Filmworkz®

Create Incredible

DVO
DECOMPRESS
OFX USER GUIDE

OFX

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 applies advanced algorithms to restore video quality and minimize visible artifacts. It analyzes compressed video data and reduces 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 is part of the Filmworkz OFX DVO Performance Pack, which runs on **Resolve**, **Mistika** and **Scratch** for Windows, Mac and CentOS.

It's also available as a single plugin in **Adobe Premiere Pro**.

Additionally, *DVO Decompress is also available in the following **Filmworkz platforms**:*

PHOENIX   **NUCODA**   **LOKI**

If you need a hand with anything, our friendly AI assistant Juno is your first port of call.

Whether it's access to the latest software versions, guidance with using DVO tools, more info on Filmworkz platforms or discovering best practices, **Juno**'s there for instant, accurate support, any time you need it – that's 24/7 because **Juno** never sleeps!

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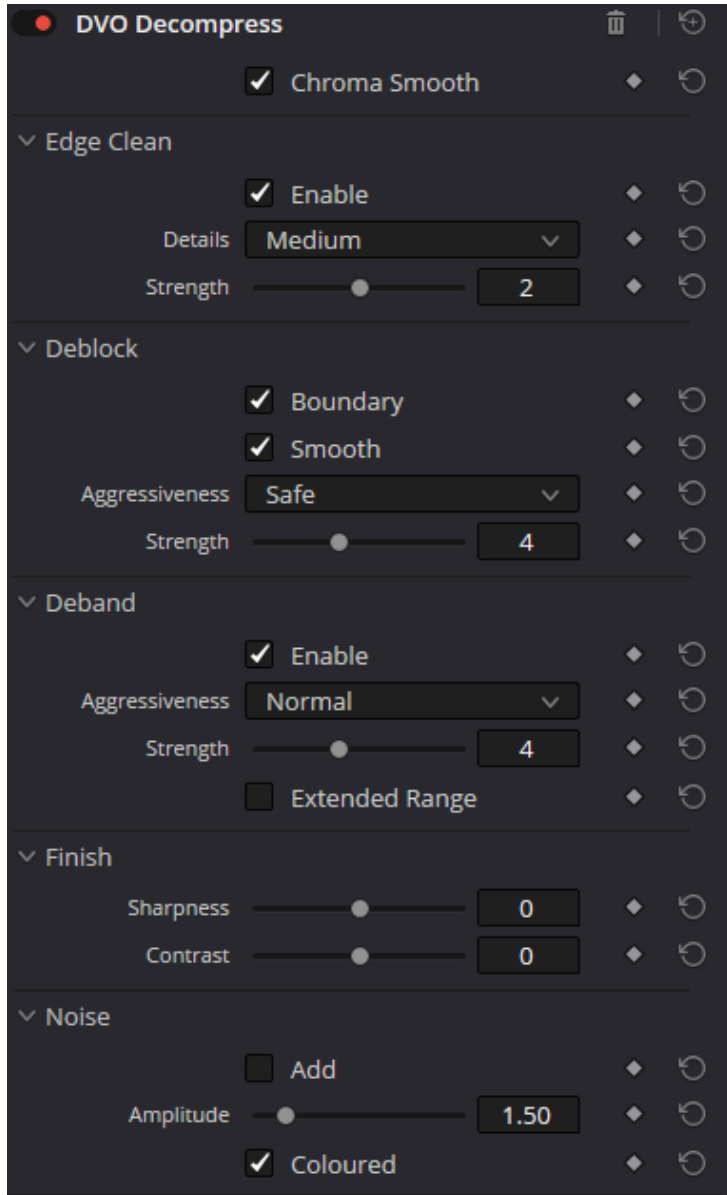
CHROMA SMOOTH
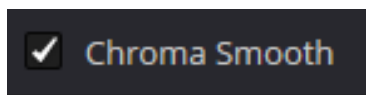
Chroma Smooth is designed to address chroma coding issues related to various codec conversions, such as YUV 422, YUV 420, YUV 411, YUV 410, and ultimately smooth the chroma information back to RGB 444.

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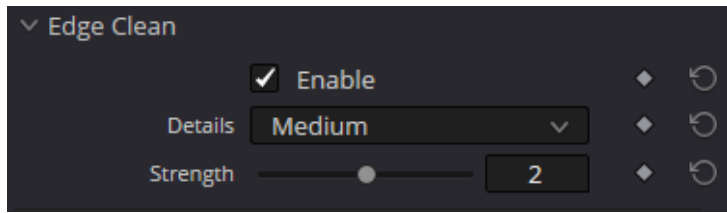
This parameter is used to repair artifacts that can occur due to the lossy nature of the compression process. These artifacts can affect the edges and details in the compressed image or video.

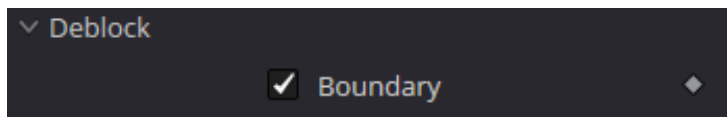Use a larger Details and Strength setting if the image is very compressed.

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

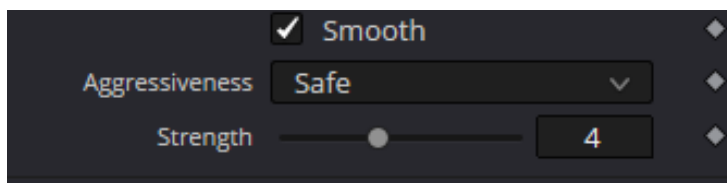**Strength Range:** 0 – 4 (default: 2)

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) Description

BOUNDARY

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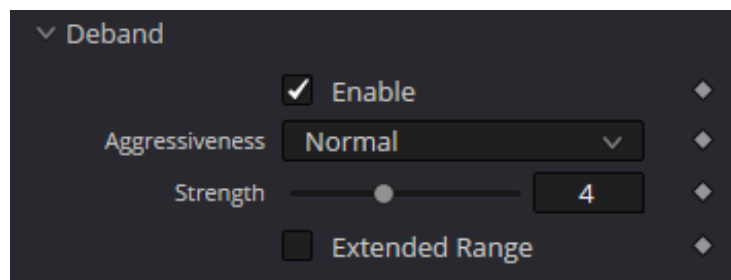
BLOCK SMOOTH

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.
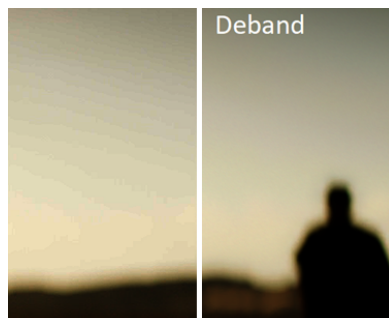

AGGRESSIVENESS

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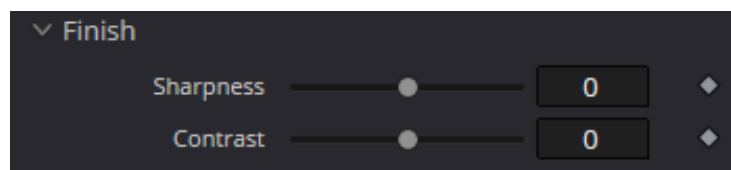
Finish helps to maintain important details of the image like sharpness and local contrast, while Add Noise adds texture to the image.

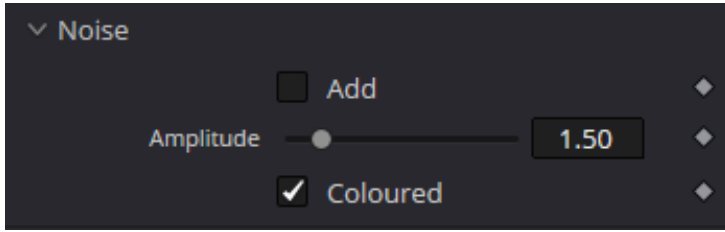**Sharpness:** adjusts sharpness

Range: -2 – 2 (default: 0)

Contrast: adjusts local contrast.

Range: -2 – 2 (default: 0)

NOISE

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.

Range: 0.0 – 10.0 (default: 1.5)

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

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