MediaReactor Dolby Vision for Adobe

User Guide

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Toronto, ON, M8V 1J7
Telephone: (416) 255-5636

2 Introduction

This manual is for MediaReactor Dolby Vision version 7.x software from Drastic Technologies, Ltd.

2.1 Conventions

This manual assumes the following:

That the user knows how to operate a mouse and keyboard and perform the basic functions of the Microsoft Windows operating system.

That the user is familiar with the video editing software in use.

That the user has access to technicians capable of placing the device on the network and setting up any SAN systems if necessary.

The name of a control or display present on the interface will be displayed in **bold** text.

Where a portion of the manual is referred to the name of section mentioned will be displayed in italics.

Certain images in this document may have been grayed out where it is useful or necessary to place indicator marks to show specific controls or displays above a darker background.

2.2 About MediaReactor Dolby Vision for Adobe

MediaReactor Dolby Vision for Adobe provides plugin components to allow Adobe applications to import and export media that is encoded with Dolby Vision HDR content.

MediaReactor Dolby Vision for Adobe is a customized version of MediaReactor Workstation which specifically supports Dolby Vision files in Adobe products, such as Premiere, Media Encoder and After Effects.

2.3 System Requirements

2.3.1 Recommended Environment

MediaReactor Dolby Vision for Adobe software must be installed on a system at least as powerful as the configurations listed below.

Minimum Requirements
> Intel Gen 8 or AMD equivalent multi core processor capable of running the Adobe Premiere/Encoder/After Effects version 22 or higher.

Demo downloads of MediaReactor Dolby Vision for Adobe software are available for the user to test their application and to confirm their workflow. Faster and more powerful hardware will provide better performance. In some cases, specific hardware will be required in order to enable resource-intensive, advanced or optional features.

2.4 Supported Operating Systems / File Types

MediaReactor Dolby Vision for Adobe currently provides support for Adobe products in Windows.

Extension	File Format	Codec	Read	Write
.mov	Dolby Vision Profile 5	HEVC	X	
.mov	Dolby Vision Profile 8.1	HEVC	X	
.mov	Dolby Vision Profile 8.4	HEVC	X	
.mp4	Dolby Vision Profile 5	HEVC	X	X
.mp4	Dolby Vision Profile 8.1	HEVC	X	X
.mp4	Dolby Vision Profile 8.4	HEVC	X	X

3 Getting Set Up

3.1 Installation

Here is how to install MediaReactor Dolby Vision for Adobe.

IMPORTANT! Log on as Administrator. If the user name and password entered do not extend Administrator privileges, the software will not install properly. If unsure as to what level of privilege the logon provides, consult a System Administrator.

Confirm that any other programs are closed before starting this installation.

Make sure the system clock is properly set. Open the **Control Panel**, go to **Date/Time**. If the time is reset while running a duration-limited license, it may destroy the license.

Download the file using the link provided.
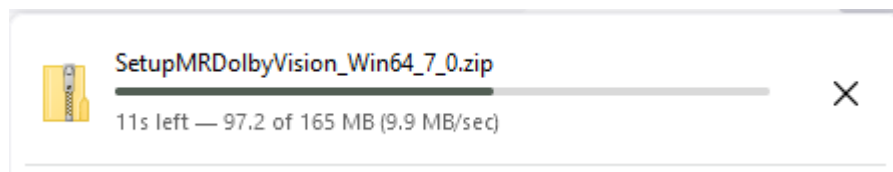
Double-click or run the executable installation file.

3.2License the Software

3.2.1 How Do I Remove the Watermarks?

If you run Drastic software without a license, many of the features will be unavailable. Also, there will be watermarks you cannot remove (image below), 10 second media duration, length of run limitations, no hardware support, nag screen, auto-shutoff, and other significant limitations. To remove these limitations, you will need a valid license.
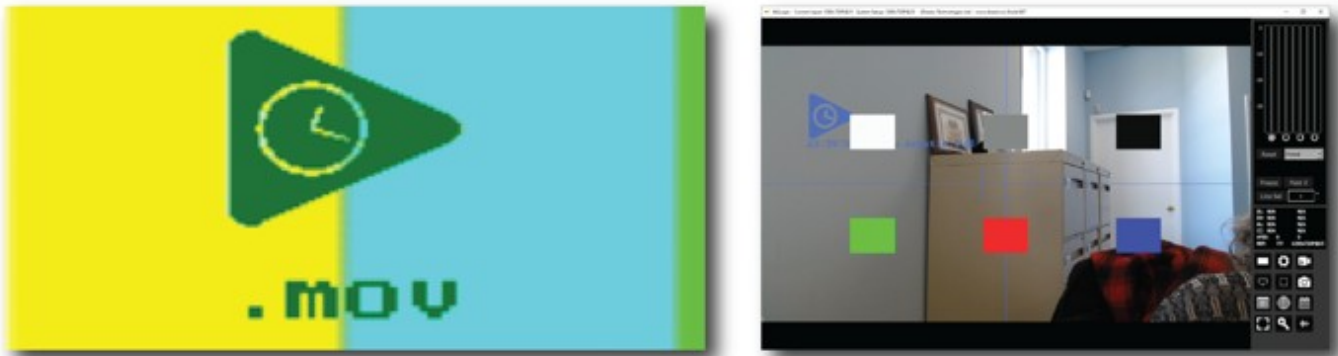
Sample watermarks

In order to license MediaReactor, run the licensing application installed with the software. It will be called License MR, or DTLicense. Enter a name and email, then press the generate button to create a site code. Email the code to us along and let us know which software you need to license. We will reply with a site key to enable the license. Detailed instructions can be found at the following location: http://license.drastictech.com/

Depending on your setup, you may need to allow the installer to run. Once you have done this, and selected the installer language, you will see a dialog similar to this:
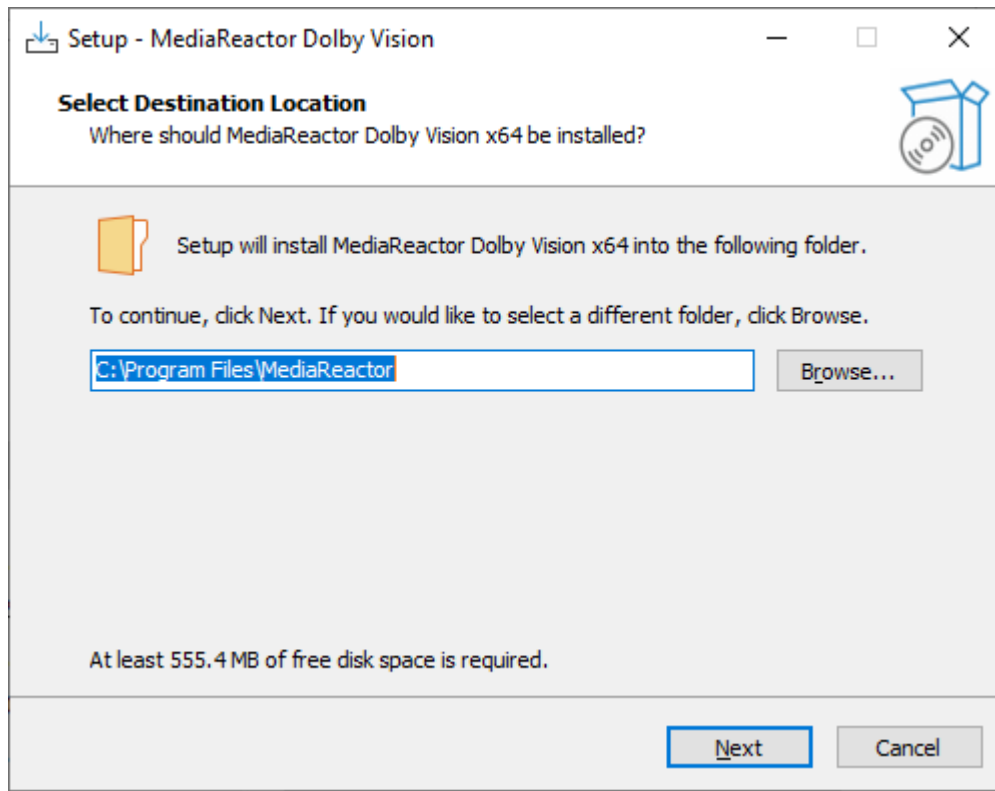
The user will be prompted to move through each step of the install by pressing the "**next**" or "**finish**" button. Carefully read the instructions that are provided.

Click Continue and carefully follow the instructions to install the software.

Upon install completion, MediaReactor Workstation will prompt the user to **Restart**. Agree to **Restart**.

3.3 Setting Up the Dolby Vision Import and Export

Once you have installed and licensed MediaReactor Dolby Vision for Adobe, the next step will be to set up how Dolby Vision handles incoming files.

There is an application called DolbyConfig that gets installed with the plugin. This is used to select the color space the importer will decode the Dolby Vision source file to. The options are PQ, HLG or bypass.
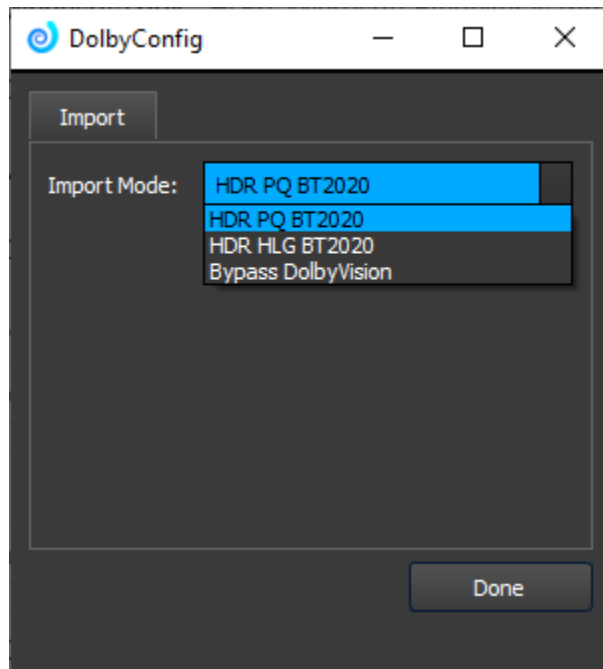
The setting for **HDR PQ BT2020** sets the color space to Rec. 2100 PQ.

The setting for **HDR HLG BT2020** sets the color space to Rec. 2100 HLG.

If the **Bypass Dolby Vision** option is selected, the plugin will not process the file and it will go to the Adobe decoder which will process the HDR base layer but not the Dolby Vision

3.4 Where to find your files

3.4.1 Windows

C:\Program Files\MediaReactor\
C:\ProgramData\Drastic\
Application specific plugin directories
Links to applications are available under the Start menu, MediaReactor folder

3.5 Licensing MediaReactor Dolby Vision for Adobe

Drastic software installs in demo mode with specific limitations, such as a watermark on output, 10 second limitation, nag screen, auto shutoff etc.

To make use of the product's complete functionality the user will need to obtain a license for the software. Also, within a licensed program the user may wish to update the license, such as in cases where the application requires the addition of a licensable codec, or to add to or alter the capabilities of the existing install, to upgrade the version, or to add another Drastic software product to the system.

Here is how to license your installation of MediaReactor Dolby Vision for Adobe:

3.5.1 Licensing for Windows

MediaReactor Dolby Vision for Adobe installs an application called **DT License**, which is included in the program folder.
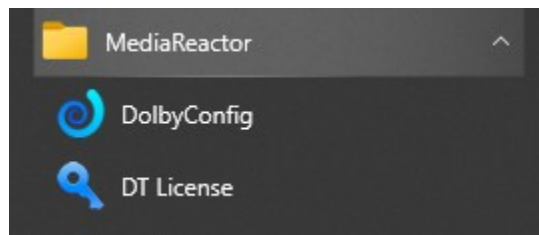
Run **LicenseMR Lite** and you will see the following interface:

- Type the user name into the **User Name** field. Please use a first and last name only.
- Type a valid email address into the **User Email** field. This is the email address at which the user will receive the required site key, so make sure it can be accessed by the operator of the system upon which the Drastic software is installed.
- Press the **Generate** button. This will populate the **Site Code** field with the site code. The site code is a seemingly random string of alphanumeric characters which will be used to generate the site key.
- If the system is set up with email, the user may press the **Send** button. This opens a new email addressed to Drastic with the site code in the body of the email. If the system is not set up with email, the user may copy (either select the site code and use a standard Copy command, or press the **Copy** button which is just to the right of the **Site Code** field) and paste (use a standard Paste command) the site code into a text file, and open the text file in a system that is set up with email. In this case, create a new email addressed to authorization@drastictech.com . it would be useful to type a quick explanation regarding which software is to be licensed, and the reason for the license request (such as demo, update license, add software etc.). Send the email.
- We will reply with an email containing another seemingly random string of alphanumeric characters - this will be the site key.

- Copy the site key from the email into the buffer, and paste it into the **Site Key** field, either using a standard paste command, or by pressing the **Paste** button (the button with the icon to the left of the **Remove** button).
- Press the **Register** button, and restart the software. This will update the license status and enable all the features supported by the requested license level.
- To view the folder in which the license is located, press the **Folder** button. This opens the folder containing the license, which may be useful in cases where the user may need to move or delete the license.
- The license may be removed simply be pressing the **Remove** button.
- Once the user is finished with the licensing process, they may press the **Close** button to close **Drastic Licensing** window.

The status of the license is displayed in the top field, with a list of all software and other components that have been licensed and are available for use.

3.5.2 Licensing Controls and Displays

Here is a close look at the Licensing interface.
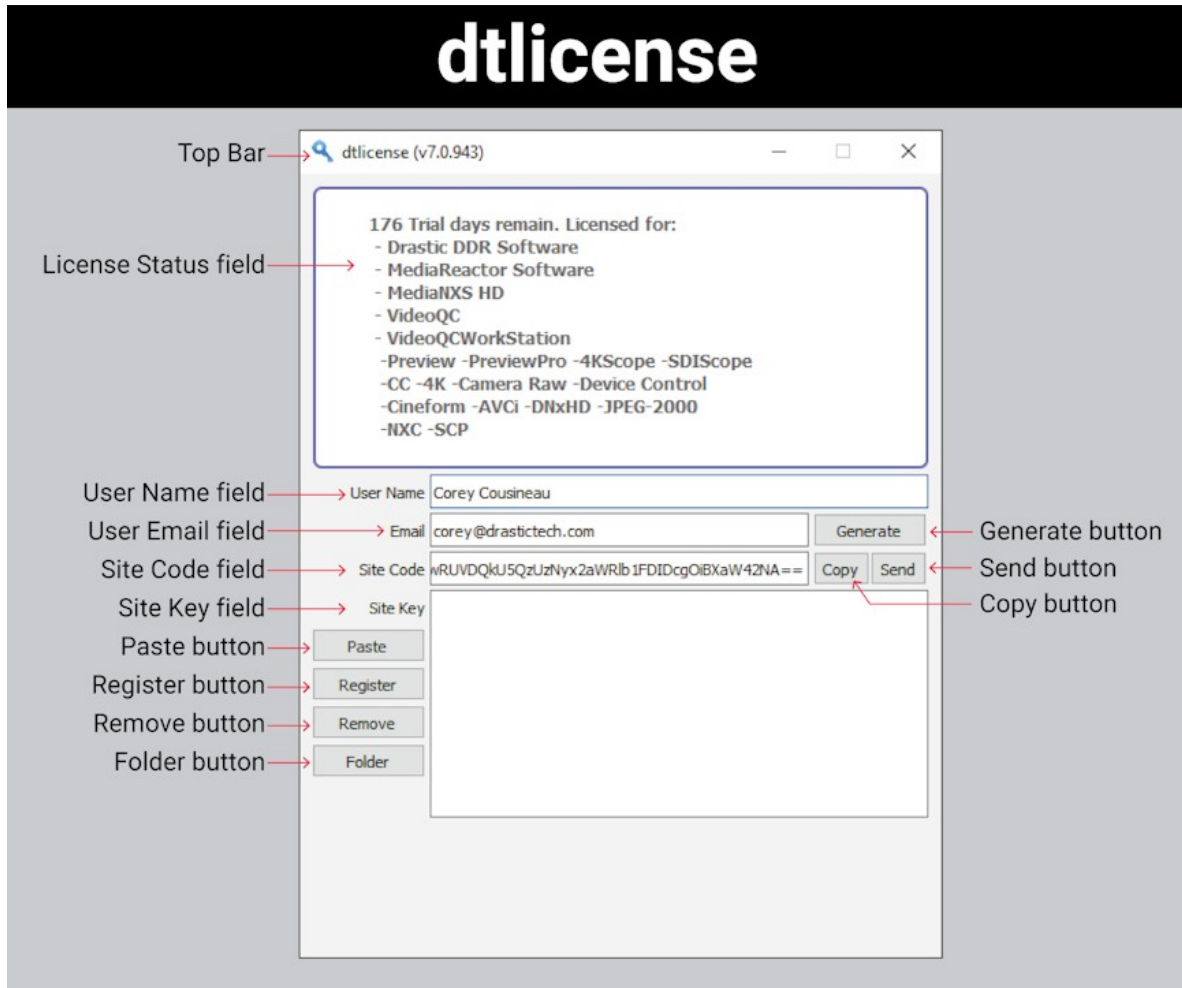
4 Using MediaReactor Dolby Vision for Adobe

MediaReactor Dolby Vision for Adobe is designed to provide direct import and export of Dolby Vision HDR formats in Adobe editors.

MediaReactor Dolby Vision for Adobe installs a series of plugins which allow Adobe editors to read and write Dolby Vision HDR files directly in Adobe Premiere/Media Encoder/After Effects.

The MediaReactor Dolby Vision plugin provides Adobe users the ability to import both MOV and MP4 files that have been encoded with Dolby Vision into either the Rec 2100 PQ or HLG HDR color spaces supported by Adobe. They can also export media from either of these color spaces to Dolby Vision encoded formats. The supported export formats are Dolby Profiles 5, 8.1 and 8.4.

Please note: If a Dolby Vision export is performed from an SDR color space, the output will be SDR and there will be no Dolby Vision processing.

4.1 …with Adobe Premiere CC

To bring a file into Premiere for editing, select the menu **File | Import** or right click in the Project area and select **Import**.
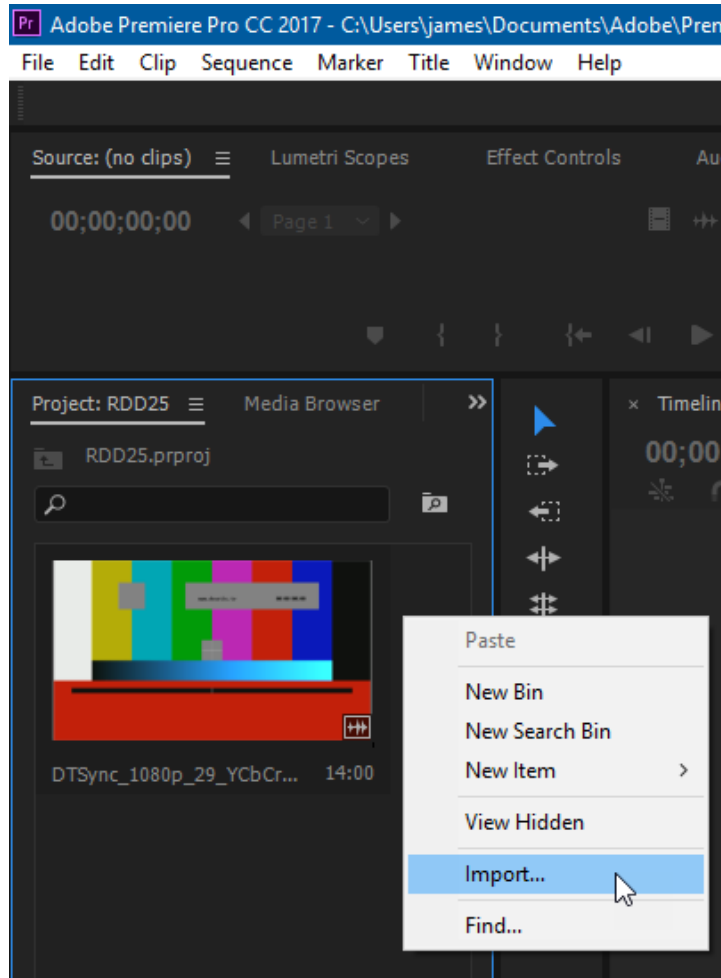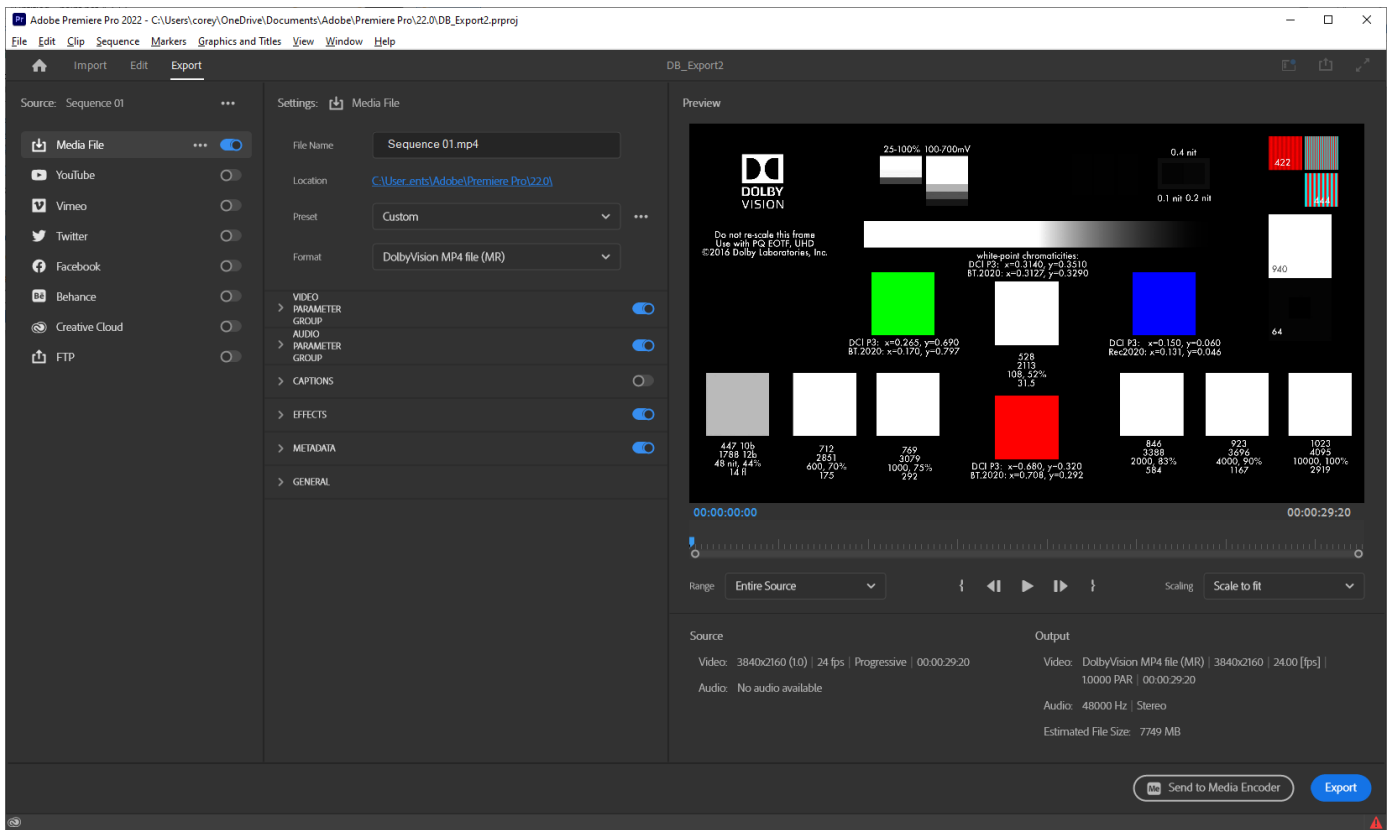

Adding files via the Media Browser area is also supported.

To export a file from Premiere, select the menu **File | Export** → **Media**.
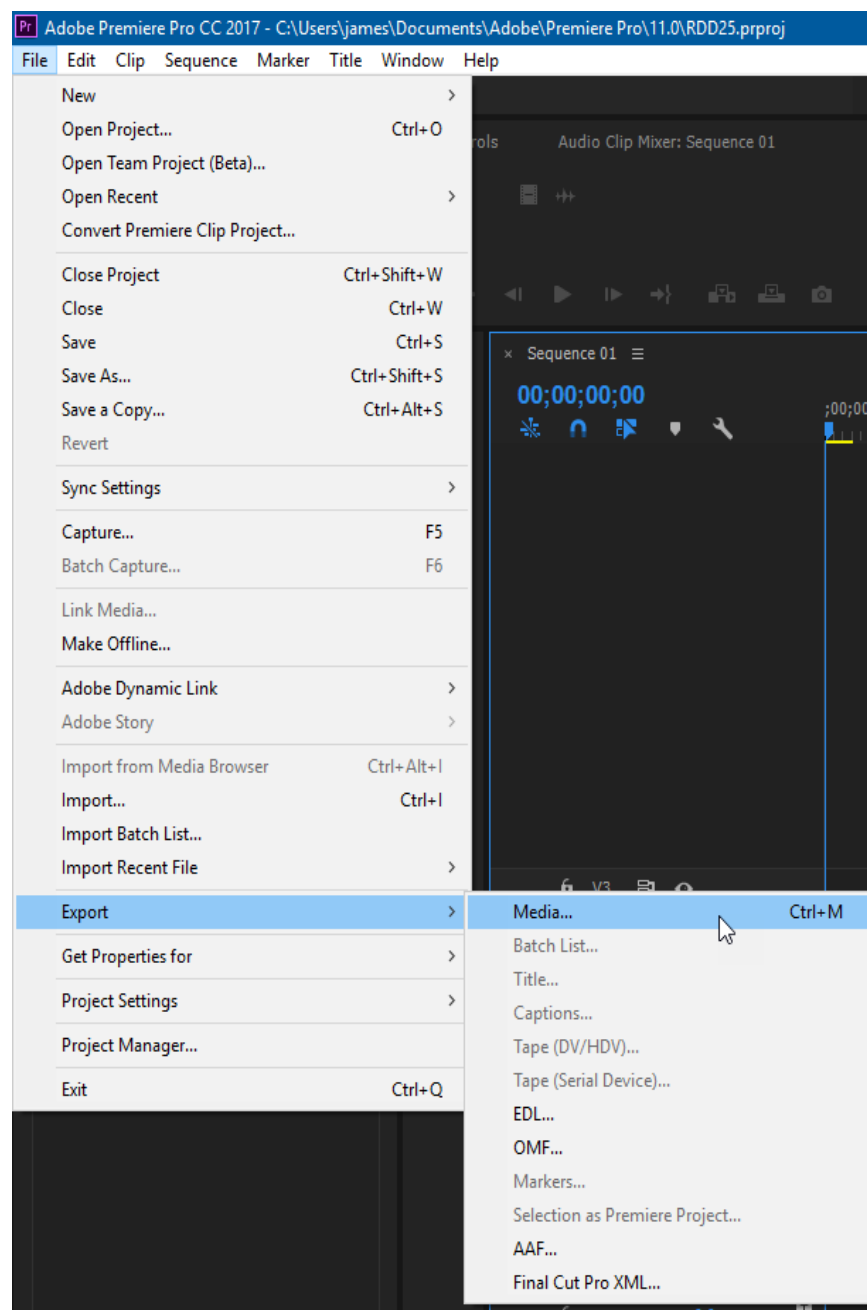

This loads the file into the **Export** dialog box.

Use the **Format** pulldown menu to select **Dolby Vision MP4 file (MR)**. This selection will reset the **Preset** setting to **Custom**, and will use the MediaReactor Dolby Vision plugin to export the file.

4.2 …with Adobe After Effects CC

To bring a file into After Effects for editing, select the menu **File | Import** or right click in the Project area and select **Import**.
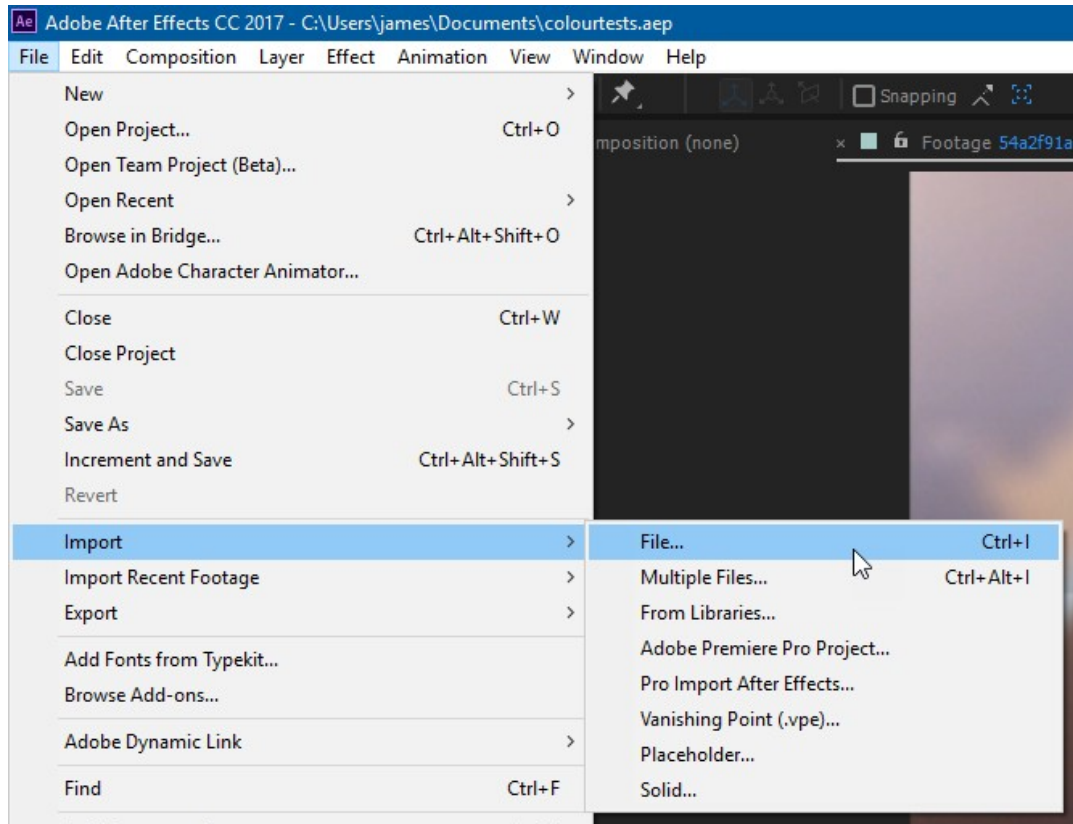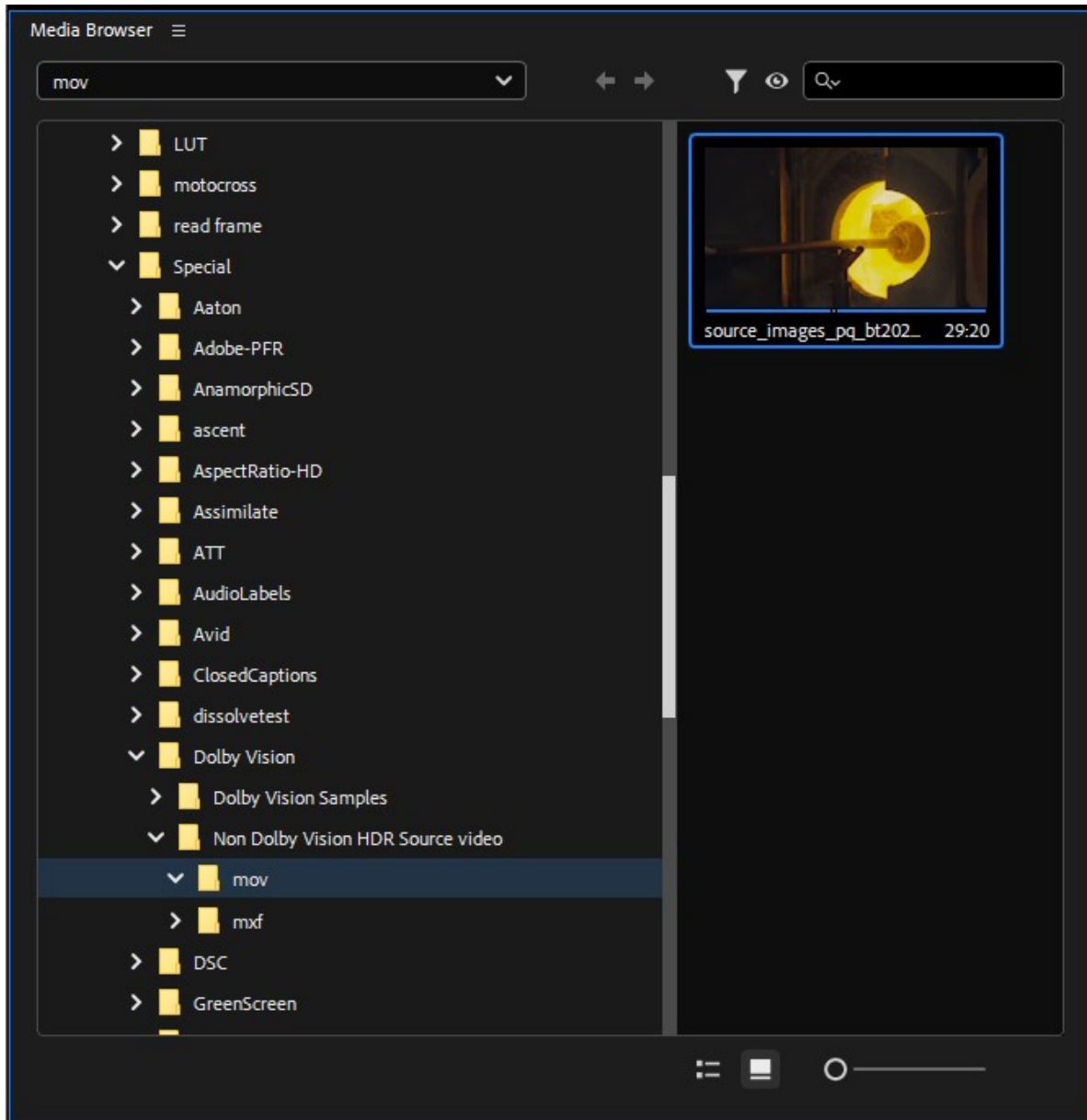
To Export a project via the MediaReactor Dolby Vision plugin, select the **File | Export** menu
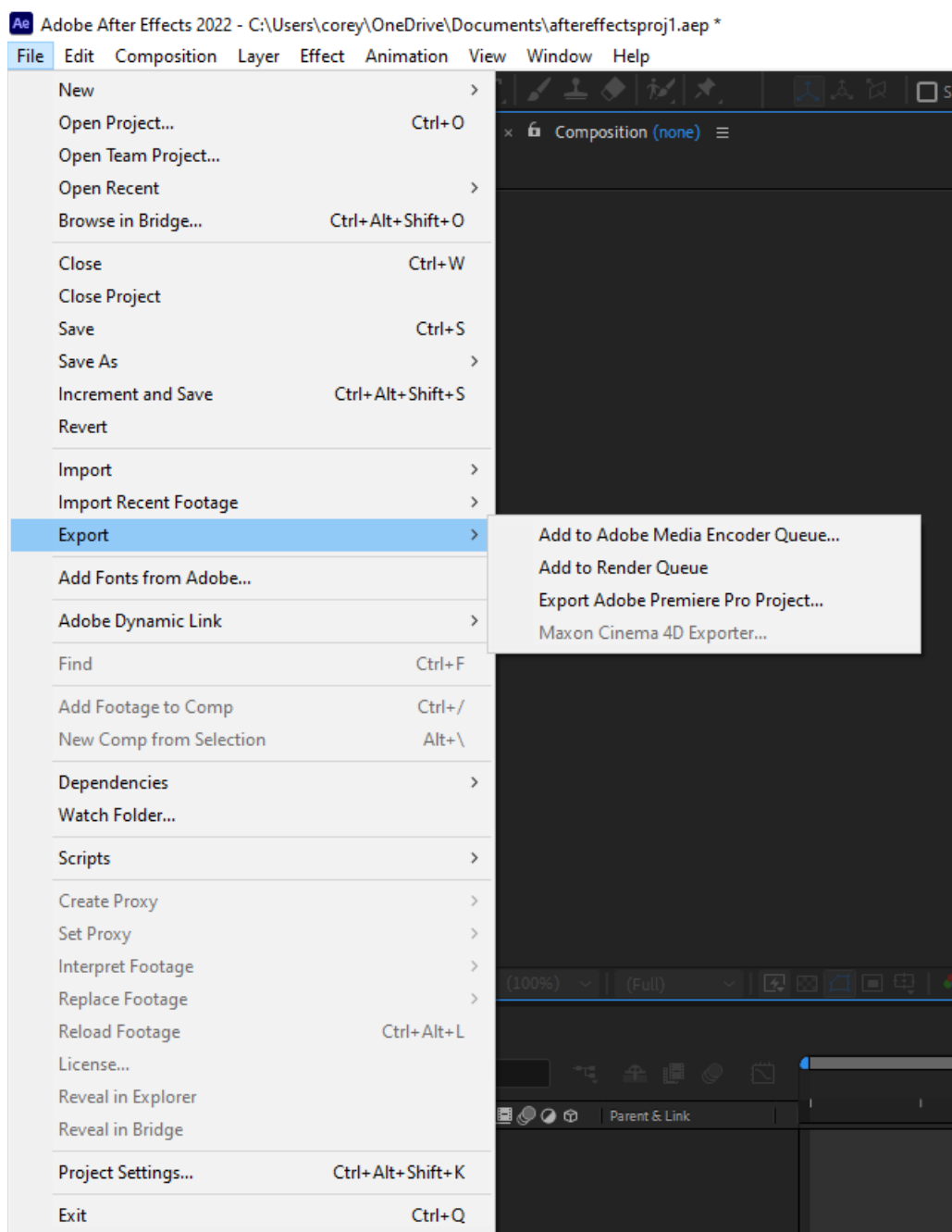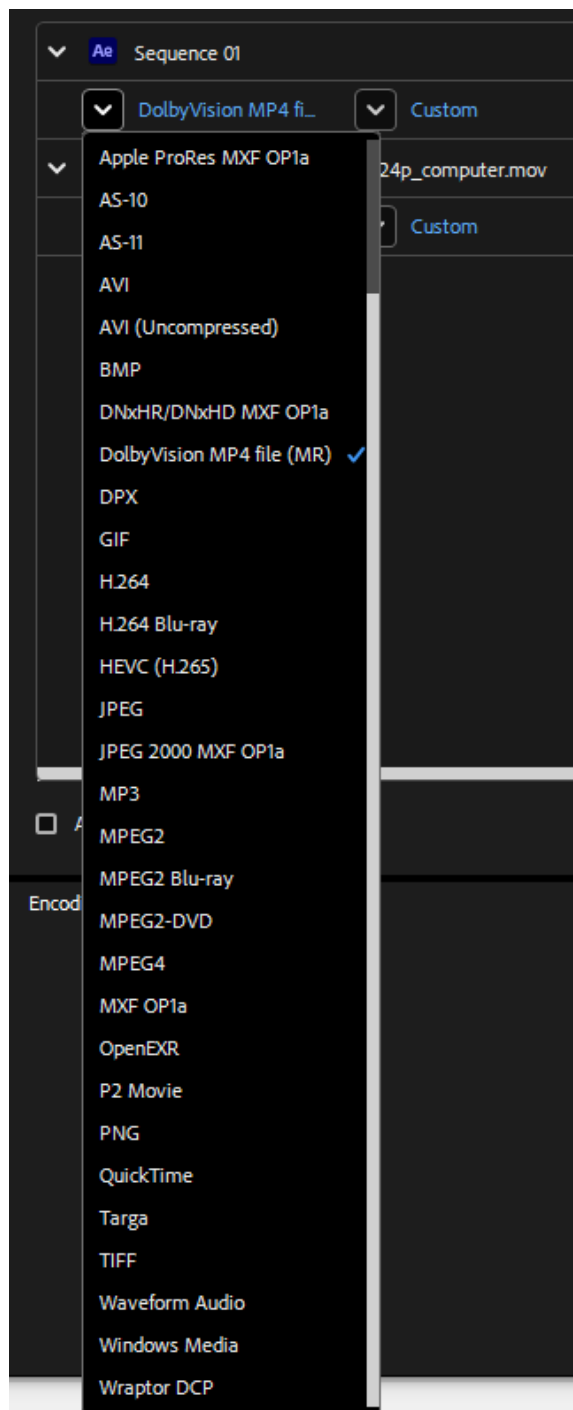
4.3 …with Adobe Media Encoder CC

In Media Encoder, use the Media Browsers to find the file you want to convert.

Double click on the file to add it to the Queue. Click on the first drop down to select **Dolby Vision MP4 file (MR)** as the output type.

Once you have selected the output file type, clicking on the Output link will bring up the Export settings dialog.

5 Release Notes Beta version 7.0.570

May experience audio drops when importing a Dolby Vision file, workaround: use bypass mode

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Drastic Technologies Ltd
523 The Queensway, Suite 201
Toronto, ON, M8Y 1J7
Canada
(416) 255 5636
(416) 255 8780