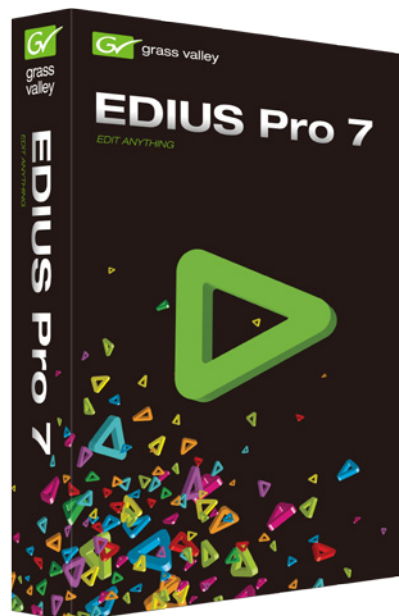
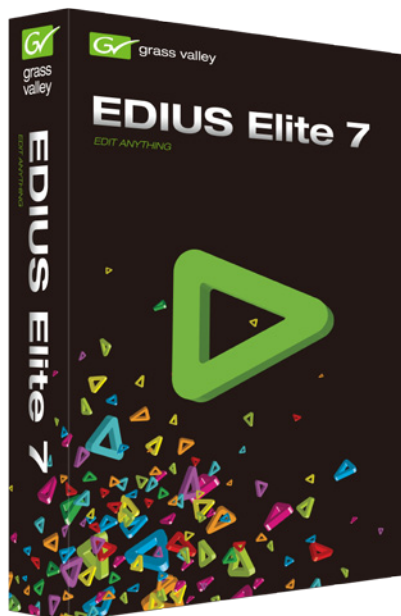




EDIUS 7 Pro & Elite



When an editor has to wait for technology, creativity suffers. That doesn't happen with EDIUS 7.

1. What is the difference between EDIUS Pro 7 and EDIUS Elite 7?

EDIUS Pro 7 from Grass Valley, a Belden Brand, is targeted at the professional, standalone user. EDIUS Elite 7 is an enterprise version that includes K2 server/storage and GV STRATUS connectivity. The primary capabilities of EDIUS Elite 7 over and above EDIUS Pro 7 are:

- Direct access to the Grass Valley K2 file system to provide editing-in-place for multiple edit stations. Features also include direct K2 clip and K2 program import and export while preserving Dolby E/AC3 audio (audio bitstream pass-through)
- K2 Clip Capture, which lets editors record directly into the K2 SAN from their networked EDIUS system. With I/O hardware for EDIUS — such as STORM 3G or STORM Mobile — editors can record K2-compatible files, which can be edited even while being ingested.
- Simul Edit, enabling multiple EDIUS clients to simultaneously edit live video being ingested by another EDIUS client in a network editing environment (SAN or NAS). Only the capture client requires an EDIUS Elite 7 license — the remaining clients require only EDIUS Pro 7 licenses.
- Interchange of GV STRATUS clips and sequences. Sequences created with GV STRATUS can be immediately used on the EDIUS timeline. There are also components such as an Assignment List plug-in to integrate GV STRATUS with NRCS systems.
- Native support for DNxHD and Dolby Digital Professional/Plus (requires EDIUS v7.4) (supported in EDIUS Pro if purchasing the optional licenses).

2. I own I/O hardware for EDIUS 6.0 or EDIUS Pro 6.5. Will it work with EDIUS 7?

EDIUS 7 supports the following Grass Valley hardware:

- STORM 3G/STORM 3G Elite
- HDSTORM/STORM Mobile
- HDSPARK/HDSPARK Pro

3. What third-party I/O hardware is supported?

Third-party hardware support: (**Note:** deck control not supported with third-party hardware.)

- Blackmagic Design:
 - DeckLink Mini Monitor, Mini Recorder, Studio, 4K Extreme, Duo, Quad
 - Intensity Pro, Shuttle for USB, Shuttle for Thunderbolt, Extreme
 - UltraStudio SDI, Pro, 4K, Express, Mini Monitor, Mini Recorder
- Matrox:
 - MXO2 LE, MXO2mini, MXO2, MXO2Rack, Mojito MAX
- AJA Video Systems KONA 3G (requires EDIUS v7.4)

4. Is EDIUS 7 a native 64-bit application?

Yes, both EDIUS Pro 7 and EDIUS Elite 7 are native 64-bit native applications. They will only run on Windows 7 and Windows 8 64-bit operating systems.

5. What is the benefit of EDIUS 7 being a native 64-bit application?

As a native 64-bit application for Windows 7 and Windows 8, EDIUS 7 takes full advantage of up to 512 GB (for Windows 8 Enterprise and Professional) or up to 192 GB (for Windows 7 Ultimate, Enterprise, and Professional) of installed physical memory access for super-intensive media operations, such as multitrack 4K editing.

EDIUS 7 has also been optimized for multicore CPU systems, with editing performance increasing as CPU power increases.

6. Does EDIUS 7 support 4K editing?

Yes, EDIUS 7 supports an improved 4K workflow with editing in real time, unlimited tracks (dependent on system resources), and AAF interchange with DaVinci Resolve (version 11 or later).

7. Does EDIUS 7 support project exchange with other software tools?

Yes, EDIUS 7 supports AAF exchange with DaVinci Resolve (version 11 or later), Avid Media Composer (requires EDIUS Elite 7.4 or EDIUS Pro 7.4 with DNxHD Option), ProTools and Adobe AfterEffects.

8. Does EDIUS 7 support the latest CPU architecture?

Yes, EDIUS 7 supports the latest processor architecture from Intel, including the 4th Generation Core i.

9. Can I install EDIUS 7 on Windows Vista or Windows XP?

No, EDIUS 7 only supports Windows 7 (64-bit) and Windows 8 (64-bit) operating systems. Windows Vista and XP are not supported.

10. Does EDIUS 7 support mixed format editing on the timeline?

Yes, EDIUS 7 supports any mix of SD, HD, 2K and 4K resolution on the timeline, in real time, with unlimited tracks (dependent on system resources).

11. What resolutions and frame rates are supported for real-time editing?

- Real-time editing and conversion of different resolutions, as high as 4K/2K resolution to as low as 24x24, is supported
- Real-time editing and conversion of different frame rates, such as 60p/50p, 60i/50i and 24p, is supported

12. What are the most recent formats that are supported in EDIUS 7?

Canon: 4K M-JPEG: EOS-1D C

Panasonic: AVC-Ultra, AVC-Intra 4K 422, AVC-Intra 200, AVC-Long G

Panasonic/Sony AVCHD 2.0 (various camcorders)

Sony: XAVC, XAVC Intra, XAVC Long-GOP, XAVC S

EDIUS 7 also works natively with many different video formats, such as Sony XDCAM, Panasonic P2, Ikegami GF, RED, as well as Canon XF and EOS movie formats.

13. Which features of AVCHD 2.0 are supported in EDIUS 7?

EDIUS 7 supports the following features of AVCHD 2.0:

- 1080/50/60 footage for import, edit, and export
- Importing AVCHD 3D as editing source material
- Exporting AVCHD 3D
- Up to 3+ real-time streams (dependent on system resources)

14. What format wrappers can EDIUS 7 export in?

EDIUS 7 can export in AVI, MXF, GXF, QuickTime and Windows Media format wrappers.

15. Does EDIUS 7 support proxy mode workflow?

Yes, EDIUS 7 supports proxy mode workflow by switching the timeline between proxy/hi-res mode.

16. Does EDIUS 7 support multicam editing?

Yes, EDIUS 7 supports multicam editing of up to 16 different sources simultaneously, with video output support.

17. What type of graphics card is required?

The graphics card must support resolution higher than 1024x768 32-bit. Direct3D 9.0c or later. PixelShader Model 3.0 or later.

Note: Requirements for video memory size when using GPUfx will vary depending on the project format. For SD projects: 1 GB or more recommended, for HD/4K projects 2 GB or more recommended. See the EDIUS 7 data sheet for more information.

18. How is EDIUS 7 activated (license verification)?

An online activation system is used. Internet access is required.

19. How many licenses does EDIUS 7 have?

EDIUS 7 allows one user to install the EDIUS 7 software on up to two computers, but using both installations of EDIUS 7 simultaneously is not allowed. One user can install EDIUS 7 to a desktop system, and to an additional notebook PC for field editing. To install EDIUS 7 on another system, deactivate the current license and reactivate it on a new PC. For details, please also refer to the End User License Agreement (EULA).

20. I currently own EDIUS Neo or EDIUS Express. Is there a new version?

No new versions of EDIUS Neo or EDIUS Express are available at this time.

21. Does EDIUS 7 support TitleMotion Pro?

No. TitleMotion Pro, which was included in EDIUS 6.0 and earlier versions, cannot be installed into EDIUS 7. EDIUS 7 comes with a built-in titler (Quick Titler). In addition, a list of third-party titling software will be available on the EDIUS Pro 7 page of our website when EDIUS 7 is released.

22. What is the project compatibility between EDIUS 7 and previous EDIUS versions?

Project files created in previous versions of EDIUS can be loaded into EDIUS 7. Some effects may not be imported. EDIUS 7 projects cannot be loaded into previous versions.

23. Do the third-party plug-ins I am currently using with EDIUS Pro 6.5 work with EDIUS 7?

No, third-party plug-ins for EDIUS 6.5 Pro will not work with EDIUS 7. A list of third-party plug-ins for EDIUS 7 is available on the Grass Valley website.

24. What third-party software is included in the full version EDIUS Pro 7 package?

EDIUS Pro 7 does not include any third-party software. A list of third-party plug-ins for EDIUS 7 is available on the Grass Valley website.

25. What has been updated in EDIUS 7?

- Open to third-party I/O hardware (Blackmagic Design, Matrox and AJA)
- Automatic checking for updates (EDIUS Pro 7 only. Not supported in EDIUS Elite 7.)
- Faster handling of large quantities of still image files (JPG, TGA, DPX and others)
- Improved MPEG encoder speed and quality
- Improved H.264/AVC decoder
- Optimized for 4th generation Intel Core i architecture
- Gaussian blur filter

Grass Valley continuously updates EDIUS with new features and bug fixes. These are available online through the EDIUS 7 automatic update feature.

26. Does EDIUS 7 support the creation of 3D titles in stereoscopic editing mode?

Yes, Quick Titler can create 3D title clips. Some third-party titling software may also support this (please contact the software manufacturer regarding details).

27. Does EDIUS 7 support the source setting of RED (.R3D)?

No, EDIUS 7 does not support the source setting of RED (.R3D) files. You can use the free RED CINE-X software together with EDIUS to change the source setting of RED files.

28. Does EDIUS 7 support RAW file conversion?

For RAW format files, EDIUS 7 does not support conversions. Also, specific codecs for importing RAW format files may need to be installed. EDIUS supports Windows Imaging Component for this function and may not include codecs for specific cameras.

29. Does the loudness meter have volume adjust functions?

No, the loudness meter only measures the loudness value of a particular clip or the timeline. You can adjust the audio volume level later on the timeline, using the audio adjustment functions.

30. Does EDIUS Pro 7 support the Macintosh platform?

EDIUS Pro 7 works on 64-bit Windows 7 or Windows 8 running on Parallels Desktop for Mac. Configuration instructions for Boot Camp are available on the EDIUS Pro 7 page of our website.

31. Is there an upgrade path and discounted pricing for owners of previous versions of EDIUS?

Yes, there are a number of upgrade paths and discounted pricing for existing EDIUS versions 1-6.0 owners and EDIUS Pro 6.5 owners.

32. Is there an upgrade path from EDIUS Pro 7 to EDIUS Elite 7?

Yes, an upgrade from EDIUS Pro 7 to EDIUS Elite 7 is available.

33. Is a free trial of EDIUS 7 available?

A free 30-day trial of EDIUS Pro 7 is available on the EDIUS Pro 7 page of our website.

Note: Do not install EDIUS 7 on a machine that has any other version of EDIUS installed, unless performing a permanent upgrade.