Autokroma – PlumePack v2.3.3 (Win, Mac-v1.4.4 for Premiere)

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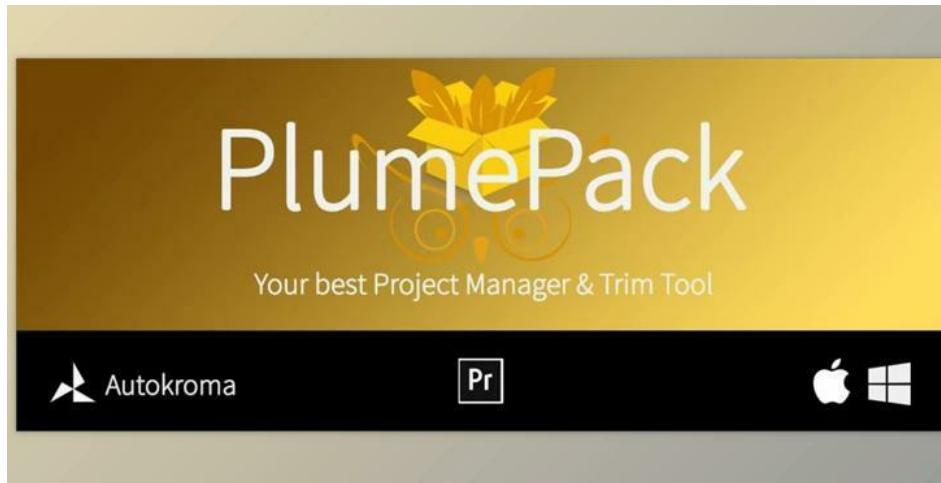
平面设计   Premiere Pro

Collect & Copy

- You can get rid of bugs using the PrPro Project Manager native!
- Final folder structure organized using Premiere Pro bins structure. Unused items can be removed
- Choose one sequence to consolidate. All subsequences that are nested will be retained!

Lossless Trim (Premium).

- Supports ProRes.BRAW..R3D. Image Sequences. Also supports compressed H.264 (HEVC) and H.265(HEVC).
- Trim files by removing any frames that are not needed according to your edits. There is also a handle option for flexible editing.
- No need to re-encode: Keep the exact codec and quality of your source!

Your workflow can be improved

- Transferring your PrPro projects to colleagues or clients will be quicker
- You can save disk space by backing up and archiving your projects
- Keep your media organized and clean up your project
- While consolidating, continue editing other projects

Technical Specifications

Requirements

- A single license can be used on two computers at once
- Adobe Premiere Pro 2020 (version >= 14.0).
- Microsoft Windows 10
- MacOS - 10.14 (Mojave), 10.15 (Catalina), 10.16 (Big Sur). Rosetta 2 is the only way to use Apple Silicon (ARM) at this time.

Trim Codecs:

- [.MOV..MP4, H.MXF] H.264/AVC and H.265/HEVC (in Beta).
- [.MOV.MXF] Apple ProRes XQ, 4444 (HQ, Normal, and LT, Proxy), ProRes Raw
- [.BRAW] Blackmagic Raw
- [.R3D] R3D RED CODE
- [.PNG.JPG..DNG..DPX..TIFF..PSD etc.] Image Sequence
- [.MOV] Cineform
- [.MOV] DNxHD /DNxHR
- Vidvox HAP
- [.MOV] Apple QuickTime Animation RLE in Beta
- [.MOV.MXF] MPEG-2(XDCAM, in Beta)
- [.MOV] Motion JPEG in Beta

Trimming:

- PlumePack will consider the transitions between frames and different framerates in your media and sequences when trimming.
- MultiCam Clips work and are processed as Nested Sequences

- Plumepack is unable to trim the following cases yet (contact us if this is necessary)

    - Media Interpretation has been changed
    - SubClips
    - Merged Clips
    - Speed Changed, Reversed Clips, Time Remapping Enabled
    - Media used in an After Effects Composition

- Your final project won't include proxies. They will not be trimmed or detached automatically.

Copy:

- Even if you only choose one sequence to process, nested sequences will always be considered!
- You can support elements but for now, you'll need to manually link them:

- Merged Clips
- AE Graphics
- AE Dynamic Link Composition
- After Effects Composition is where dependencies can be copied, but not relinked to the AEfx copy project
- Dependencies can be copied, but not relinked to AE copied projects

- Video Previews (green timeline), audio conformed files, and cache files may not be copied and may need to be regenerated
- Proxies won't be copied and will be removed automatically so they don't appear in your final project.