

**DVO**  
**FIX**  
**USER**  
**GUIDE**

# WHAT DOES IT DO?

**DVO Fix** facilitates the repair of specific areas and imperfections in a single frame, such as scratches, hairs and blotches. It also works for repairing larger damage such as punch holes, film tears and full frame reconstruction.

Using a brush or shape tool to select the damage, **DVO Fix** automatically repairs the selected area by comparing it to adjacent frames and applying motion compensation to recreate missing detail plus grain compensation to blend in the recreated information. In addition to *Auto Fix* and manual *Clone*, an *Auto Clone* mode will automatically reposition and perform the best match of surrounding frames as an alternative to complete regeneration of content.

**DVO Fix** is not enabled by default. It's only enabled once an area to fix has been selected via the *Brush* or the *Rectangle* tool.

# HOW DO YOU USE IT?

**DVO Fix** works on the following platforms:



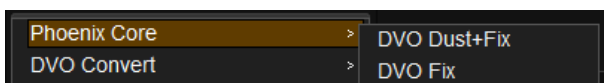
If you're already a Filmworkz veteran, you can jump right in and use **DVO Fix**, however if you need a hand getting going, check out these QuickStart Guides:

[PHOENIX QUICKSTART GUIDE](#)

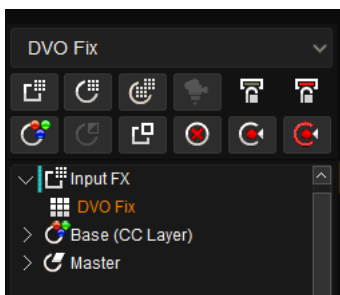
[NUCODA QUICKSTART GUIDE](#)

# GETTING STARTED

1. Launch your platform on your workstation.
2. Locate the toolbar, (positioned on the left-hand side of the interface)



3. Scan the toolbar options until you find the **DVO Fix** tool.



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



# CONTROL PANEL EXPLAINED

## BRUSH MENU

The brush tool appears in the viewer as an oval shape. Use this tool to fix an area by either clicking or clicking *and dragging* the brush.

### SIZE

The size tool allows you to resize the brush in order to fix smaller/larger areas.

You can also resize the brush by holding down the SHIFT key (on either the keyboard or control panel), the left mouse button and dragging.

**Range:** 0.1 - 5000

**Default:** 20 pixels

### RATE

The rate tool applies to when you drag the brush, affecting how many brush 'stamps' are performed during the dragging motion.

**Range:** 2 - 1000

**Default:** 10

## RECT MENU

The rectangle tool displays a crosshair in the viewer, allowing you to draw a rectangle around the area that you want to fix. As soon as the rectangle has been drawn the DVO Fix effect will start processing.

### SOFTNESS

The softness setting applies to the border outside of the rectangle and allows you to adjust how the outline blends into the surrounding area. This numeric slider takes values between 0-1.

**Range:** 0.00 - 1.00

**Default:** 0.2



# COMMON MENU



The **Use Handles** button controls whether the tool uses *source handles* when rebuilding the frame. This is important at scene boundaries (edits) because the tool rebuilds using frames before and after the current frame.

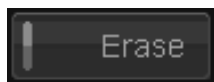
If this button is on, and we're at a scene boundary (start or end of shot), if we have handles, we will use them as part of the rebuilding process.

If there are no handles, or this button is off, no frames before or after will (or can) be used at the scene start (or end), and this impacts the *DVO Fix* result.

**Tip:** You can change the type of cut when you have a scene-detected longplay/mixdown file by clicking on the toolbar at the bottom of the interface & altering the type of cut (scene cuts and edit cuts) to use handles when necessary.



# ERASE

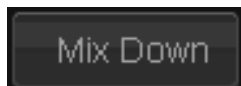


The Erase button becomes enabled as soon as a fix is made to the current layer.

Turning on the Erase button will turn the brush into an **eraser** and applying this to the fixed area of your image will 'undo' previous fixes.

You can't erase changes made to a mixed-down layer.

# MIXDOWN

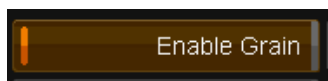


The **Mix Down** button becomes enabled as soon as a fix is made to the current layer.

Pressing Mix Down will make the changes to the current layer permanent, "burning" them into the image.

This tool allows you to apply fixes with different settings to the same area.

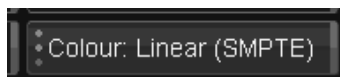
# ENABLE GRAIN



Enable Grain will turn on the grain compensation. This adds grain to the 'fixed' area as appropriate, blending the changes into the scene. The default setting is off.

The parameters are the same as the DVO Regrain effect.

# COLOR



The drop-down list will default to the project setting for the input format. You need to set this control according to the material that you are working with. If the footage was shot with a *video* camera, select a **linear** format. If this control is not set correctly the material may not be processed properly.



**WANNA KNOW**

# MORE?

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