



WAVELET
B E A M

**GRAIN & NOISE
REDUCER**

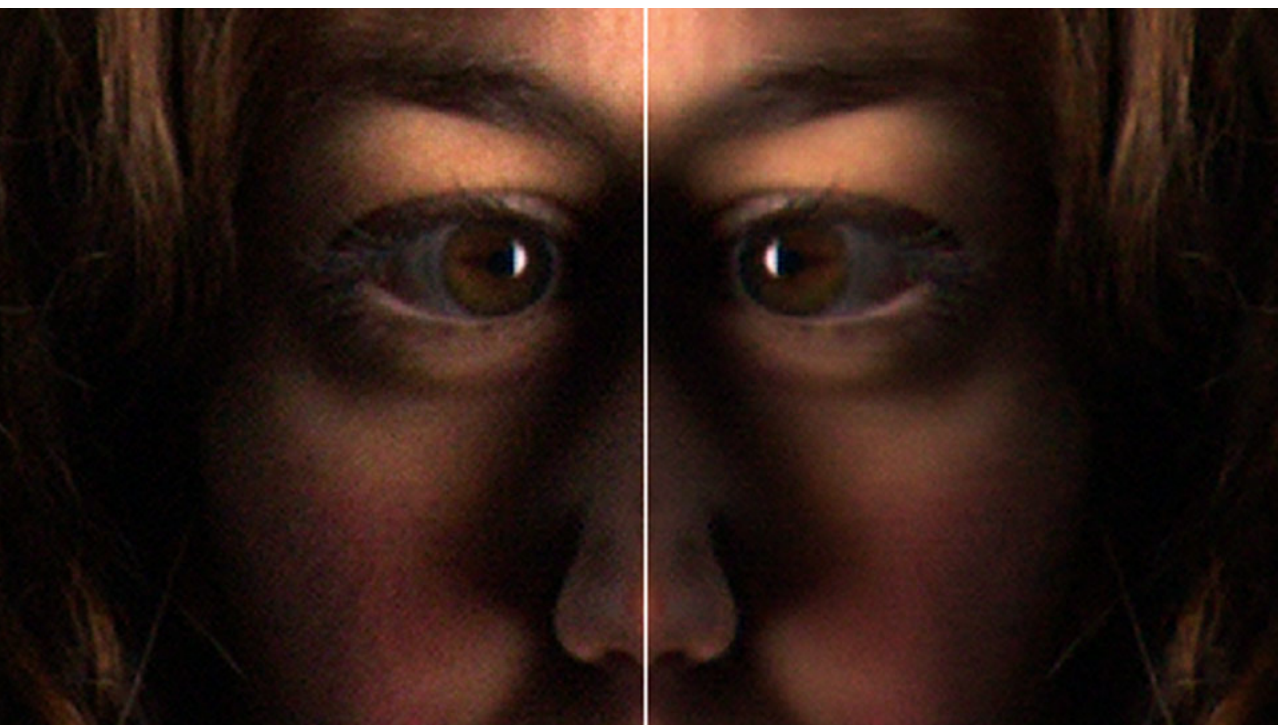


GRAIN & NOISE REDUCER

Get rid of noise and grain in your film and video content with our unique GPU based low delay de-noising application. It performs strongly by RAW footage but also already compressed material can be very effective processed. Get the right cleanup for your different distribution feeds. Additionally we have a GRAIN&NOISE Reducer SDK and FIMS support on request. The GRAIN&NOISE Reducer is a GUI based de-noising application with realtime video preview window. This application is able to define new de-noising profiles, process video sequences and provides a possibility to verify the de-noising and cleanup results.

FUNCTIONALITY

- > Dynamic de-noising without the need of re-texturing
- > Noise Equalizer for the different frequencies
- > Automatic de-noising
- > 16bit video pipeline
- > Automatic de-noising
- > Faster than realtime 2K processing on a single GPU
- > Near realtime processing for 4K material on a single GPU
- > Low delay processing



ARRI ALEXA DIGITAL CAMERA FOOTAGE (200% ZOOM)



GRAIN & NOISE REDUCER

INPUT FORMATS

- > DPX, TIF, JPEG2000 and many other single frame formats (MXF and other container/decoder formats will be available soon)
- > 8, 10, 12 and 16bpc

OUTPUT FORMAT

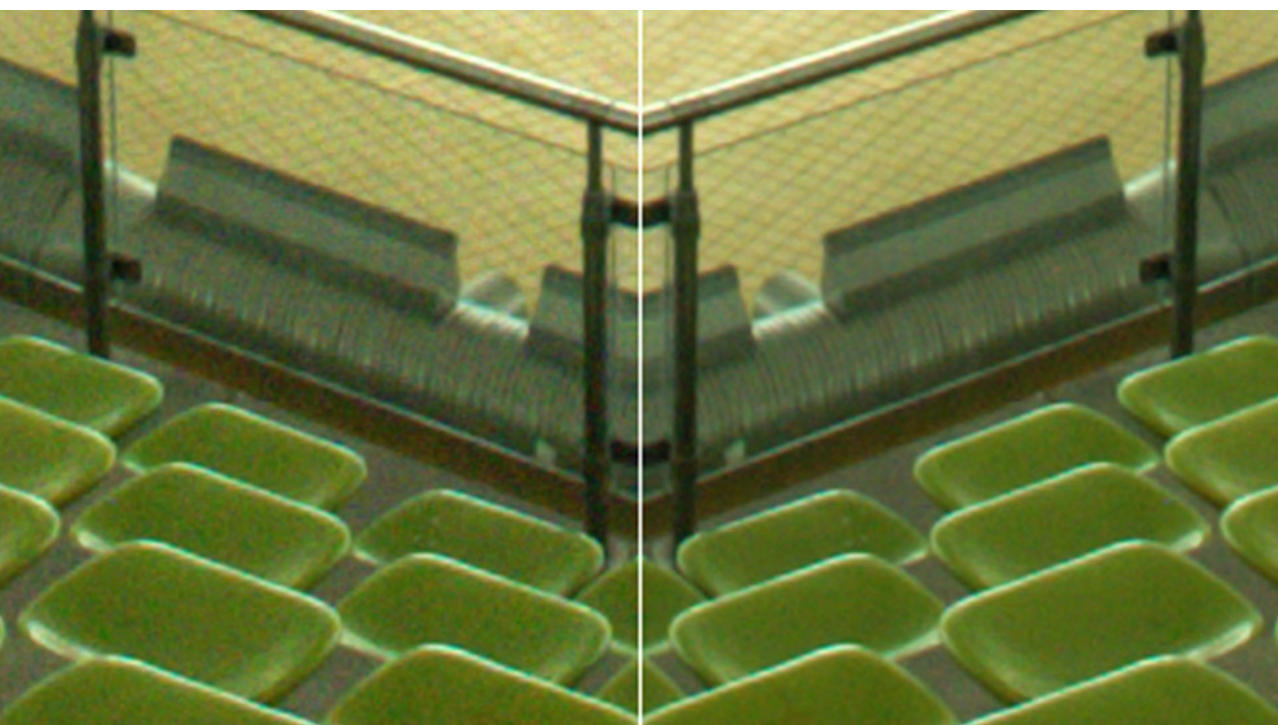
- > DPX, TIF, JPEG2000 (MXF and other container /decoder formats will be available soon,)
- > JPEG2000 broadcast profile and DCP export will be available soon
- > 8, 10, 12 and 16bpc

SYSTEM REQUIREMENTS

- > Windows 7 64bit professional, NVIDIA Kepler GPU (Compute Capability 3.0), min 2 GByte RAM, RAID recommended.

RESOLUTIONS

- > HD up to 6K (8K on request)



ARRI ALEXA DIGITAL CAMERA FOOTAGE (400% ZOOM)



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