite decodes REDCODE at a very low quality, and it uses a faster algorithm for Motion Editor effects. When such clips are rendered, Media 100 Suite uses higher quality but slower routines. The Catch Frame window in pixel-accurate mode uses those higher quality routines to allow you to preview your final output without having to render.