

SCRATCH streamlines X-Men Origins: Wolverine

The much anticipated X-Men Origins: Wolverine (May 2009), starring Hugh Jackman, is now in post production at 20th Century Fox studios under the guidance of Ted Gagliano and Chris Dowell.



Along with supervisor Wil Fluckey, Chris knew from the start of production that Wolverine was the perfect film to utilize the advantages of SCRATCH in the post production VFX data pipeline.



According to Wil, SCRATCH software is being used by the studio's VFX supervisors, Pat McClung and Greg Baxter, and their teams to handle and manage all the 2K visual effects (VFX) files for Wolverine that have been submitted by numerous visual effects houses around the globe.

X-Men Origins: Wolverine
VFX images courtesy of 20th Century Fox

The 2K files are loaded onto a server and then ingested by a SCRATCH mobile system that is calibrated with the vendor-supplied 3D LUT. The artists use the mobile SCRATCH system wherever needed within the studio - for example, the cutting room or VFX session, etc - for evaluation, creating sequences, and playback from 2K DPX files. A permanent SCRATCH system resides in a Fox Studio screening room, where the same files are used for the real-time 2K reviews by the studio team.



Wil Fluckey, 20th Century Fox Studios
"Working with digital files is better than working with film because the project moves much faster through post production, we're able to skip the traditional time-consuming film out/print process, and we still get quality results instantly. In heavily intensive VFX films, time is of the essence so SCRATCH is a very useful tool for us. All day long our teams put SCRATCH to the test. I can't imagine doing another big VFX film without SCRATCH."



Credits

Director Gavin Hood

Studio 20th Century Fox

VFX Post Production SCRATCH® Digital Process Solution