

## Catalyst Prepare

The fast, simple, reliable path  
from camera to post.



### Overview

Media production is growing more complicated. Turnaround times are getting tighter. You need a tool that eases the workload on your editor, ensuring that projects meet their deadlines. With Catalyst Prepare, you can quickly identify the right footage to deliver, in the correct format, with your desired folder and clip-naming structure, even when using a variety of popular cameras. Jumpstart the editing and review process by creating a rough cut storyboard with a quick initial colour grade, then render it out directly or export an EDL for use in popular NLEs.

### Features

#### **Fast**

Verify shots immediately on set, including Sony RAW and S-Log clips

Solve your "camera media wrangling" issues with a single application

Deadline pressure? Quickly review and identify subclips for copying, eliminating the long transfer times needed for entire clips

#### **Simple**

Work in the same simple, consistent, fresh user interface on both Mac OS X and Windows platforms

Simple, powerful interface with a quick and easy learning curve

Secure, integrated clip upload to Ci Workspace enables cloud-based, collaborative review of work with your extended team

Intuitive design provides the tools you need for each step, ending cognitive overload, clutter, and confusion

## **Reliable**

Back up your camera media with confidence from integrated checksum verification

Media libraries are saved automatically and continuously, preserving critical edits

Precise managed colour workflow ensures accuracy and consistency for Sony RAW and S-Log sources

## **SR Live Workflow**

Convert from HDR to SDR by SR Live metadata and the manual adjustment of SDR gain, SDR knee, and Black.

## **Import**

Quickly view and import clips from the latest Sony cameras.

## **Organize**

Organization is key: Prepare gives you the ability to organize your media into targeted, meaningful collections.

## **Edit**

View details, zoom into every corner, mark in/out points, edit metadata, adjust colours nondestructively, and create a storyboard to rough draft your vision.

## **Export**

Export a file, a group of files, or a storyboard. Render to .MP4,

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DPX, OpenEXR, ProRes, or XAVC in a variety of resolutions and frame rates, or securely upload to the Sony cloud-based media production workspace, Ci.

### **Confident Backup**

Back up the entire camera media with the confidence of checksum and hash verification.

### **Ultra Wide Colour Gamut**

Work in the same high dynamic range and ultra-wide colour gamut colour space as your camera. Set the source colour space and the grade colour space independently.

### **Create a Rough Cut**

Use the storyboard editor to sequence and edit a rough cut, then render the storyboard or export it to a variety of NLEs.

## Specifications

### System Requirements

A 64-bit operating system	<p>A 64-bit operating system:            Microsoft® Windows 10 or macOS 10.13 (High Sierra), 10.14 (Mojave), or 10.15 (Catalina)</p>
	<p>2 GHz multicore processor            An 8-core processor is recommended for 4K media            A Ivy Bridge Core i7 or Xeon E5 processor is recommended for 4:2:2 XAVC S Intra media            A Kaby Lake Core i7 processor with Quick Sync Video is recommended</p>

for 4:2:0 XAVC S, 4:2:2 XAVC S, or XAVC HS media

An Ice Lake Core i7 processor with Quick Sync Video is recommended for 4:2:2 XAVC HS media

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500 MB hard-disk space for program installation

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Solid-state disk (SSD) or high-speed RAID for 4K or larger media

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8 GB RAM (16 GB recommended)  
16 GB RAM recommended for 4K or larger media

The XAVC Long 422 3840x2160 200 Mbps (Sony) transcoding presets require 16 GB or more RAM. If you're using a dedicated GPU, the presets also require 4 GB or more GPU memory

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NVIDIA, AMD/ATI, or Intel GPU with support for OpenCL 1.1 or later with at least 1024 MB of memory or a CPU with SSE 4.2 or higher

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OpenGL 2.1 is recommended for optimum performance

OpenGL 4.1 is required for video

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stabilization

2 GB GPU memory is recommended for 4K preview, HD rendering, or HD video stabilization

4 GB GPU memory is recommended for 4K rendering or 4K video stabilization

6 GB of GPU memory is recommended for decoding XAVC S or XAVC HS 4K media, and we recommend using the latest GPU driver version from NVIDIA, AMD/ATI, or Intel. macOS 10.13 (High Sierra) supports only 4:2:0 XAVC S or XAVC HS media; 10.14 (Mojave) and 10.15 (Catalina) support 4:2:0 and 4:2:2 XAVC S or XAVC HS media.

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You must provide registration information to Sony Creative Software Inc., a US company, in order to activate the software. Product requires online registration.

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Related  
products



## **Media Backbone NavigatorX**

Content Management  
and Workflow  
Solution



## **PXW-Z190**

4K Handheld  
Camcorder with all-  
new 1/3-type 3CMOS  
with 4K 50p/60p\*  
recording capability,  
25x zoom lens and  
advanced Face  
Detection AF



## **MCX-500**

Multi-Camera Live  
Producer

## Gallery

