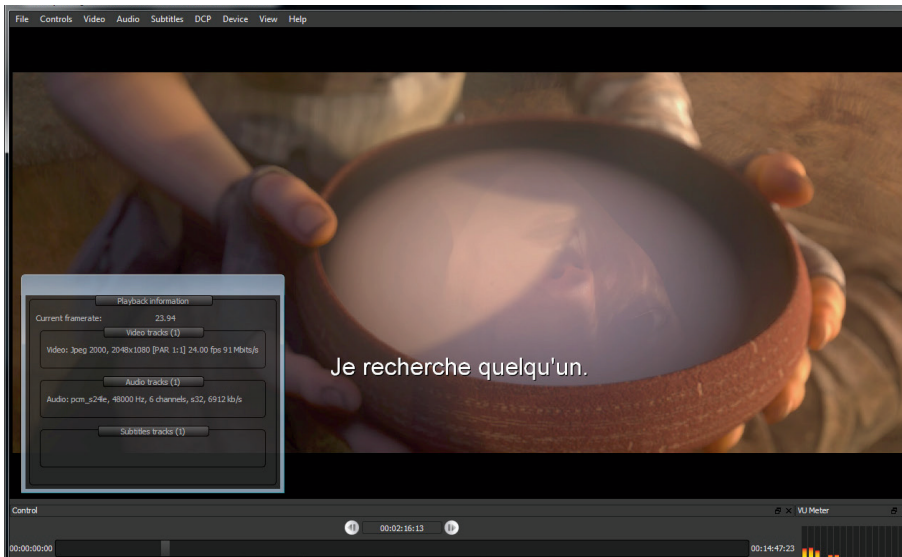


# Dolby® CineAsset Player



Dolby® CineAsset Player is a software-based media player used to review digital cinema packages (DCPs) without the need for a digital cinema server. In addition to playing back any DCP, Dolby CineAsset Player can also play back many popular multimedia file types. The Pro version of Dolby CineAsset Player allows for the playback of encrypted, 3D, and 4K DCPs, as well as subtitle rendering.

Dolby CineAsset Player also includes the Dolby CineInspect DCP validation tool.

Dolby CineAsset Player is the perfect solution for studios, postproduction facilities, independent filmmakers, production companies, advertising agencies, film crews, or theatre owners wishing to review DCI-compliant DCPs created by any content creation solution.

## CineAsset player key features (standard version)

- Available for Windows®, Mac®, and Linux® OS
- Interop and SMPTE DCP support
- Real-time, full-frame-rate playback
- Real-time XYZ-to-RGB color conversion
- Adjustable quality settings
- Adjustable resolution levels
- Synchronized audio playback
- Reads JPEG 2000 sequences
- Command line support
- Plays most multimedia files in addition to DCPs
- Supports loading separate audio and video files
- HD-SDI output support for Blackmagic Design® DeckLink® cards
- Adjustable playback frame rate
- Dolby CineInspect DCP validation tool
- Create, edit and play Playlist

## Additional features in pro version

- 3D playback
- Subtitle rendering
- Encrypted file playback
- 4K playback

## Dolby CineAsset Player

### System requirements – Windows

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- OS: Windows® 7, Windows 8.1, and Windows 10 64-bit
- RAM: 4 GB minimum; 8 GB recommended
- CPU: Intel® Core™ 2 Duo minimum; Core i7 quad core or Xeon® recommended
- Graphics adapter: minimum; 512 MB dedicated memory (Intel integrated graphics not recommended)

### System requirements – Mac

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- OS: Mac® OS X 10.8.X - 10.11.X
- RAM: 4 GB minimum; 8 GB recommended
- CPU: Intel Core 2 Duo minimum, Core i7 quad core or Xeon recommended
- Graphics adapter: minimum 512 MB dedicated memory (Intel integrated graphics not recommended)

### System requirements – Linux

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- OS: CentOS® 6 and CentOS® 7 64 bit
- RAM: 4 GB minimum; 8 GB recommended
- CPU: Intel Core 2 Duo minimum, Core i7 quad-core recommended
- Graphics adapter with minimum 512 MB dedicated memory (Intel integrated graphics not recommended)

### Supported containers

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- AVI
- MOV
- MXF
- MPG
- TS
- M2TS
- MTS
- MP4
- MKV

### Supported image sequences

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- BMP
- TIFF
- TGA
- DPX
- JPG
- J2C

### Supported audio

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- WAV
- MP3\* \*\*
- MP2
- AAC
- AIF/AIFF
- Dolby AC-3

### Supported video codecs

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- JPEG 2000
- DNxHD †, ‡
- Apple ProRes
- XVID
- MPEG-4
- YUV uncompressed 8-10 bits
- DVCPRO HD
- DVCPRO 25/50
- Photo JPEG
- MJPEG-A&B
- DV

When using CineAsset Player for real-time playback of 2K, 24 fps DCP with color conversion, the following minimum configuration is recommended:

- CPU(s) with minimum 12 threads (12 physical cores or 6 cores with HT Technology)
- 8 GB RAM
- Graphics adapter with minimum 1 GB dedicated memory
- Fast local storage dedicated to DCP content (7,200 RPM SATA III HDD or SSD)

Real-time playback of any high-frame-rate, 3D, or 4K DCPs cannot be guaranteed.

\* To use MP3 codec technology in CineAsset, install a licensed QuickTime player on your computer. QuickTime player is not a Dolby product, and it is not provided as part of CineAsset available from Dolby.

\*\* The MP3 audio format is not supported when running CineAsset on a Linux OS.

† To use Avid® DNxHD codec technology from Avid Technology, Inc., in CineAsset Player from Dolby, plug a licensed Avid DNxHD codec into a licensed QuickTime® player. Avid Technology, Inc., is not affiliated with Dolby.

‡ DNxHD video codecs are not supported when running CineAsset on a Linux operating system

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Specifications are subject to change without notice.

