

DVO
DECOMPRESS
USER GUIDE

WHAT DOES IT DO?

DVO Decompress is a video processing tool designed to mitigate the negative effects of compression on video clips. It specifically targets issues commonly encountered when working with highly compressed clips, such as banding, macro blocking, bit-starvation, loss of resolution, and color loss associated with YUV codecs.

DVO Decompress aims to address these issues by applying advanced algorithms to restore video quality and minimize visible artifacts. It analyzes compressed video data and employs various methods to reduce banding, remove macro blocking, enhance resolution, and restore color accuracy. By processing the video with **DVO Decompress**, you can improve the visual quality of heavily compressed clips and make them more suitable for further editing or distribution.

HOW DO YOU USE IT?

DVO Decompress works on the following platforms:



If you're already a Filmworkz veteran, you can jump right in and use **DVO Decompress**, however, if you're a bit lost you can check out this QuickStart Guide:

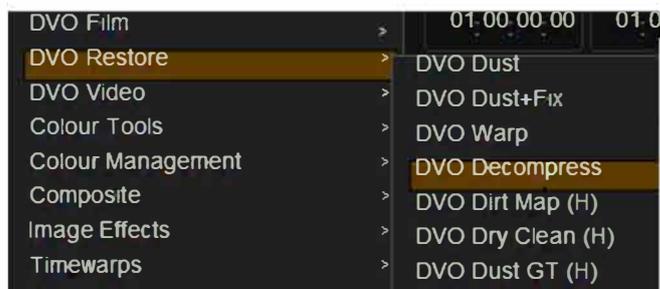
[PHOENIX QUICKSTART GUIDE](#)

[NUCODA QUICKSTART GUIDE](#)

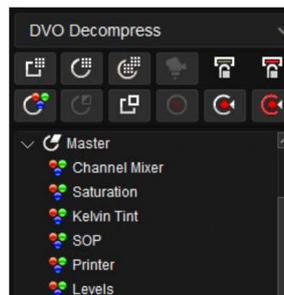
GET STARTED

1. Launch your platform at your workstation.

2. Locate the toolbar,
(positioned on the left-hand side of the interface)



3. Scan the toolbar options until you find the **Decompress** tool.

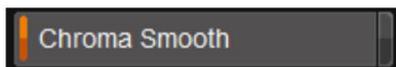


4. Click on it and the control panel under appears.



CONTROL PANEL EXPLAINED

CHROMA SMOOTH



Chroma Smooth is designed to address chroma coding issues related to various codec conversions, such as YUV 422, YUV 420, YUV 411, YUV 410, and ultimately smooth the chroma information back to RGB 444.

It aims to address the issues introduced by these chroma subsampling techniques and restore the chroma information to its original quality by converting it back to RGB 444. By performing this smooth conversion from various chroma subsampling formats to RGB 444, Chroma Smooth helps mitigate any artifacts or quality degradation introduced during codec conversions, resulting in improved color accuracy and visual fidelity in the final output.

EDGE CLEAN



This parameter is used to repair artifacts that can occur due to the lossy nature of the compression process. These artifacts can affect the edges and details in the compressed image or video.

Use a larger Details and Strength setting if the image is very compressed.

Details options: Safe, Medium (default), Large, X-Large

Range: 0 - 4

Default: 2

DEBLOCK

Deblock fixes macro blocking issues in the image. We divide this process into 2 parts, one fixing the edges of the blocks (Boundary) and the other fixes inside the block (Block Smooth)

BOUNDARY



Finds the hard edges between the macroblocking (boundary artifacts) and corrects them



BLOCK SMOOTH



Block Smooth addresses pixel noise and bit starvation within blocks by applying a filtering process. The Aggressiveness parameter determines the strength or intensity of the filtering effect.

Aggressiveness options: Safe (default), Normal, Max, Brutal

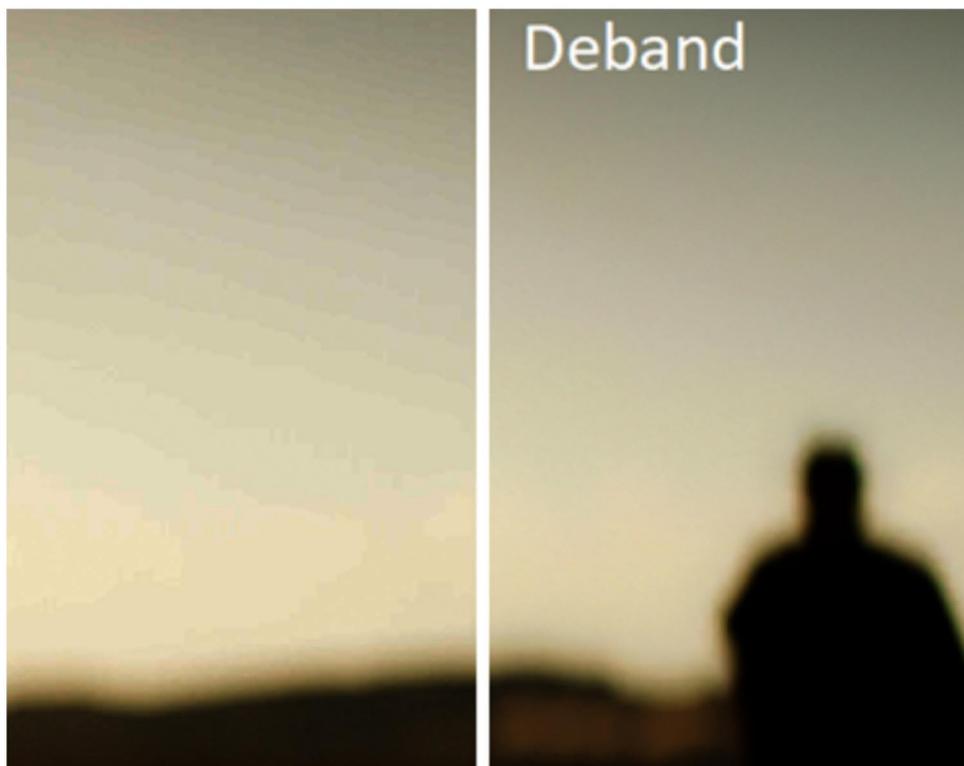
Strength Range: 0 – 10

Default: 4

DEBAND



Deband is used to reduce or eliminate the visible banding artifacts that can occur in images or videos with smooth gradients, particularly in areas such as skies, underwater scenes, or dark regions. Banding is often caused by limitations in the bit depth of the image or video, where there are not enough levels of intensity available to accurately represent subtle changes in color or brightness.



AGGRESSIVENESS



Aggressiveness refers to the intensity or severity of the filtering process. Higher aggressiveness levels typically result in stronger and more pronounced filtering effects, while lower levels produce milder or subtle changes. Use Extended range for larger sized images.

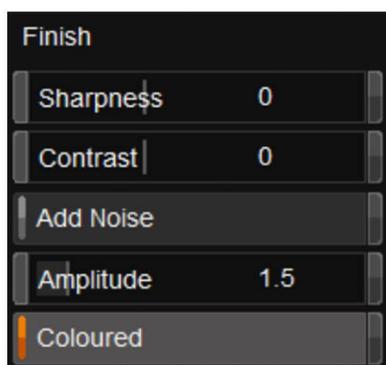
The combination Block Smooth and Deband works very efficiently on dark scenes and MPEG2 compression.

Aggressiveness options: Safe, Normal (default), Max, Brutal

Strength Range: 0 – 10

Default: 4

FINISH



Finish helps to maintain important details of the image like sharpness and local contrast, while Add Noise adds texture to the image.

Sharpness: adjusts sharpness.

Range: -2 – 2

Default: 0

Contrast: adjusts local contrast.

Range: -2 – 2

Default: 0

Use the "Add Noise" feature if you want to add a nice texture to the image to make it more visually appealing. By adjusting the amplitude, you can control the height or intensity of the noise. Increasing the amplitude will result in a more pronounced and visible noise effect, while decreasing it will make the noise less prominent.

The Colored setting will add a colored noise and it's on by default.

Range: 0.0 - 10.0

Default: 1.5



WANNA KNOW

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