Filmworkz®
Create Incredible

REGRAIN
RGB
OFX USER GUIDE

OFX

WHAT DOES IT DO?

DVO Regrain RGB allows you to quickly set up and generate natural looking film grain.

You can match almost any type of film stock by setting the grain size and sharpness as well as matching the characteristics of highlight and lowlight intensity behavior in each individual color channel.

HOW DO YOU USE IT?

DVO Regrain RGB is part of the Filmworkz OFX DVO Essentials plugin pack, which runs on **Resolve**, **Mistika** and **Scratch** for Windows, Mac and CentOS.

*DVO Regrain RGB is also available in the following **Filmworkz platforms**:*

**PHOENIX**   **NUCODA**   **LOKI**

GETTING STARTED

Just locate & enable the DVO OFX tools in your chosen platform; for ease, we're showing the screenshots from Resolve in this User Guide so consult your manuals for any alternative system you're using.

1. Launch Resolve on your workstation.

2. Open your project; to select the DVO effect, click on the Effects tab on the upper left side of the interface. On the Open FX section, open the Filters section and click on DVO.

3. To apply the effect, you can either double click or drag and drop on the selected clip(s) when using the Timeline tab. If you're in the Color page, select the effect using the Effects tab on the top left side of the interface and drag and drop on an existing node.

4. Click on the Effects section (or click on the grading node) and the control panel overleaf appears.

CONTROL PANEL EXPLAINED
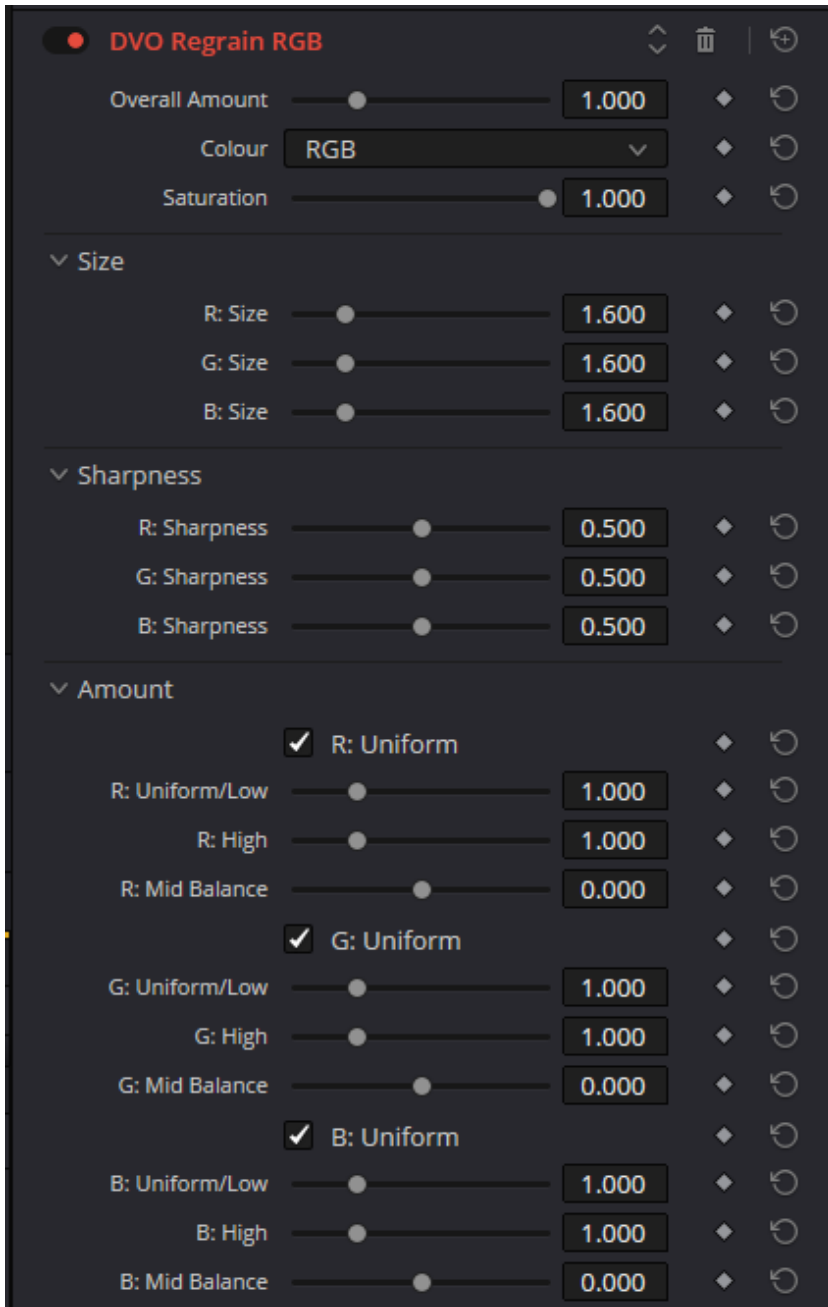
GLOBAL SETTINGS

OVERALL AMOUNT

This is the total amount of grain added and calculated as a percentage versus the grain texture setup.

Range: 0 – 4.0
Default: 1.0 (100%)

COLOR

Where to add the grain: RGB or single channels.

The BW options are for selecting the parameter channel to use for adjusting the grain texture.

Values: RGB (default), BW (Red), BW (Green), BW (Blue)

SATURATION

How saturated the grain should be. This applies to RGB color mode.

Range: 0 − 1.0

Default: 1.0 (100%)

GRAIN TEXTURE SETUP

Define the grain applied for each channel in RGB.

In BW we use the setup for the channel selected in the global Color setup above.

SIZE

Define the size of the grain created (per channel).

Range: 1.0 − 4.0

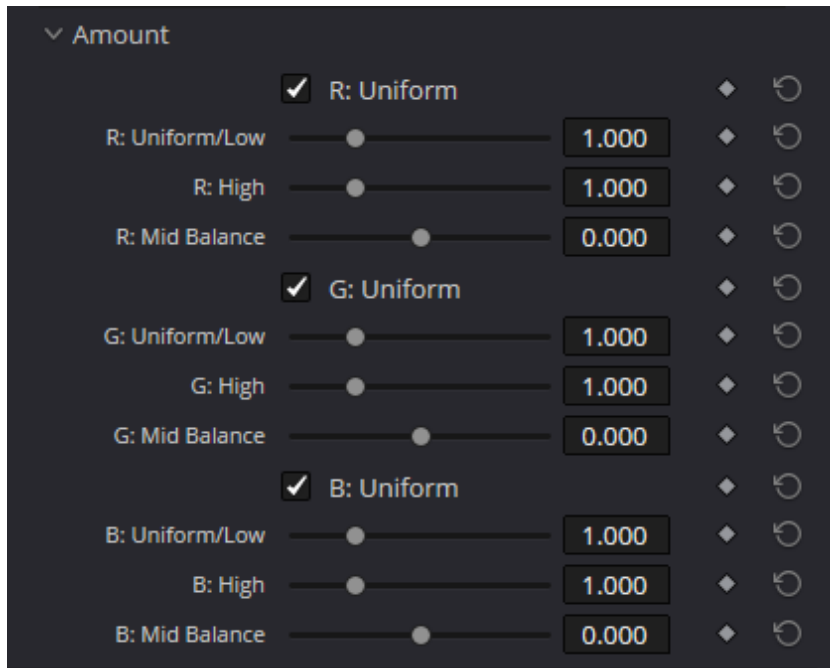**Default:** 1.6

SHARPNESS

Define the sharpness of the grain created (per channel).

Range: 0 − 1.0

Default: 0.5

UNIFORM (AMOUNT)

If enabled, the generated grain will be same in low (dark) and high (bright) lights. This parameter is enabled by default.

AMOUNT UNIFORM/LOW

If Uniform (Amount) is enabled, this sets the total amount of grain generated.

If Uniform (Amount) is *disabled*, this sets the total amount of grain generated in **Low** lights only.

Range: 0 − 4.0

Default: 1.0

AMOUNT HIGH

Specifies the amount of film grain to be added in high lights (per channel).

Range: 0 − 4.0

Default: 1.0

MID BALANCE (LOW <-> HIGH)

Midpoint Balance controls the amount of the frequency range considered to be highlight and lowlight, and thus affects how the highlight and lowlight amounts are applied.

Notes:

- To treat more of the spectrum as highlight, enter a negative number.
- To treat more of the spectrum as lowlight, enter a positive number.
- If "0" is used, the gradual change between lowlight and highlight is completely linear.

Range: -1 − +1.0

Default: 1.0

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MORE?

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