

by L. Davenport

Color Finale 2 is a professional color grading and image processing plug-in for Final Cut Pro X. It was created for videographers, editors, and Colorists (both hobbyist and Pros). It contains a complete professional color tool set familiar to professional Colorists.

Though Final Cut Pro has color grading tools, they aren't very robust. So professional colorist generally have to export their clips to other color grading programs and then back again. Doable, but not optimal. Now with the Color Finale plug-in, colorist can do all of their color grading from within Final Cut Pro. Not only is this easier, but it also saves time. And we all know that time is money. The faster you complete the project, the cheaper the over-all cost.

Color Finale's primary color correction controls are in Final Cut Pro X's Inspector panel but additional controls can be found in a floating "Layers" palette:

- Telecine style Color wheels: This has three color wheels for Lift, Gamma, and gain. If you don't feel comfortable with using the wheels, you can change them to color sliders (Figure 4).
- Curves: This gives you a red, green, blue, and a white master curve that you can use to adjust the colors of your clip (Figure 7 top image).
- Six Vectors: These let you adjust Hue, Saturation and Luminosity for six specific colors in your image: turquoise, blue, purple yellow, orange, and green. You can use it to boost or decrease the saturation of these colors (Figure 7 middle image).
- HSL Curves: This lets you set the Hue, Saturation, and Luma for the colors in your clip (Figure 7 bottom image).
- LUTs: LUTs are useful for getting a specific look using pre-made color correction presets. A handful of LUTs come with Color Finale (Figure 3). You can even export ones that you make using Color Finale.

Any or all of these can be used on your video clip. You can even use multiple instances of each. Each instance stacks upon the other like the layers in Photoshop. And like the Photoshop layers, you can rearrange the Color Finale layer's



Figure 1. The Color Finale interface consist of controls in Final Cut Pro X's Inspector along with a floating palette that has various color grading tools.



Figure 2. I used various Color Finale color grading tools to remove the blue

order.

There are Masking tools to mask an item such as an hot air balloon so you can adjust its coloring, separately from the surrounding sky. You can also invert the mask and then adjust just the sky color (Figure 5).

All of the color grading steps process in realtime so you instantly see if you are getting the results that you want.

There is a copy and paste option that lets you transfer Color Finale settings between clips. This way you can keep the over-all look of your clips consistent.

Additional Options:

- Color Management with ACES Working Color Space
- White Balance and Exposure controls
- Save New Grades As Presets
- Color Matching With X-Rite Color Checker Passport Video
- Film Emulation that lets you add graininess to the clip
- Sharpening tools
- Color Chart editing
- Image analysis - false color, isolate area/line
- Tracking
- HDR support

Color Finale uses the Metal 2 base rendering engine which is four times faster that Color Finale's previous Open CL rendering.

Some of my testing steps:

- In one of my tests I wanted to change a clip from a day scene to an evening scene (Figure 6). BTW: I will mention the main steps but skip the smaller ones for clarity. I started by adding a layer and then a mask to that layer. I used the B-Spline Path tool (like a Bezier tool) to draw a Masking path around a hot air balloon. I then used the Six Vector tool to individually desaturate the vivid colors (especially the yellow) of the balloon. I created another layer - telling it to invert the parent mask. This way I could work on the surrounding sky without effecting the balloon. This time I used the Edge Mask tool to make a blue diagonal gradient mask to make the sky darker in the upper left corner and lighter in the lower right corner. This made it look like the last rays of light were showing over the right most mountains.
- I wanted to create a two tone clip. In short I made a layer for both tones and then made a Remove color layer, which I used to changed the clip to black and white. I then added masks to the two Tone layers and changed the colors to get the two tone effect. It was really easy to do.

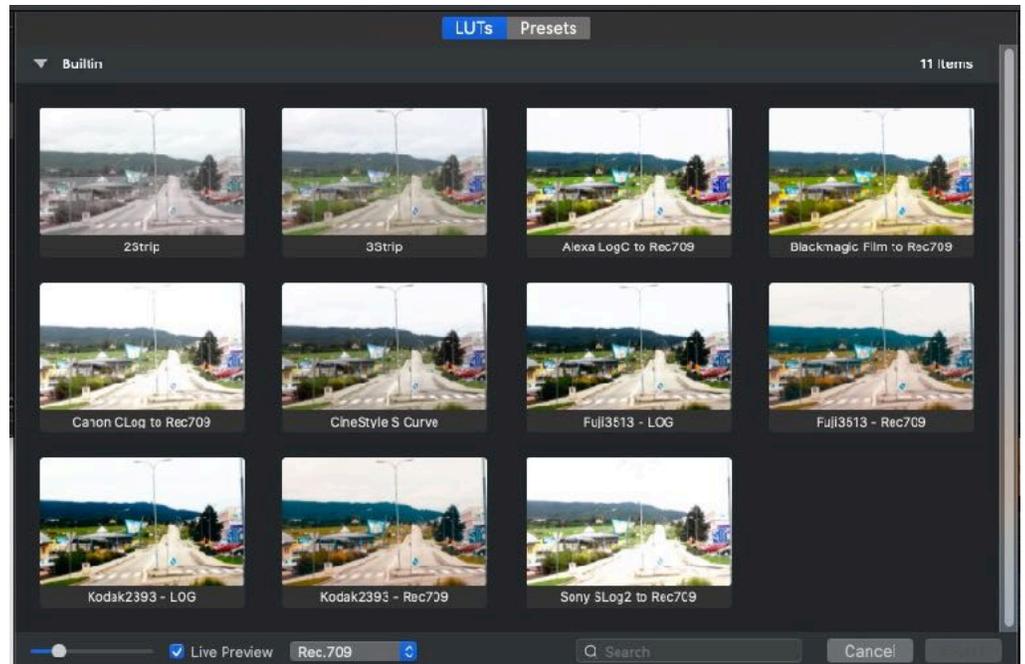


Figure 3. A handful of LUTs come with Color Finale. These are one-click presets that will change to look of your clip. You can also import other LUTs that you already have.



Figure 4. You can adjust the colors of your video clip using Color Finale's Color Wheels (which can be converted to sliders if that works better for you). You can also set the Saturation Range for the highlights and shadows.

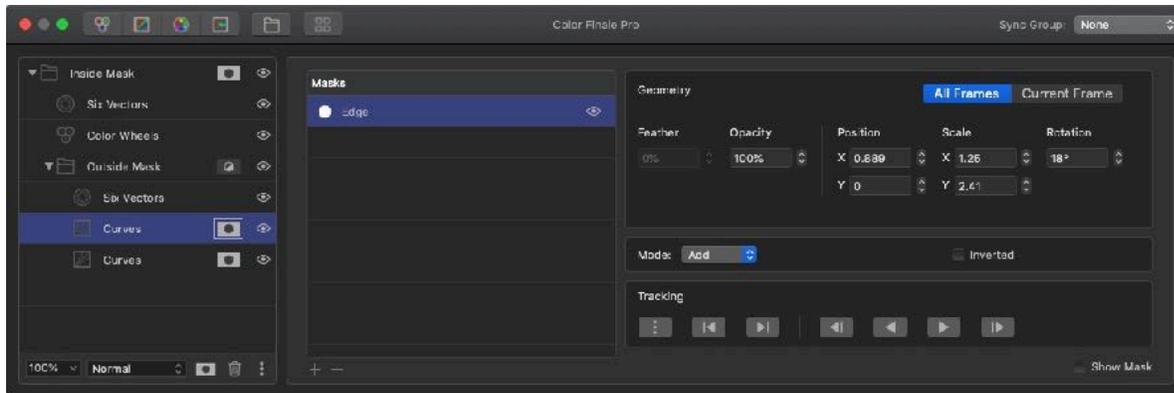


Figure 5. This is showing you the Mask and tracking controls for one of the Curves layers.

- I used various color grading tools to remove the blue hue of one of my video clips (Figure 2).



Figure 6. I Masked the balloon and then used several of the Layer tools to convert the top very bright day scene to an evening scene.

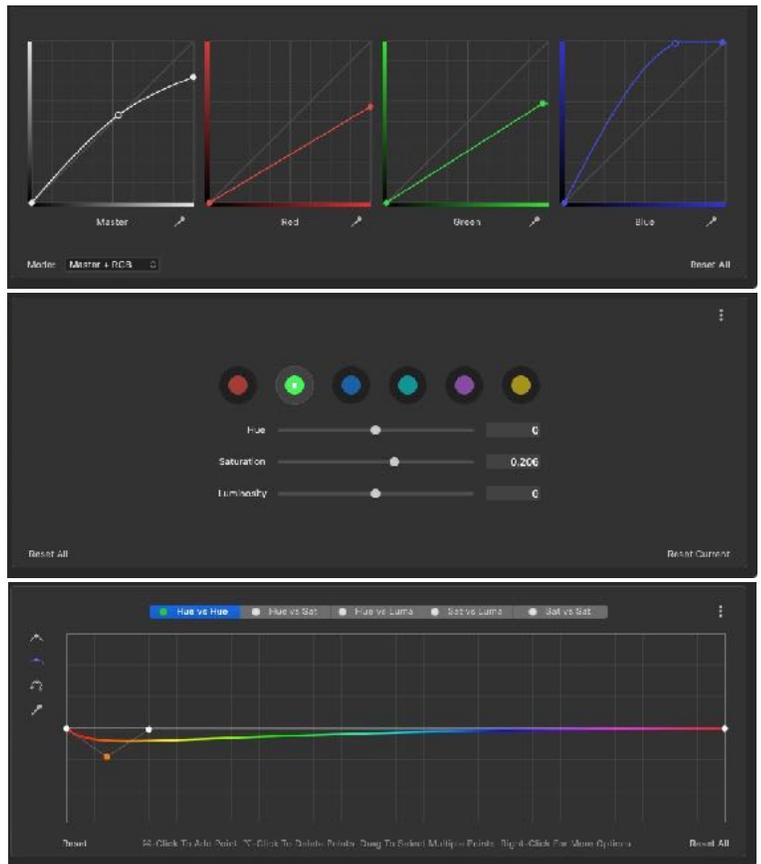


Figure 7. From top to bottom, these are the Curves tool, the Six Vectors tool, and the HSL Curves tool. BTW: The Layers (on the left) have been cropped to conserve space.

The Skinny

Evaluation: I like being able to do all of my color corrections right from within Final Cut Pro X. Color Finale makes advanced corrections very simple. Professional colorist should be familiar with most of the tools and find this a valuable plug-in to use.

Requires: Apple Mac 2012 or newer, macOS Mojave 10.14.x and later, Final Cut Pro X 10.4.x and later, Graphics card with Metal support (Macs with Vega GPUs and Mac Pro 2013 require macOS Catalina), Internet connection for software activation and periodic online checking.

Company: [Color Trix Ltd.](https://colorfinale.com/)

Price: Color Finale Standard: \$99; Color Final Pro: \$149 BTW: Go to the Color Finale Comparison Chart (at: <https://colorfinale.com/#compare>) to see the differences between the Standard and Pro versions.

[Available 7 day Trial Copy](#)