

RT render engine:

Supported clips, formats & file types

DATE	19/12/2019
PRINCIPAL REFERENCE	RT Software development
VERSION	1.4



Unit 5V6 Hurlingham Business Park, Sullivan Road, London SW6 3DU

Image formats

Input wrappers

- Targa (.tga)
- JPEG (.jpeg .jpg)
- TIFF (.tiff)
- Bitmap (.bmp)
- GIF (.gif)
- PPM (.ppm)
- ASF (.asf)
- JNG (.jng)
- PNG (.png)
- RT3D (.rt3d)
- HDR (.hdr)
- Xpm
- Jng
- Ppm
- Lxf

Input formats

Input wrappers

- Mpg
- Mpeg
- Mp4
- Mov
- Mts
- Avi
- Aif
- M2v
- Swf
- Asf
- Wmv
- M3u
- Flv
- Hdr
- Mxf
- Ts
- 3gp
- Vob
- Dv
- F0
- e0
- M4v
- Gfx
- Lxf
- mkv

Input Codecs

- WMV1/2/3
- mpeg
- mpeg2
- mpeg4 pt2
- mjpeg
- H263
- H264
- ProRes
- AVC50/100
- DNxHD
- HuffYUV
- MJpeg
- FLV
- VC-1
- DV25/50/100
- YUV420/2 (raw)

Output Formats

mpg

- mpeg1
- mpeg 2

avi

- mpeg1
- mpeg2
- mpeg4
- mjpeg
- flv
- YUV422
- BGR
- BGRA
- Huffyuv
- Huffyuv+alpha
- targa
- dv - DV25/50/100*

mxp

- DV25/50/100*
- AVC50/100*
- DNxHD
- mpeg2

mov

- qtRLE(animation)
- mjpeg
- mpeg2
- dnxhd

flv

- flv

tmv

- tOG internal format

Notes:

Standards are:

PAL,NTSC, 720p, 1080i, 1080p, 4k (UHD)

From Sports, clips will be Upscaled/Downscaled to the currently configured standard.
IntraFrame is preferred (GOP 1)

Standards denoted * are only available with MainConcept License

Recommended codecs with alpha channels for Quicktime wrapped movies

- Best choice: Dual movie xdcam avi + PAL8 QTRLE
- 2nd choice: Animation encoded quicktime movie (QTRLE)
- 3rd choice: HuffYUV

Matte channels in tOG 3d

It is now possible to assign a matte channel on a texture channel in tOG 3d. This process requires a grayscale movie of the matte (sequence) as a grayscale (pal8) QTRLE (QuickTime animation) and it's subsequent correct assignment in the tOG graphic. This can be used in conjunction with another texture on the same shader incorporating the fill. This can be anything from the above formats

- This process yields a quicktime movie encoded as animation codec in grayscale.

10bit, 4k and HDR

Tog can render in 10bit mode for UHD full scale output. In order to take full advantage of this you will need to use floating point textures. These are currently restricted to HDR images.