DISGUISE

r29.1 Changelog

```
+----------------------------------+
|   r29.1 Release - 197552    |
+----------------------------------+
```

Release day: September 25th 2024

New Features

OCIO

OCIO is a widely adopted open-source colour management solution. For more details on OCIO, visit https://opencolorio.org/.

For details on how OCIO is implemented in Designer, see the Disguise User Guide for detailed documentation: https://help.disguise.one/designer/colour-management/ocio

Known issue: When using an identical colour space transform on multiple different resources (videos, textures, LEDScreen, etc.), changing the OCIO dynamic properties (exposure, contrast and gamma) on a resource will also affect all other resources which use the same colour space and transform. This issue will be resolved in a subsequent hotfix. For more information on OCIO dynamic properties, refer to the user guide link above.

Colour Inspector

The Colour Inspector is a new tool in Designer for inspecting the specific colour values of pixels within an image. It is useful for verifying content and colour workflows.

See the Disguise User Guide for detailed documentation on the Colour Inspector: https://help.disguise.one/designer/colour-management/colour-inspector

Improvements

- DSOF-22938 Make XR Colour Calibration work with ACES/OCIO

Colour calibration for XR now supports ACES and OCIO modes.

- DSOF-26828 Notch colour management in OCIO

Using Notch with Designer now supports both ACES and OCIO modes.

- DSOF-26830 OCIO working space selection

In OCIO mode, the working colour space is configurable. See the user guide OCIO section for details on how to set the working colour space.

- DSOF-26832 Implement OCIO for Renderstream module

OCIO supports the RenderStream layer. Sharing OCIO information with content engines over RenderStream was out of scope for this improvement.

- DSOF-26927 Selectable default input and output transforms in OCIO config

In OCIO mode, default input and output transforms can be configured so they are automatically applied to media and output devices. See the user guide OCIO section for details on how to set the default input and output transforms.

- DSOF-24246 Ability to duplicate and rename projects from within d3 Manager

Right-licking on a project or project file within d3 Manager now provides options to:

- Duplicate project

- Duplicate project file (option is disabled if right-clicking the project rather than the project file)

- Delete project

- Delete project file (option is disabled if right-clicking the project rather than the project file)

Projects and project files can now also be renamed via d3 Manager.

- DSOF-28287 Improve or explain the new VimbaX pop up in r29.0

Disguise Technologies
88-89 Blackfriars Road
London
SE1 8HA
United Kingdom
info@disguise.one
www.disguise.one

The notification "Vimba X SDK/Driver not installed" now only appears when using the OmniCal workflow.

Fixes

- DSOF-19120 - Logging now contains a full stack trace for certain error conditions
- DSOF-23972 - Sockpuppet: Fixed an issue where exporting generic DMX personality for VIDEOTRIGGER produced divide by zero error
- DSOF-28251 - Fixed an issue where selecting masks in feed rectangles made 1 pixel of gradient
- DSOF-27635 - Content now looks correct in the visualiser in ACES mode
- DSOF-28011 - The ACES transform box is now properly aligned with other fields
- DSOF-28060 - Gamma space profile no longer applied to feed rects in the UI
- DSOF-28227 - The tracking marker module is now properly applied the IDT of the palette