

• Feature comparison table

Feature	boujou 5	boujou Silver bullet	boujou bullet SD
Supported platforms	Windows Linux OS X	Windows Linux OS X	Windows OS X
Licensing	Software (SafeNet Sentinel)	Hardware (dongle)	Software (nalpeiron)
Viewport track labeling	Yes	No	No
Adjust solve for a range	Yes	No	No
Enhanced automatic feature tracker	Yes	Yes	Yes
Camera solver for shots with known or approximate focal length	Yes	Yes	Yes
Image proxies	Yes	Yes	No
Free move shots with variable focal length	Yes	Yes	Yes
Nodal pan shots with variable focal length	Yes	Yes	Yes
Focal length constraints for global solver	Yes	Yes	Yes
Editable graph	Yes	No	No
Graph display	Yes	Yes	No
Survey points	Yes	No	No
Planar constraints	Yes	Yes	Yes
Assess lens distortion (manual)	Yes	Yes	Yes
Assess lens distortion (automatic)	Yes	Yes	No
Enhanced timeline functionality	Yes	Yes	Yes
Non-consecutive feature tracking	Yes	Yes	Yes
Export to After Effects via the Maya ASCII format	Yes	Yes	No
Support for 16-bit Cineon, DPX Open EXR and Maya IFF image formats	Yes	Yes	Yes
Keyframeable polygon-based masks	Yes	Yes	Yes
Target tracks (Single key multiple simultaneous target tracks)	Yes	No	No
Locators	Yes	Yes	Yes
Zoom View for adding Target Tracks and Locators	Yes	Yes	Yes
Instant zoom	Yes	No	No
Camera path smoothing	Yes	Yes	Yes
Access to advanced feature tracking parameters	Yes	Yes	Yes
Import image-based masks	Yes	Yes	Yes
Image size restrictions	None	None	Standard Definition only
Import objs as survey data Or test objects	Yes	No	No
Fly camera (eyeballing using model)	Yes	No	No
Optimize camera & focal using vertex-drag	Yes	No	No
Face-based tracking	Yes	No	No
Scene structure with precision control (Filter Structure)	Yes	No	No
Mesh triangulation from scene structure	Yes	Yes	No
Export meshes as objs	Yes	Yes	No
Export meshes to Maya	Yes	No	No
Solve from manual approximate camera path	Yes	No	No
Solve a sub-range	Yes	Yes	Yes
Regenerate structure	Yes	No	No
Copy/delete individual views	Yes	No	No
Interpolate cameras	Yes	No	No
Optimize individual cameras	Yes	No	No
Optimize camera & structure	Yes	No	No
Compute key-frames *from feature tracks (key schedule)	Yes	No	No
Embedded scripting engine	Yes	No	No
Lasso tool for point selection	Yes	Yes	Yes
Footage controls (brightness, contrast, HDR)	Yes	Yes	Yes
Orthographic views	Yes	Yes	Yes
Boolean polygonal masks control	Yes	Yes	Yes
Shake track import	Yes	Yes	Yes
Export 2D tracks to Shake	Yes	Yes	Yes
Wizard embedded in main UI	No	Yes	Yes
2D track labeling	Yes	No	No
Lockable channel data	Yes	No	No
Advanced adjust solve	Yes	No	No

• Camera Export Formats

boujou 5 and boujou silver bullet

3dS Max [.ms] After Effects [Maya [.ma]] boujou Animation [.ban] Cinema 4D [.c4d] Cineon [.jdf] Combustion [.cws] Filmbox [.fbx] (except Mac) Flair [.mmc] Flame [v5-9 [.action]] Fusion 5 [.comp] Houdini 4.1 [.hip] Lightwave [.lws] Maya [up to version 8 [.ma]] Mistika DVE [.fx] Shake [.shk] Smoke [.dve] Softimage [up to 3.9.2 [.xsi v1-3]] XSI [Up to version 2] [.xsi v3] Text [.txt]

boujou bullet SD

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