

**DVO**

**VELVET**  
**OFX USER GUIDE**



# WHAT DOES IT DO?

Used in Film & Digital Video post-production workflows **DVO Velvet** easily & effectively deals with aggressive noise and grain reduction whilst ensuring the resulting video is visually pleasing to watch, producing stunning results.

**Velvet** is highly effective at correcting footage with high levels of grain or noise, particularly dark or low-light shots.

# HOW DO YOU USE IT?



DVO Velvet is part of the Filmworkz OFX Performance Pack, which runs on **Resolve**, **Mistika** and **Scratch** for Windows, Mac and CentOS.

*DVO Velvet is also available in the following Filmworkz platforms:*



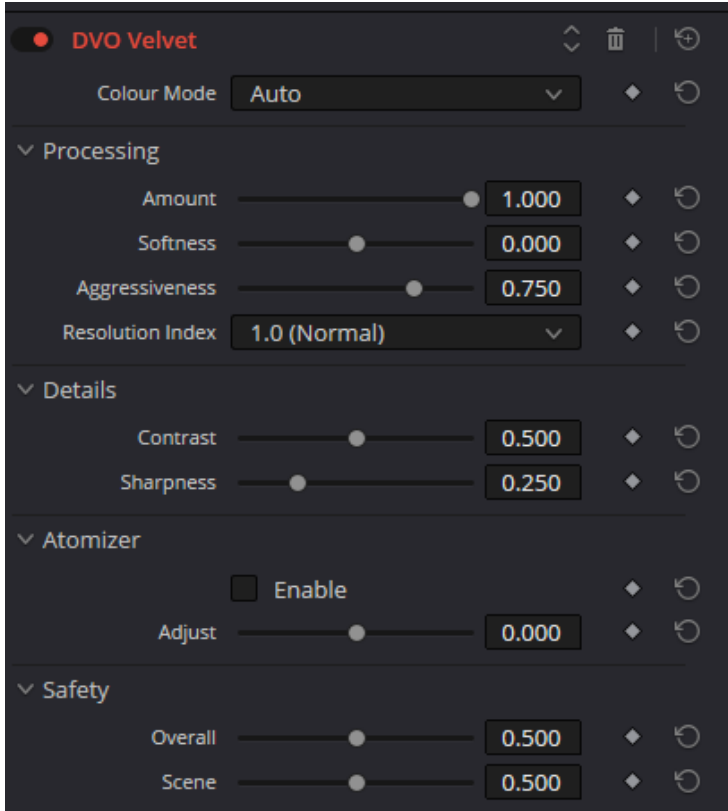
# GETTING STARTED

Just locate & enable the OFX DVO 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.

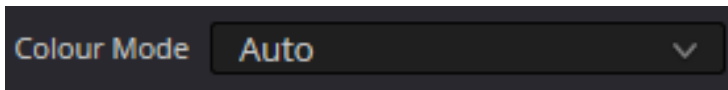
1. Launch Resolve on your workstation.
2. Open your project; to select the DVO effect, click on the Effects tab on the upper left side of the interface. On the Open FX section, open the Filters section and click on DVO.
3. To apply the effect, you can either double click or drag and drop on the selected 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



## COLOR MODE



The drop-down list allows the user to set RGB processing or single channel BW (black and white) processing. The options available are:

**Auto (default):** Analyze the clip to assign BW or RGB processing

**RGB:** Separate analysis and processing of the RGB channels

**BW:** Only the Green channel is analyzed and used for all channels

**RGB > BW:** Converts RGB to a single channel, process and output the result as BW

## AMOUNT



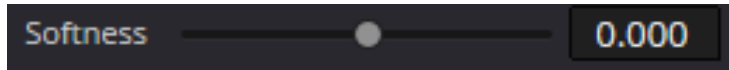
Sets the processing from no processing to full processing.

**Range:** 0.00 - 1.00

**Default:** 1.00



## SOFTNESS

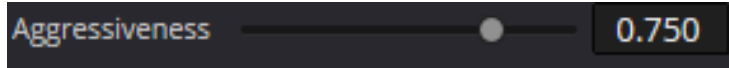


This softens the image to create a smooth look, with a range going from -1 to +1. The preferred default is 0.

**Range:** -1.00 - 1.00

**Default:** 0.00

## AGGRESSIVENESS

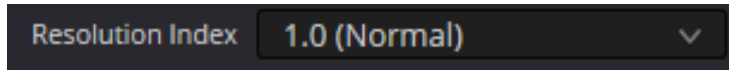


Defines the noise levels handled within the image

**Range:** 0.00 - 1.00

**Default:** 0.75

## RESOLUTION INDEX



The Resolution Index is a metric used to describe the true resolution of image content relative to the pixel size. It takes into account the details and level of information present in an image beyond just the number of pixels.

While pixel count indicates the total number of individual picture elements in an image, it doesn't provide a complete representation of the image's actual detail and sharpness. The Resolution Index attempts to quantify the effective resolution by considering factors such as image content, sharpness, and the ability to resolve fine details.

In some cases, an image may have a high pixel count but lack sufficient detail, resulting in a lower Resolution Index. Conversely, an image with a lower pixel count but excellent detail and clarity may have a higher Resolution Index.

The Resolution Index provides a more comprehensive evaluation of image quality, considering both pixel count and the inherent level of detail present in the image. It helps to assess the true resolution and sharpness of an image by accounting for factors beyond pixel size alone.

This parameter allows the algorithm to make better decisions for specific types of material.

**Range:** 0.5 (Low) - 1.00 (Normal)

**Default:** 1.00 (Normal)

## CONTRAST



Adjust the local contrast within the image

**Range:** 0.00 - 1.00

**Default:** 0.50



## SHARPNESS

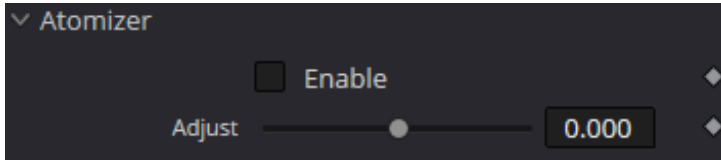


Enhance details to make the image sharper.

**Range:** 0.00 - 1.00

**Default:** 0.25

## ATOMIZER

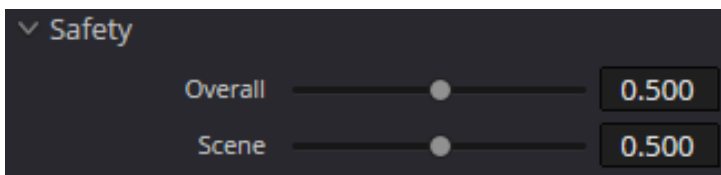


The atomizer uses the original noise/grain and divides them into smaller particles, making a smoother and more velvety texture. The Adjust parameter will adjust the amplitude of the new noise/grain.

**Range:** -1.00 - 1.00

**Default:** 0.00

## SAFETY



Safety can help prevent the loss of important details in a picture, such as low-contrast elements like smoke. Scene safety helps to prevent unintended alteration or loss of details at the start and end of the shot; this is particularly important in situations where there are no reference frames available for comparison or where the content is more vulnerable to degradation due to the absence of adjacent frames.

**Range:** 0.00 - 1.00

**Default:** 0.50



**WANNA KNOW**

# MORE?

**FORUM**

**WEBSITE**

**SALES**

